Term 3

WHAT IS THE DIFFERENCE BETWEEN NOISE AND SOUND?

Lead State of being: Scientist

Sound

- identify how sounds are made, associating some of them with something vibrating;

- recognise that vibrations from sounds travel through a medium to the ear;

- find patterns between the pitch of a sound and features of the object that produced it;

- find patterns between the volume of a sound and the strength of the vibrations that produced it;

- recognise that sounds get fainter as the distance from the sound source increases.

Working Scientifically

- setting up simple practical enquiries, comparative and fair tests.

- using results to draw simple concussions, make predictions for new values, suggest improvements and raise further questions.

Supporting State of being: Engineer

D&T: Design

- use research and develop design criteria - generate, develop, model and communicate

their ideas through discussion, annotated sketches

D&T: Make

- select from and use a wider range of tools and equipment to perform practical tasks
- – select from and use a wider range of materials and components
- **D&T: Evaluate**

- investigate and analyse a range of existing products;

- evaluate their ideas and products

Musician State of being: Musician

- play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression;

- improvise and compose music for a range of purposes using the inter-related dimensions of music;

- listen with attention to detail and recall sounds with increasing aural memory.