
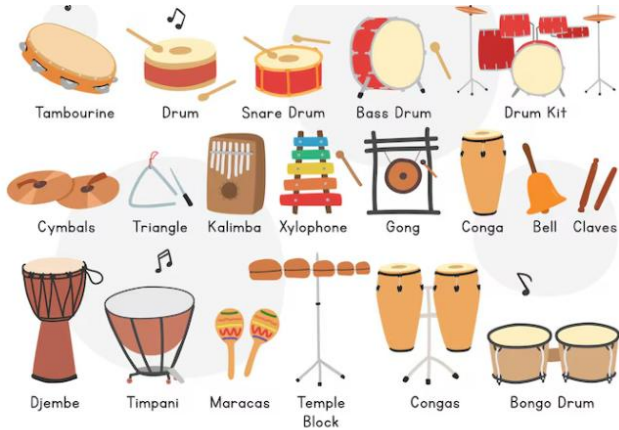




# St John Fisher RC Primary

## Year Two Knowledge Organiser – Spring Term One – Music

Things I will be taught				Key facts to remember	
<b>I know:</b> <b>Lessons 1-6</b> <ul style="list-style-type: none"> <li>How to maintain a steady pulse</li> <li>To copy rhythm patterns</li> <li>How to control dynamics when playing instruments</li> <li>How to explore the timbre of different instruments (sounds)</li> <li>How to recognise the timbre of different instruments</li> <li>How to describe how a piece of music makes me feel</li> </ul>				<ul style="list-style-type: none"> <li>Holst was a composer who wrote the piece of music called Mars</li> <li>Listening to different pieces of music helps us to recognise the timbre of different instruments</li> </ul>	
				Key Vocabulary	
				<b>composer</b>	a person who writes music, especially as a professional occupation
				<b>timbre</b>	the quality of a musical sound
Key Knowledge				Key Knowledge: I recognise the timbre of different instruments	
<b>I know how to:</b> <ul style="list-style-type: none"> <li>I can keep a steady beat/pulse when I play an untuned percussion instrument or body percussion</li> <li>Listen to a range of music, recognising the work of different composers.</li> <li>Play rhythms on untuned percussion instruments</li> <li>Change dynamics when playing instruments</li> <li>Recognise different instruments within a listening piece</li> </ul>				<b>Composer</b>  <b>Gustav Holst</b>  <p>Gustav Theodore Holst (21 September 1874 – 25 May 1934) was an English composer, arranger and teacher. Best known for his orchestral suite The Planets, he composed many other works across a range of genres, although none achieved comparable success.</p>	
				<p>An untuned percussion instrument is one that is not pitched to any particular note. There are literally hundreds of untuned percussion instruments – anything you can hit, shake or scrape can be a percussion instrument.</p> 	
Musical Notes: semi-breve, minim, crotchet, quaver					
