



Lodge Farm Primary School- Knowledge Organiser



Music Topic: Zootime

Year: 2 **Term:** Spring 2

Key Knowledge/Content:

- **Listen and Appraise-** Find the pulse as they listen to 'Zootime' and recognise and name some of the instruments they hear.
- **Musical activities-** Clap rhythms with long and short sounds and play an instrumental part using one note.
- **Singing-** Learn the song and use actions
- **Improvise-** Use one note.
- **Compose-** Simple melody using simple rhythms and two notes (C + D)
- **Performance-** Perform and share the song.

Key vocabulary with definition:

Prior vocabulary:

- Pulse- A steady beat
- Rhythm – Long and short sounds or patterns that happen over the pulse.
- Pitch – High and low sounds.
- Dynamics – How loud or quiet the music is.
- Tempo – The speed of the music; fast or slow or in-between.
- Improvise- To create music on the spot.
- Compose- To write music
- Keyboard- An instrument that is played by pressing the keys of a keyboard.
- Drums- A type of musical instrument
- Bass - A low or deep tone

Links to:

Prior learning:

To find the steady pulse

Future learning:

To learn how songs can tell a story or describe an idea.

New vocabulary:

- Electric Guitar- A string instrument usually played with a pick or fingers.
- Reggae- A music genre that began in Jamaica in the late 1960s.

By the end of this unit:

All children can: recognise and name some of the instruments they hear, use one note to improvise and compose using a glockenspiel.

Most children can: recognise high and low sounds; and begin to play an instrumental part accurately.

Some children can: recognise all of the instruments they can hear and compose their own rhythms using three notes.

Background understanding for teachers and parents:

This unit is focused around one song: Zootime- a Reggae song for children. They will listen and appraise other Reggae songs. Children will sing and dance to 'Zootime' using actions and compose a simple melody using simple rhythms and share in their final performance.

Curriculum Driver (one):

Communication

Evidence outcome:

Communicate using their voices and playing musical instruments.