

Subject	Autumn		Spring		Summer	
Music	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Foundation Stage (Reception)	Singing playground (a selection of singing games)	Christmas Nativity Repertoire (a selection of Christmas songs)	Instrumentation (exploring percussive instruments combined with singing)		Organology Metallophones Recorders Guitars/Ukuleles	Singing playground (a selection of singing games, as well as singing and dancing)
Year 1	Singing playground (a selection of singing games)	Instrumentation (exploring percussive instruments combined with singing)		Organology Metallophones Recorders Guitars/Ukuleles		Graphic Scores (using images to read and make music)
Year 2	Investigating Sound Lengths (The long and the short)	Metallophones (Melodies and scales)		Recorders Technique and repertoire		Ukuleles Technique and repertoire
Year 3	Music Theory and practice (Using staff notation to play tunes with xylophones and metallophones)	Recorder technique (a selection of nursery rhymes to be played in groups/as a class)		Ukuleles (a selection of nursery rhymes to be played in groups/as a class)		Rhythm I (Rhythmic notation and practice with chimes and African drums)

Year 4	Ukuleles (a selection of nursery rhymes to be played in groups/as a class)	Music Theory and practice (Staff notation and metallophone practice)	Recorders (a selection of nursery rhymes to be played in groups/as a class)	Rhythm II (Rhythmic notation and practice with chimes and African drums)	
Year 5	Guitars (a selection of nursery rhymes to be played in groups/as a class)	Music Theory and practice. (staff notation and metallophone practice)	Recorders (widening the repertoire)	Ukuleles (a selection of pop and rock songs)	
Year 6	Guitars (a selection of nursery rhymes to be played in groups/as a class)	Music Theory and practice. (staff notation and metallophone practice)	Recorders (widening the repertoire)	Ukuleles (a selection of pop and rock songs)	Ensemble performance (Final show preparation: singing and multi-instrument performance)