Caroline Haslett Primary School – Music		
Instrumental	KS1	Active Music Digital

Knowledge	Vocabulary
Instruments can be used to keep a pulse or play rhythms. The pulse is the steady beat that stays the same throughout the music. Rhythm is a pattern of long and short sounds. Some instruments make high sounds and some make low sounds. Tuned instruments can play melodies. Untuned instruments are used to create rhythms and sound effects. Music can be loud or soft (dynamics). Music can be fast or slow (tempo). Instruments can be played alone or together in an ensemble. Musicians need to listen carefully to play together. Different instruments make different types of sounds. Long sounds last for several beats and short sounds are quick and brief. Instruments can be played in different ways, such as tapping, shaking or scraping. Playing together in unison means everyone plays the same music at the same time. Good musicians take turns, listen and perform respectfully.	**Pulse** - The pulse is a steady beat that runs through the music. **Rhythm** – Rhythm is a pattern of sounds of different length. **Pitch** - How high or low a sound is. **Melody** - a mixture of high and low pitch sounds played one after the other. **Long sound** - Long sounds are drawn out over several beats. **Short sound** - short sounds are fast and brief. **Dynamics** - Loud and soft. **Tempo** - Fast and slow. **Unison** - All children singing or playing the same. **Ensemble** - Singing or playing as a group. **Tuned instruments** - Instruments that play melodies such as xylophones, glockenspiels and chime bars. **Untuned instruments** - Instruments that do not play melodies such as claves, wood blocks, tambourines, maracas and drums.



Skills

- Hold and play instruments safely and correctly.
- Keep a steady pulse using an instrument.
- Copy and play simple rhythms.
- Explore different ways to make sounds on instruments.
- Identify whether sounds are high or low.
- Play loud and soft sounds when asked.
- Play fast and slow tempos with control.
- Join in with group performances.
- Take turns when playing instruments.
- Follow simple instructions from a teacher or conductor.
- Play together in unison with others.
- Use tuned and untuned instruments appropriately.
- Listen carefully to others while performing.
- Create simple sound patterns using instruments.
- Use body percussion alongside instruments.
- Start and stop playing at the correct time.
- Show confidence and enjoyment when performing.
- Use simple musical vocabulary such as pulse, rhythm, pitch and tempo.

Suggested Tasks

INSTRUMENTAL KEY STAGE 1 – DVD CONTENTS LIST

1) Start, stop game with instruments
2) The drum game
3) The drum game with instrumental groups
4) Follow the rhythm of the drum
5) Have you brought your talking voice?
6) Have you brought your talking voice? - Instruments only
7) Start and stop with the drum
8) Start and stop with the drum – change tempo
9) Instrument and symbol game
10) Instrument and symbol order game
11) The continuity game
12) Echo rhythms
13) Count, think and play to the count of 4
14) Clap and play on chosen beats
15) Name rhythms
16) Hickety tickety bumble bee
17) The Echo man
18) 5 fat sausages
19) Johnny plays with one hammer
20) A sailor went to sea, sea, sea
21) Hi, my name's Jo
22) Diddle diddle dumpling
23) 10 fat sausages
24) Ding dong
25) Early in the morning
26) Freres Jacques
27) Little Rabbit Foo Foo
28) My aunt came back
29) Instrument and action game
30) Instrument and action game – version 2
31) Holiday story
32) Anything goes
33) What will you play? high and low
34) Rhythm compositions – building layers
35) Jelly on a plate – rhythm on knees, 'sh' on rest
36) Jelly on a plate – rhythm on knees, freeze action on rest
37) Jelly on a plate – rhythm on knees, clap on rest
38) Jelly on a plate – chant and tap claves on rest
39) Jelly on a plate – half rhythm on floor, half claves on rest
40) Jelly on a plate – half rhythm on floor, half claves on rest - with thinking voices

-

Suggested Tasks

41) Mice, mice – chant
42) Mice, mice - chant and tap pulse
43) Mice, mice - chant and clap rhythm
44) Mice, mice – think and clap rhythm
45) Mice, mice – chant and play rhythm
46) Mice, mice – think and play rhythm
47) Mice, mice – rhythm action game with instruments
48) Mice, mice – 1 pulse, 1 rhythm on tuned instruments
49) Down the road – sing
50) Down the road – sing and tap pulse
51) Down the road – sing and clap rhythm
52) Down the road – think and clap rhythm
53) Down the road – sing and play rhythm
54) Down the road – think and play rhythm
55) Down the road – rhythm action game with instruments
56) Down the road – 1 pulse, 1 rhythm on tuned instruments
57) Apple tree – sing song
58) Apple tree – sing and tap pulse
59) Apple tree – sing and clap rhythm
60) Apple tree – think and clap rhythm
61) Apple tree – sing and play rhythm
62) Apple tree – think and play rhythm
63) Apple tree - 1 pulse 1 rhythm on tuned instruments
64) Harry hare ball game
65) Harry hare – sing and tap pulse
66) Harry hare – sing and clap rhythm
67) Harry hare – think and clap rhythm
68) Harry hare – sing and play rhythm
69) Harry hare – think and play rhythm
70) Buster Buster – action rhyme
71) Buster Buster – chant and clap rhythm
72) Buster Buster – half play 'Buster Buster' and half play other words
73) Buster Buster - half play 'Buster Buster' and half play other words - with thinking voices
74) I wiggle my fingers
75) Goodbye everyone – with claves in 2 parts
76) Goodbye everyone – with contrasting instruments in 2 parts
77) Goodbye everyone – with contrasting instruments in 2 parts – with thinking voices
78) Put them back so they don't crack