St Luke's Knowledge Organiser

Year 1 - Spring — Pitch (Superheroes)

What I should already know

I can:

- Chant in time with others.
- Make changes to the dynamics (volume) of their voice to represent a character.
- Respond to hand signals when playing an instrument.
- Choose a suitable sound to represent a point in the story.
- Read simple rhythmic patterns comprising one beat sounds and one beat rests.
- Clap or play a rhythmic pattern along with spoken words.
- Play given sound patterns in time with the pulse.
- Follow instructions during a performance.
- Join in with repeated phrases using a character voice.



Sticky Knowledge and skills

- Sounds within music can be described as high or low sounds and the meaning of these terms.
- In all pictorial representations of music, representations further up the page are higher sounds and those further down are lower sounds.

Vocabulary	
High	Near or at the top of the range of sounds.
Pitch	How high or a low a sound is. ———————————————————————————————————
Low	Near or at the bottom of the range of sounds.
Tempo	The speed of music (fast or slow).
Pattern	Any regularly repeated sounds.
Performance	The action of entertaining other people.