## Developing Vocabulary in Music





Recent research shows us that: 'Everything about good music is positive, with the power to affect our lives forever. Musical experiences provide a sense of community and belonging.' Gari Stein

Studies suggest that music can; nourish the brain while affecting all areas of development, strengthen listening, motor skills, language, problem solving, spatial-temporal performance and literacy, help critical listening skills, create space for emotional well-being, provide opportunities to practise social skills, support phonic awareness, instill acts of kindness and cooperation, calm and focus the mind and encourage interaction in non-threatening ways.

## Developing Music at Hindhayes -

Music, as a universal language, promotes creativity, reading and comprehension skills, confidence and a sense of fun all at the same time. At Hindhayes, we want the children to enjoy their musical experiences and feel enriched as a result of them. We want to instil a sense of achievement no matter what their abilities or understanding are. Music can encompass all abilities and ensure that, for a time, children feel they are an equal and essential part of a whole.

Vocabulary tier	Tier 1	Tier 2	Tier 3
use their voices expressively and creatively by singing songs and speaking chants and rhymes	sing, song, rhyme, voice	soft, loud, echo, quiet, smooth, choral	chant, lyrical, harmony, tone, choir, call and response
play tuned and untuned instruments musically	glockenspiel, claves, drum, cymbal, drum, tambourine, rhythm, beater, woodblock	tunes, flat, sharp, performance	timbre, texture, untuned, lyrical
listen with concentration and understanding to a range of high-quality live and recorded music	listen., music, song, ears, tune	structure, introduction, bridge	chorus, reprise, verse, melody, instrumental
experiment with, create, select and combine sounds using the inter-related dimensions of music.	beat, sound, notes	texture, ascending, descending, combination	timbre, dynamics, rhythm, pitch, tempo, pulse