



Unit hub

<u>Dynamics</u>, <u>pitch</u> and <u>texture</u> (<u>Theme</u>: <u>Coast</u> - <u>Fingal's</u> <u>Cave by Mendelssohn</u>):

Intended outcome of the unit

Pupils who are **secure** will be able to:

Engage in discussion about the sounds of an orchestral piece.

Have a selection of varied vocabulary in response to what they hear.

Change dynamics and pitch, differentiating between the two.

Take the role of conductor or follow a conductor.

Change texture within their group improvisation and talk about its effect.

Create a graphic score to represent sounds.

Follow the conductor to show changes in pitch, dynamics and texture.

Week 1	Week 2	Week 3	Week 4	Week 5
<u>Lesson 1: Exploring</u> <u>Fingal's Cave</u>	Lesson 2: Making waves: Pitch and dynamics	Lesson 3: Making waves: Texture	Lesson 4: Group compositions	<u>Lesson 5: We are</u> <u>waves</u>
To appraise the work of a classical composer (Felix Mendelssohn).	To improvise as a group, using dynamics and pitch.	To improvise as a group, using texture.	To use knowledge of dynamics, texture and pitch to create a group composition.	To use teamwork to create a group composition featuring changes in texture, dynamics and pitch.

Suggested Next Steps
Songs of World War 2

Key Vocab

classical characterise composition graphic score improvisation notation

conductor	orchestra
depict	pitch
dynamics	texture
ensemble	

Unit specific links:

Knowledge organiser: Music - Y6: Dynamics, pitch and texture

Unit Vocabulary: Dynamics, pitch and texture