



Subject progression: Music - Key stage 1

	Reception	Year 1	Year 2	End of Key Stage Expectation
Music	Autumn – Perform Christmas Songs Spring – instrument exploration, summer – select instruments for a purpose, represent ideas through music	Autumn – Perform- Christmas Songs Spring-Sounds effects fairy tales Summer – Instruments from recyclable materials	Autumn – Perform-Christmas Songs Spring - Nelson Sea shanties Summer - Infant Voice	Use their voices expressively and creatively by singing songs and speaking chants and rhymes. Play tuned and untuned instruments musically. Listen with concentration and understanding to a range of high-quality live and recorded music. Experiment with, create, select and combine sounds using the interrelated dimensions of music.
Perform	Begin to build a repertoire of songs and dances. Understands that different media can be combined to create new effects. Children sing songs, make music and experiment with ways of changing them. Sings a few familiar songs.	Speak and chant in a group. Sing songs in different style, conveying different moods and with increasing vocal control (dynamics, clear words etc) Co-ordinate actions to go with songs Sing a variety of songs.	Have more control over their breathing, dynamics and diction; Have more accuracy in their pitching. Identify when pitch is getting higher/lower and use their voice to recreate note of the same pitch Follow a leader and signals such as start/stop.	





Instrumental	Explore the different sounds of	Play instruments in any way	Maintain a steady beat,	
	instruments.	that makes a sound	changing tempo and	
	4.74	(scraping, tapping, shaking	changing dynamics.	
	Children sing songs, make	etc).	D. f.	
	music and experiment with	DI I II I	Perform a rhythmic	
	ways of changing them.	Play in time to a steady beat, using instruments or	accompaniment to a song	
		body sounds.	Perform a sequence of	
		body sourids.	sounds using a graphic score	
		Play loudly, quietly, fast or	and a graphine see.	
		slow.	Follow a leader to start and	
			stop together	
		Imitate a simple rhythm or		
		pattern on an instrument.	Demonstrate a growing	
			confidence in performing	
		Play a single pitched note	individually or as part of a	
		(drone) to accompany a	small group.	
		song.		
		Follow simple hand signals		
		for stop/start and		
		loud/faster.		





Explore and	Children sing songs, make	Make different sounds	Make different sounds using	
Compose	music and experiment with	using their bodies, voices	their voice and hands	
Compose	ways of changing them.	and instruments	(timbre)	
	Taps out simple repeated	Make different sounds,	Sort and name different	
	rhythms.	such as high/low (pitch),	sounds according to a given	
	A CONTROL OF THE SECOND	long/short (duration)	or their own criteria	
	Explores and learns how	loud/quiet (dynamics) fast	Similar Section Country (Section Association of Section Association Country)	
	sounds can be changed.	and slow (tempo)	Choose musical sounds	
	The state of the s		effects to follow a story or	
	Creates movement in response	Begin to understand that	match a picture.	
	to music.	different sounds can convey		
	200 - 1 100 - 100	mood/feeling	Use graphics/symbols to	
	Makes up rhythms.		represent the sounds they	
	(5) 90	Create a sequence of	have made.	
		different sounds.		
			Compose and perform their	
			own sequence of sounds	
			without support.	
Listen and	Children sing songs, make	Move in time to a steady	Listen with increased	
Appraise	music and experiment with	beat.	concentration	
	ways of changing them	2.7.5.20		
		Respond through	Recognise difference in pitch	
	Sings to self and makes up	movement to different	that can be heard	
	simple songs.	characteristics and mood of		
	20 Sta	music.	Recognise how sounds are	
	Captures experiences and		made (tapping, scraping,	
	responses to music.	Recognise the sounds of	hitting etc)	
		classroom percussion	30 30 30 50 50 50 50 50 50 50 50 50 50 50 50 50	
		instruments and name	Recognise changes in tempo,	
		them.	dynamics and pitch	
		Begin to use musical terms	Begin to use musical	
		(pitch, tempo, dynamics)	terminology to describe	
			mood ('The mood is sad	
			because the music is very	
			slow).	