St Robert's Catholic Primary School

Music Knowledge Organiser - Autumn 2

Musical Motifs

What should I already know?	What will I know at the end of the Unit?
Identify sections of the music where the tempo changes. Correctly describe sections of music as fast or slow. Point out moments in the music where the dynamics change. Accurately describe dynamic changes as soft or loud. Give specific examples of how the music corresponds to actions in the story. Provide clear and specific examples of how music supports the story. Justify tempo and dynamic choices made to represent a character, event or feeling. Suggest appropriate musical dynamics and tempo changes for different scenes of the story. Work as part of a group to rehearse a performance. Perform confidently using appropriate instrumental sounds. Play their part at appropriate tempo and dynamics.	Describe what a stave is and how to use it. Name and play the notes C to G using the stave. Recognise and read notes on the stave while playing. Follow the notes in the correct order shown on the stave. Describe what a motif is. Explain the effect different pitches can have on a listener in a motif. Match motifs to characters based on the pitches heard. Draw notes accurately on the stave. Follow the notes on a stave whilst playing a short motif. Follow notation on a stave when performing. Perform a motif in a small group.

Key Vocabulary


Key


Vocabulary


compose


mood


note


pattern


perform


pitch


play


practise

Links to Careers


Singer/Song writer


Music Tutor


Music Teacher

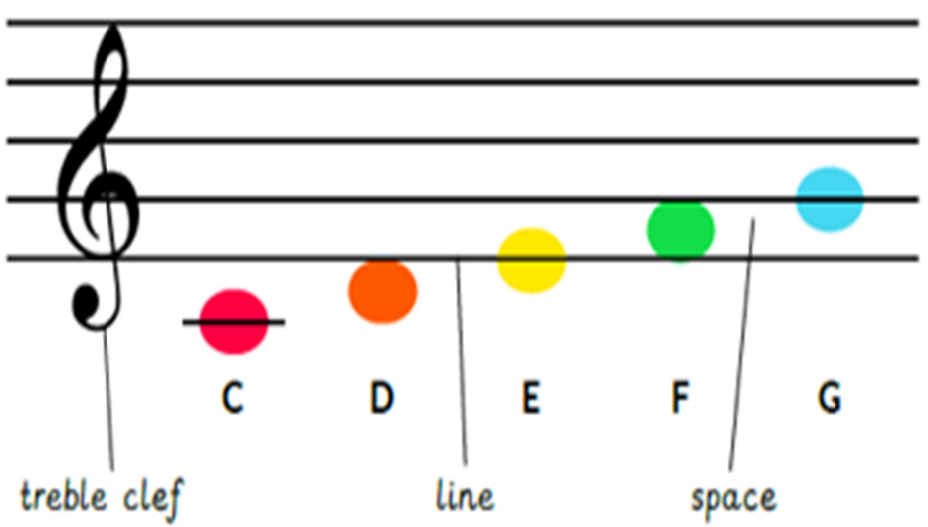
Links to Catholic Social Teaching



Music - Musical motifs

stave	Five lines where notes are placed to show their pitch.
note	A musical symbol that represents a pitch.
notation	A written system to represent musical sounds.
motif	A short, repeated musical pattern.

The stave



What else do you know?

grumpy	silly	lazy	cheerful
			
• Use notes D F E • Getting lower • Loud	• Use notes C D E F G • Getting higher and lower • Fast speed	• Use notes C D E F • Moves in steps • Slow speed	• Use notes C E G • Getting higher • Move in leaps