

YEAR 1 MMC Expected Standards - *Statutory and non-statutory guidance*By the end of Year 1 most pupils should be able to:

Singing, Playing and Performing	Listening and Musicianship	Improvising and Composing
 Using their voices: Speak and chant together Sing songs showing increasing vocal control (singing more in tune, breathing deeply, singing words clearly) Sing songs in different styles conveying different moods (happy, sad, angry etc) and with sense of enjoyment Co-ordinate actions to go with a song Sing in time to a steady beat Perform an action or a sound (clapping, stamping, etc) on the steady beat whilst singing Sing call and response songs 	 Listening: Listen to a wide range of musical styles and traditions Listen to music and move in time to its steady beat Listen to music and respond to a change in beat Recognise and respond through movement /dance to the different musical characteristics and moods of music Recognise the sounds of the percussion instruments used in the classroom and identify and name them 	 Improvise: With different sounds made by the voice and hands (timbre) High and low sounds (pitch) Long and short sounds (duration) Loud and quiet sounds (dynamics) Fast and slow sounds (tempo) Pitch shapes (moving up and down) and rhythmic patterns Simple vocal chants Question and answer phrases.
 Using classroom Instruments: Play instruments by shaking, scraping, rattling, tapping etc Play in time to a steady beat/pulse, using instruments or body sounds Play loudly, quietly, fast, slow Imitate copycat rhythms and patterns on an instrument Play a repeated rhythmic pattern (rhythmic ostinato) to accompany a song Play with help the rhythmic pattern of a spoken sentence, e.g. 'Hungry caterpillar' Follow simple hand signals indicating: loud/quiet and start/stop 	 Musicianship: Begin to describe and respond to music (louder/quieter, faster/slower, higher/lower) Begin to articulate how changes in speed, pitch and dynamics effect the mood See also singing, playing and performing with beat, pulse and rhythm 	 Compose: Add suggested sound effects to a story Choose musical sound effects to follow a story line or match a picture Use graphics/symbols to portray the sounds they have made Sequence these symbols to make a simple structure (score) Invent, retain and recall rhythm and pitch patterns Compose their own sequence of sounds or pattern without help and perform them Use technology, if available to capture, change and combine sounds.





