

	Autumn 1 Starting School	Autumn 2 Let's Celebrate	Spring 1 Winter/Nocturnal Animals	Spring 2 Fantastic Forest Adventures	Summer 1 Amazing Animals	Summer 2 Under the Sea
Music	<p>Songs: Firefighter,</p> <p>Games: Bouncy Teddies – actions</p>	<p>Fireworks Composition (Graphic Score, untuned percussion and glockenspiels)</p> <p>Christmas Show Songs</p>	<p>Songs: Mr Wind</p> <p>Instruments: Magic sticks - tempo and dynamics games</p> <p>Pitch games: monsters and mice – piano/glockenspiel</p>	<p>Songs: Mother's Day, Spring Chicken Gingerbread Man Rap</p> <p>Instruments: Boomwhackers – pitch games</p>	<p>Songs: Clever Little Bulbs</p> <p>Instruments: Tuned and untuned percussion – animal composition – graphic score.</p>	<p>Songs: Father's Day</p> <p>Nursery Garden Party Songs</p>
Dance		<p>Christmas Show dances</p>	<p>Chinese Fan Dance</p>			<p>Nursery Garden Party Dances</p>
Skills Progression	<p>Describes music, eg "scary music, angry music, happy music".</p> <p>Can identify and match an instrumental sound, eg hear a shaker and indicate that they understand it is a shaker.</p> <p>Matches music to pictures/visual resources.</p> <p>Describes the sound of instruments eg scratchy sound, soft sound.</p> <p>Moves in response to rhythms heard played on instruments eg a drum. This could be small movements eg moving fingers in response to sounds or large movements such as jumping.</p>		<p>Can identify and match an instrumental sound, eg hear a shaker and indicate that they understand it is a shaker.</p> <p>Matches music to pictures/visual resources.</p> <p>Describes the sound of instruments eg scratchy sound, soft sound.</p> <p>Creates visual representation of sounds, instruments and pieces of music, eg mark making to specific sounds or pieces of music.</p> <p>Moves in response to rhythms heard played on instruments eg a drum. This could be small movements eg moving fingers in response to sounds or large movements such as jumping.</p> <p>Physically interprets the sound of instruments, eg tiptoes to the sound of a xylophone.</p>		<p>Claps or taps to the pulse of the music he or she is listening to.</p> <p>Claps or taps to the pulse of the song he or she is singing.</p> <p>Physically interprets the sound of instruments, eg tiptoes to the sound of a xylophone.</p> <p>Physically imitates the actions of musicians, eg pretends to play the trumpet, piano, guitar.</p> <p>Moves in response to rhythms heard played on instruments eg a drum. This could be small movements eg moving fingers in response to sounds or large movements such as jumping.</p>	