BILSTON CHURCH OF ENGLAND PRIMARY



MEDIUM TERM PLANNING

Subject	Topic/Key Question	Year Group	Term	Time Allocation
Music	Call and response	2	Spring 1	6 hours
End of lower key stage 1 objectives	songs and Play tune Listen with high-quali Experimen	 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 inter-related dimensions of music 		
End of unit objectives	high qual • Practice e • Keep a ste • Identify cl	·		
Vocabulary	Call and resporrhythm pitch beat	pitch		

Lesson Sequence	Time Allocation	Learning objectives	Activities	Resources
1	1 hour	To perform Take part in singing, accurately following the melody.	Warm up songs Call and response rhymes Tony Chestnut My dog he can do the can can	Singing Sherlock Book 1

		 Follow instructions on how and when to sing or play an instrument. Make and control long and short sounds, using voice and instruments To compose Create short, musical patterns. Create short, rhythmic phrases 	Rhythm and pulse — 4 beat action game. Sing up Year 2 lesson 1 - Tony Chestnut Clap the rhythm patterns and look at the rhythmic notation. Create their own 4 beat rhythm patterns	A selection of percussion instruments Sing up ppt Lesson 1 Tony Chestnut actions
2	1 hour	To perform Take part in singing, accurately following the melody. • Follow instructions on how and when to sing or play an instrument. To compose • Create short, musical patterns. • Create short, rhythmic phrases.	Warm up songs Call and response rhymes Tony Chestnut — with actions My dog he can do the can can Sing up lesson 2-Tony Chestnut Clap the rhythm patterns Create and perform 4 beat rhythm patterns.	Singing Sherlock Book 1 Sing up ppt Lesson 2 Tony Chestnut actions Tambourines Maracas Triangles Half moon tambour
3	1 hour	To perform Take part in singing, accurately following the melody. • Follow instructions on how and when to sing or play an instrument. • Learn to a melody of 5 notes on a	Warm up songs Tony Chestnut My Dog he can do the can-can. Hi-lo Chikka lo Sing up lesson 3 and 4 - Tony Chestnut Explore pitch — use hand signals Work out how to play Tony Chestnut on the glockenspiels	Sing up ppt Lesson 3 Tony Chestnut and call and response. Glockenspiels

		pitched musical instrument.	Then look at the changes in pitch and learn the song <u>.</u>	
4	1 hour	Listening • identify and match changes in pitch. To perform Take part in singing,	Warm up songs Tony Chestnut My Dog he can do the can-can. Hi-lo Chikka lo	Sing up ppt Lesson 4 Tony Chestnut and call and response.
		accurately following the melody.	Songs for Chinese new year and Chinese music	Glockenspiels,
		• Learn to play a melody of 5 notes on a pitched musical instrument.	Sing up 4 -Tony Chestnut Learn how to play Tony Chestnut on the glockenspiels	
5	1 hour	Listening • identify and match changes in pitch. To perform Take part in singing, accurately following	Warm up songs / activities Hi-lo Chicka lo Changing gears Explore pitch — pitch pencils Use hand signs	Sing up ppt Lesson 4 Tony Chestnut and call and response.
		 the melody. Follow instructions on how and when to sing or play an instrument. Learn to play a melody of 5 notes on a pitched musical instrument. 	Sing up 4 -Tony Chestnut Continue to learn how to play Tony Chestnut on the glockenspiels	Glockenspiels,
6	1 hour	Listening • identify and match changes in pitch. To perform	. Warm up songs Hi-lo Chicka lo Changing gears Explore pitch — pitch High — low on the glockenspiels	Charanga: I wanna to play in a band

Take part in singing, accurately following the melody. • Follow instructions on how and when to sing or play an instrument. • Learn to play a melody of 5 notes on a pitched musical instrument.	Charanga — I want to play in a band. — Listen to the music and describe the instruments that could be heard. Tony Chestnut -Sing up Perform the song on the glockenspiels	