

## What should I already know?

- To identify how dynamics can reflect environments.
- To know how to play fast and slow with their bodies and voices.
- To be able to perform using a singing voice and using an instrument to demonstrate fast and slow beats.
- To know how to demonstrate fast and slow beats using an instrument.
- To be able to sing and use instruments at the appropriate part of a story.

## Key Knowledge and skills gained

- Identify high and low notes.
- Perform high and low notes.
- Create and perform a two-note and three-note pattern.
- Identify and perform changes in tempo.
- Contribute musical ideas and cooperate within a group.
- Prepare and perform a musical piece.
- Demonstrate a musical understanding of tempo and pitch.
- Participate in discussions about pitch and tempo.
- Offer feedback to groups on their performance.
- Follow instructions during a performance.
- Sounds within music can be described as high or low sounds and the meaning of these terms.
- In all pictorial representations of music, representations further up the page are higher sounds and those further down are lower sounds.

## Key Vocabulary and Definitions

<b>pitch</b>	How high or low a sound is.
<b>high</b>	Near or at the top of a range of sounds.
<b>low</b>	Near or at the bottom of a range of sounds.
<b>tempo</b>	The speed of the music (fast, moderate or slow)
<b>pattern</b>	Any regularly repeated sounds
<b>performance</b>	The action of entertaining other people.

pitch

tempo

