Progression of skills - Using notation

| Year 1 | Term 1: MOVE TO THE BEAT | Term 2: EXPLORING SOUNDS | Term 3: HIGH OR LOW? |
|--|--------------------------------|--------------------------------------|-------------------------------------|
| 1. Recognise how graphic notation can represent created sounds, exploring and inventing own symbols | √ | √ | √ |
| 2. Follow pictures and symbols to guide singing and playing | √ | √ | √ |
| Year 2 | Term 1: MOVE TO THE BEAT | Term 2: EXPLORING SOUNDS | Term 3: HIGH OR LOW? |
| 1. Invent graphic notations to represent simple features of music (e.g. dynamics and tempo) | | √ | √ |
| 2. Use graphic notation to represent rhythmic or melodic patterns | √ | √ | √ |
| 3. Use graphic symbols to keep a record of a composed piece | | √ | √ |
| 4. Follow graphic notations to guide singing and playing | √ | √ | √ |
| Year 3 | Term 1: HEAR IT, PLAY IT! | Term 2: PAINTING PICTURES WITH SOUND | Term 3: SING, PLAY, NOTATE |
| 1. Play from rhythmic notation and understand the value of minims, crotchets and quavers | √ | | √ |
| 2. Follow graphic notation to guide singing and playing | √ | √ | √ |
| 3. Use graphic notation to represent rhythmic or melodic patterns | | √ | √ |
| 4. Create graphic notation to represent two or more layers of musical sound | √ | √ | |
| 5. Apply word chants to rhythms, understanding how to link each syllable to a musical note | √ | √ | √ |
| Year 4 | Term 1: Playing with Rhythm | Term 2: Musical Contrasts | Term 3: Melody Builder |
| 1. Play from rhythmic notation and understand the value of semibreves, minims, crotchets and quavers | √ | | √ |
| 2. Play from pitch notation (e.g. graphic notation, combination of rhythm and note names) | | | √ |
| 3. Follow and perform simple rhythmic scores to a steady beat, maintain individual parts accurately within the rhythmic texture, | √ | | |

| achieving a sense of ensemble | | | |
|---|--|--|------------------------------------|
| 4. Use graphic notations to represent layers of rhythm. | √ | | |
| 5. Explore a range of notation e.g. graphic symbols, rhythm notation to capture and record creative ideas. | | √ | √ |
| 6. Use a graphic score to represent musical structure | | √ | |
| Year 5 | Term 1: EXPLORING RHYTHMIC LAYERS | Term 2: MUSIC AND WORDS | Term 3: SONG INGREDIEN TS |
| 1. Use and perform a range of rhythmic notations and develop understanding of note durations (semibreve, minim, crochet, quaver) | √ | √ | |
| 2. Develop understanding of time signatures (3/4 and 4/4) | √ | | |
| 3. Read and perform pitch notation within an octave | √ | | √ |
| 4. Represent compositions using a combination of graphic and standard notations | √ | √ | √ |
| 5. Use and understand musical symbols (e.g. pp, p mp, mf, f, ff, <, >) and apply them to compositions | | √ | √ |
| Year 6 | Term 1: WE'VE GOT RHYTHM | Term 2: MUSICAL EFFECTS AND MOODS | Term 3: CELEBRATI NG SONGS |
| 1. Use and perform a range of rhythmic notations and further develop understanding of note durations (semibreve, minim, crochet, quaver | √ | √ | √ |
| 2. Develop understanding of time signatures (3/4 and 4/4, 6/8) | √ | √ | |
| 3. Read and perform from pitch notation | | √ | √ |
| 4. Read and perform from graphic notation | √ | √ | √ |
| 5. Represent compositions using graphic and standard notations | | √ | √ |
| 6. Notate melodies and chords using staff or informal notation. | | | √ |
| 7. Use and understand a range of musical symbols (e.g. pp, p mp, mf, f, ff, <, >) and apply them to compositions | √ | √ | √ |