Knowledge Organiser - Year 1 Unit 2



Musical Spotlight: Dance, Sing and Play! Social Question: How Does Music Tell Stories About the Past?

Name: Class:

Understanding Music	Improvise Together	Listen and Respond		
Let's find and keep a steady beat.	Keep a steady beat when improvising.	Listen carefully and copy back the actions.		
Play or clap simple rhythmic patterns using long and short sounds.	Clap four-beat rhythms, creating long and short sounds.	Respond to the questions, thinking about the music.		
Respond to different high and low pitches.	Improvise using one, two or three notes, using C, D and E.	Enjoy some 'Did You Know?' facts about the song.		

How many notes did you improvise with?

SONG 1 Twinkle, Twinkle, Little Star Style: Reggae	SONG 2 In The Orchestra Style: 20th and 21st Century Orchestral	SONG 3 Daisy Bell (Bicycle Built For Two) Style: 20th and 21st Century Orchestral	SONG 4 Dancing Dinosaurs Style: Pop	SONG 5 Rock-a-bye Baby Style: Lullaby	SONG 6 I'm A Little Teapot Style: Pop
Vocal Sing a melody that travels up and down (ascending and descending) by step. Instrumental Which part did you play? Part 1: D, E, F♯ Part 2: D, F♯ Improvise Which notes or symbols did you improvise with?	Vocal Sing clearly and rhythmically with the Orchestral backing track. Did you think of some actions to go with the song? What were they?	Vocal Sing a melody that has long and short rhythms, and high and low sounds. Compose Which notes or symbols did you compose with?	Vocal Sing a melody that makes you want to dance to the beat. Instrumental Which part did you play? Part 1: C. D. E Part 2: C, D Improvise Which notes or symbols did you improvise with?	Vocal Sing clearly and rhythmically with the Lullaby backing track. What did the lyrics mean to you? What was your favourite line in the song? Did you think of some actions to go with the song? What were they?	 Vocal Sing a song with four beats in a bar. Did you stand nicely when performing the song? Perform Which songs did you perform? Which was your favourite?