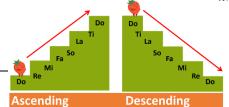
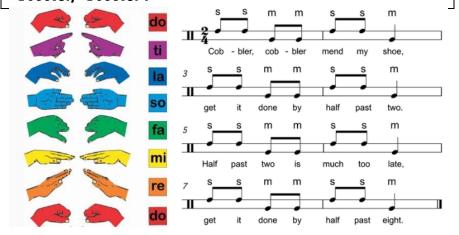
## Year Two - knowledge organiser spring term



## **BACKGROUND & CONTEXT:**

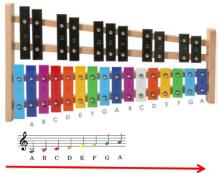
Kodály was a Hungarian composer/teacher who believed everyone should be able to learn music. He created a way of teaching music that helps people learn by listening and singing. One important part of his method is the solfa system, where we use special names like do, re, and mi for the different notes in a song. In this module, you will learn the solfa names and hand signals; you will practice using these skills with different songs, for example, "Cobbler, Cobbler":



|                           | MUSIC KG9 TGT MS Ascending Descending  |
|---------------------------|--|
| Pitch                     | The highness or lowness of a sound.  |
| ♥ Pulse                   | The heartbeat of the music — the underlying pattern of stresses you would tap your foot to   |
| Rhythm                    | The arrangement of long or short notes   |
| Melody                    | The tune; a sequence of pitched notes  |
| Kodaly                    | A Hungarian composer and music educator who developed a way to teach music (b.1882 — d.1967) |
| Solfa                     | system of names (do, re, mi, etc.) used to represent the notes in a musical scale            |
| Scale                     | A set of notes in a specific order, often used as the basis for a song or melody             |
| Curwen<br>Hand<br>signals | Hand gestures that go with the solfa syllables, helping to show the pitch of the notes       |

MIICIC VAU TAPMO

KEY CONCEPTS: Movable Do: 'do' isn't always a C, it can be any note, depending on the scale being used. Even though do changes, the relationship between the notes stays the same. For example, 'so' is always 5 notes away from 'do', no matter which note 'do' starts on. The Musical Alphabet: The musical alphabet has 7 letters: A, B, C, D, E, F, G. After G, it starts over again at A! The glockenspiel: Smaller bars make higher sounds, and longer bars make lower sounds. So, the notes get higher as you move left to right.



Left to right: getting higher in pitch GOING UP