



Musical Effects and Moods : Year 6 Knowledge Organiser

Key Vocabulary

Pitch	How high or low a note is
Notation	A system of written symbols used to represent music
Timbre	The tone or colour of instruments e.g. high/low, wooden/metallic
Melody	The arrangement of single notes that creates a satisfying musical sequence

- Bee (zzz) ■ an ascending melody, getting faster and faster (accelerando)
- Jet ski (jjj) ■ a repetitive drum beat, getting faster and louder (accelerando and crescendo)
- Siren (ng) ■ Use a large 'o' shape and nice strong 'p' sounds for the POP!
- ■ Elongate the words 'fizz' and 'hiss' to create the sounds of fireworks
- Blast out the 'ffsch' sounds



- ★ To experiment with vocal sounds, varying pitch, articulation, timbre and dynamics
- ★ To follow a graphic score

- ★ To experiment with vocal and instrumental sounds, varying pitch, articulation, timbre and dynamics
- ★ To improvise on instruments in response to a stimulus
- ★ To describe music using appropriate musical vocabulary
- ★ To explore musical techniques used in film music

- ★ To use a range of vocal timbres to create sound imagery
- ★ To perform a soundscape following a graphic score (with timeline)
- ★ To identify key features of Tchaikovsky's *1812 Overture*

- ★ To recognize staccato and legato articulation
- ★ To sing with appropriate articulation