



Grade 2 Music Curriculum Framework Document

Music for Year 2

Exploring pitch

1. Listen and identify high and low sounds.
2. Create simple melodic patterns.
3. Using steps, jumps and slides identify phrases in a song.
4. Control changes in pitch.
5. Use pitch and notes expressively in a pattern.
6. Partner games and developing a sequence of notes.

Exploring instruments and symbols

1. Developing the ability to recognise different ways in which sounds are made.
2. How sounds are changed.
3. Identify, classify, name and know a variety of un-tuned percussion instruments.
4. Take account of musical instructions.

Exploring timbre, tempo, and dynamics

1. How sounds and instruments can be used to create music.
2. To play an accompaniment to a song.
3. Choose and order sounds for an effect.
4. Recognise changes in speed, dynamics and style.

Creating a sound picture using instruments

1. Learning to use tuned percussion and glockenspiels, by reading music.