Key Vocabulary			
Year 3	Year 4	Year 5	Year 6
Pulse/beat (the steady beat-heartbeat.	<b>Duration</b> (length of time each not is	Pulse/beat (the steady beat-heartbeat.	Ostinato (short repeated pattern
Continuous without changing	played/sung for)	Continuous without changing	created by same voice or instrument
throughout)	Timbre (quality of sound, what makes	throughout)	through a composition)
<b>Duration</b> (length of time each not is	instruments sound different to each	<b>Duration</b> (length of time each not is	Pulse/beat (the steady beat-heartbeat.
played/sung for)	other)	played/sung for)	Continuous without changing throughout)
Timbre (quality of sound, what makes	Pitch (how low or high a note sounds)	Timbre (quality of sound, what makes	tinoughout)
instruments sound different to each	<b>Dynamics</b> (the volume of the sound)	instruments sound different to each other)	<b>Duration</b> (length of time each not is
other)		other)	played/sung for)
Pitch (how low or high a note sounds)	Texture (layers of sound)	Pitch (how low or high a note sounds)	Timbre (quality of sound, what makes
<b>Tempo</b> (speed of the music)	<b>Structure</b> (the order of the music e.g. intro, verse, chorus etc.)	Tempo (speed of the music)	instruments sound different to each other)
Texture (layers of sound)	Melody (the tune)	Texture (layers of sound)	Pitch (how low or high a note sounds)
<b>Structure</b> (the order of the music e.g. intro, verse, chorus etc.)	Harmony (playing/singing more than	<b>Structure</b> (the order of the music e.g. intro, verse, chorus etc.)	Tempo (speed of the music)
intro, verse, chorus etc.)	one pitched note at a time)	intro, verse, chords etc.)	Texture (layers of sound)
Rhythm (pattern of long and short		Rhythm (pattern of long and short	Texture (layers or sound)
sounds as you move through the music)	Pulse/beat (the steady beat-heartbeat.	sounds as you move through the music)	<b>Structure</b> (the order of the music e.g.
<b>Dynamics</b> (the volume of the sound)	Continuous without changing throughout)	Melody (the tune)	intro, verse, chorus etc.)
			Rhythm (pattern of long and short
	<b>Rhythm</b> (pattern of long and short sounds as you move through the music)	Harmony (playing/singing more than one pitched note at a time)	sounds as you move through the music)
			Melody (the tune)
		<b>Dynamics</b> (the volume of the sound) -	
		including:	Harmony (playing/singing more than
			one pitched note at a time)
			<b>Dynamics</b> - cescendo (getting louder),
			diminuendo (getting quieter)