



“Walking in the footsteps of Jesus with our Christian family, we learn, grow, achieve and flourish together in God’s love.”

Spiritual, Moral, Social & Cultural (SMSC) Development in MUSIC

SPIRITUAL

Music helps to promote spiritualism in that music can be a major part of many spiritual celebrations including in that of major religions as well as in meditative and well-being practises. Music also promotes a sense of wonder of the world.

MORAL

Music supports moral development by showing children that different opinions need to be respected and valued. This may be personal likes and dislikes but also to do with the history or ways of production of music.

SOCIAL

Music supports social development by exposing children to the power of collaborative working in the musical arts. When undertaking musical performance children work collaboratively.

CULTURAL

Music supports cultural development by looking at how musicians and performers from a range of cultures have had a significant impact globally. It also helps children to understand how important music is to the economy and culture of the UK. Music is an inherently cultural and social experience as people enjoy going to musical performances.

Other specific examples of Spiritual, Moral Social and Cultural Development in Music include:

- Pupils have the opportunity to listen to, and participate in, performance for the school and wider community including event to raise money for charity and visits to residential homes.
- An appreciation of how different cultures have contributed to popular musical genres today is encouraged and nurtured in our students.
- Pupils are encouraged to formulate and articulate their opinions of their own work, and the work of other people, and to express these with awareness and sensitivity towards the feelings of others.
- Pupils take part in a wide variety of different activities which require social skills, the ability to work collaboratively as part of a pair or group, and as part of their whole class in larger ensembles.