

Musical Zoo

Explore the links between animals, sounds, and music

Reception

Learning Outcomes:

At the end of the session:

- ✓ **All pupils** will have the opportunity to use untuned instruments and try to match sounds to animal movement
- ✓ **Most pupils** will know that animals and instruments can make a wide variety of sounds
- ✓ **Some pupils** will understand that music can create different emotions when we listen to it

Curriculum Links:

Communication and Language | Expressive Arts & Design

Year 1-2

Learning Outcomes:

At the end of the session:

- ✓ **All pupils** will have the opportunity to use untuned instruments musically
- ✓ **Most pupils** will understand that sounds can be selected and combined in different ways to match emotions
- ✓ **Some pupils** will understand that different music can create different emotions in the listeners

Curriculum Links:

Music | Science

Session Outline:

The session begins with a famous piece of classical music inspired by an animal. Pupils will explore how instruments can represent animal sounds and movements. Next, a guessing game introduces familiar and unfamiliar animal and instrument sounds, followed by recordings from different places and what they might represent. Pupils will explore how music changes the way we feel by matching different soundtracks to animal movements. The session finishes with everyone playing a variety of untuned instruments to create a soundtrack for animal movements.

