

## **Music Vocabulary Progression Map**

Year 3	Year 4	Year 5	Year 6
Violin, Cello, Double base, Classical, String instruments, Woodwind	Crescendo – getting louder.	Sharp – note to be raised by a semitone.	Harmony – pleasing combination of two or more notes, played in background
instruments, Brass instruments	Decrescendo – getting quieter.	Semitone- one twelfth of an octave- the smallest interval in western music.	behind melody.
Bar – a regular section on a staff, separated by vertical	Strum-sweeping the thumb across the strings.	Slur – a curve over notes, suggesting that	Accent – where the music is emphasised.
Lines.	Pluck- by picking or pulling a string with	it is slurred together.	Off beat – the unaccented beat.
Canon – tune that is repeated at regular intervals by different performers, but	fingers.	Staccato – short, sharp notes.	Adagio – slow and calm.
with different starting times.	Ukulele chord – 2 or more notes played simultaneously.	Flat – playing a note a semitone lower than the written one.	Allegro – quick and lively.
Downbeat – first beat in a bar.	Drone - monotonous tone.	Dissonance – harsh sounds, chords not in	Andante – relaxed and flowing.
Staff – five horizontal lines on which notes are written.	Key – system of notes based on a key	harmony.	Moderato – a reasonable pace.
Tempo – speed of a piece.	note.	Chord progression – string of chords played in succession, usually a pattern.	Presto – quick and lively.
Time signature – how many beats to a bar.	Semibreve - 4 beats.		Prestissimo – extremely quick.
Melody- a tune is a combination of pitch and rhythm.	Quaver - ½ beat	Vibrato – quickly alternating between two notes – a wobbly sound.	Vivace- fast, lively.
Crescendo – getting louder.	Crotchet rest – 1 beat.	Lento – slow.	Mezzo forte- moderately loud
Octave – 8 full tones above the key note-	Timbre- the quality of the sound.		Piano- quiet.
start and end of a scale.  Crotchet – 1 beat	Texture- the different layers in a piece of music		
Minim – 2 beats	Forte - loud.		
	Diminuendo- gradually getting quieter and slows down.		