



Music Progression Document – Infants

Elements of Music

	EYFS	Year 1	Year 2
<i>Pitch</i>	<ul style="list-style-type: none"> To understand that what 'high' and 'low' notes are 	<ul style="list-style-type: none"> To understand that pitch means how high or low a note sounds. To understand that 'tuned' instruments play more than one pitch of notes 	<ul style="list-style-type: none"> To know that musical instruments can be used to create 'real life' sound effects. To understand an instrument can be matched to an animal noise based on its timbre.
<i>Duration</i>	<ul style="list-style-type: none"> To recognise that different sounds can be long or short. 	<ul style="list-style-type: none"> To know that rhythm means a pattern of long and short notes. 	<ul style="list-style-type: none"> To know that a graphic score can show a picture of the layers, or 'texture', of a piece of music.
<i>Dynamics</i>	<ul style="list-style-type: none"> To understand that instruments can be played loudly or softly. 	<ul style="list-style-type: none"> To know that dynamics means how loud or soft a sound is. To understand that sounds can be adapted to change their mood, eg through dynamics. 	<ul style="list-style-type: none"> To understand that structure means the organisation of sounds within music, eg a chorus and verse pattern in a song.
<i>Tempo</i>	<ul style="list-style-type: none"> To recognise music that is 'fast' or 'slow'. To understand that we can match our body movements to the speed (tempo) or pulse (beat) of music. 	<ul style="list-style-type: none"> To know that the 'pulse' is the steady beat that goes through music. To know that tempo is the speed of the music 	<ul style="list-style-type: none"> To know that 'notation' means writing music down so that someone else can play it I know that a graphic score can show a picture of the structure and / or texture of music.
<i>Timbre</i>	<ul style="list-style-type: none"> To know that different instruments can sound like a particular character. To recognise that voices and instruments can 	<ul style="list-style-type: none"> To know that 'timbre' means the quality of a sound; eg that different instruments would sound different playing a note 	<ul style="list-style-type: none"> To know that musical instruments can be used to create 'real life' sound effects. To understand an instrument

	imitate sounds from the world around us (eg. vehicles).	of the same pitch. To know that my voice can create different timbres to help tell a story.	can be matched to an animal noise based on its timbre.
<i>Texture</i>	<ul style="list-style-type: none"> To know that music often has more than one instrument being played at a time. 	<ul style="list-style-type: none"> To know that music has layers called 'texture' 	<ul style="list-style-type: none"> To know that a graphic score can show a picture of the layers, or 'texture', of a piece of music.
<i>Structure</i>	<ul style="list-style-type: none"> To recognise the chorus in a familiar song. 	<ul style="list-style-type: none"> To know that a piece of music can have more than one section, eg a verse and a chorus. 	<ul style="list-style-type: none"> To understand that structure means the organisation of sounds within music, eg a chorus and verse pattern in a song.
<i>Notation</i>	<ul style="list-style-type: none"> To know that signals can tell us when to start or stop playing. 	<ul style="list-style-type: none"> To understand that music can be represented by pictures or symbols 	<ul style="list-style-type: none"> To know that 'notation' means writing music down so that someone else can play it I know that a graphic score can show a picture of the structure and / or texture of music.