



# EYFS LEARNING IN MUSIC

## SUBJECT OVERVIEW



Overview	
<p><b>Music</b></p> <ul style="list-style-type: none"> <li>-In <u>Music</u>, we learn to be creative with sounds, using our imaginations to show feelings and ideas.</li> <li>-Music is about putting sounds together to create <u>melodies, rhythms and harmonies</u>.</li> <li>- Music can be made using vocal (our voices) and instrumental (using instruments) sounds.</li> </ul> <p>In EYFS, early Music is found in the 'Expressive Arts and Design' and 'Understanding the World' learning areas.</p>	
 	

Expressive Arts and Design	
<b>Imagination</b>	<ul style="list-style-type: none"> <li>-Using your imagination is about having new ideas!</li> <li>-When using our imaginations, we create music that we find fun, new and interesting. We can also show emotions (how we feel). We can create music to copy familiar sounds and make new sounds.</li> </ul>
<b>Singing</b>	<ul style="list-style-type: none"> <li>-Singing <u>uses our voices to make music</u>.</li> <li>-When singing, we can change the <u>pitch (high/low)</u> of our voice. We can also change the <u>volume (loud/quiet)</u> of our voice. We can create our own songs and tunes using the above (and sometimes <u>rhyming</u>).</li> </ul>
<b>Dancing and Moving</b>	<ul style="list-style-type: none"> <li>-When we dance, we <u>use our bodies to move to the sound of music</u>.</li> <li>-We can move some parts of our bodies to create sounds along to the beat, for example <u>stamping our feet</u> and <u>clapping our hands</u>.</li> <li>-We can repeat some movements in a pattern, in order to create <u>dance sequences</u>. We can also dance to <u>show emotions and copy movements</u>.</li> </ul>

Technology		
	<b>Performing</b>	<ul style="list-style-type: none"> <li>-Performing devices help us to perform and <u>create music</u>. Examples include microphones, speakers, and computer/tablet applications.</li> </ul>
	<b>Recording</b>	<ul style="list-style-type: none"> <li>-Recording devices <u>capture the sounds</u> that we make, which can then be played back. Examples include voice recorders and phone/video recorders.</li> </ul>
	<b>Playback</b>	<ul style="list-style-type: none"> <li>-Playback devices allow us to <u>hear music after it is played</u>. Examples include CD and DVD players, computers, televisions and smart phones/tablets.</li> </ul>

Key Vocabulary
Music
Pulse/Beat
Voice
Instrument
Rhythm
Singing
Dancing
Recording
Pitch
Volume
Tempo