



Prior Knowledge:

- We have started to learn about **pulse and rhythm**
- We are starting to find the **pulse by using body percussion**
- We have looked at **pitch and know that some notes are high and some notes are low**
- We have explored some familiar songs
- We know **the pitches so and mi**
- We have **explored tuned and untuned instruments**
- We understand that **different pitches make high or low sounds**

Singing:

- Learn **simple songs, chants and rhymes** from memory.
- Learn songs to help us play them on the glockenspiel**
- Sing the pitches 'so', 'la' and 'mi' as part of the songs we are playing

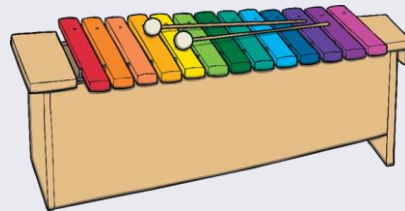
Musicality:

- Find the pulse with support**
- Find ta and ti-ti rhythms with support**
- Sing, read and start playing ('so' 'la' 'mi' 're' 'do') pitches
- Recap on so – mi, learn 'so', 'la' and 'me'
- moving on to playing the notes **C, D, E, G, A** and **B**

Listening:

We will be able to listen carefully and talk about:

- Voices and instruments**
- High and low** sounds
- Fast and slow** sounds
- Loud and soft** sounds



Composing:

- We will improvise and compose simple **rhythms** using **untuned percussion** and **melodies** using **tuned percussion**.

Performing:

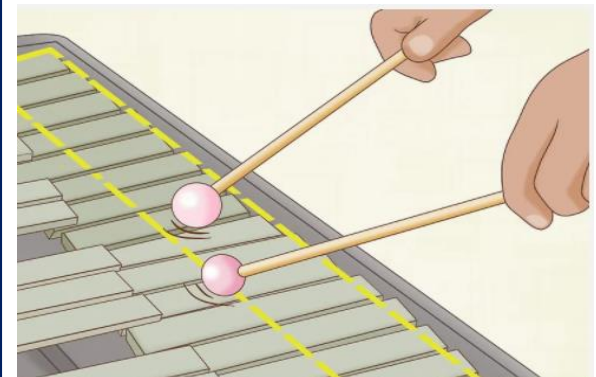
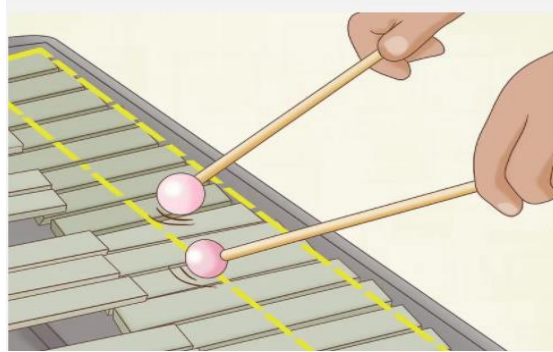
We will **perform to our friends** and **watch performances** together. We will talk about **what went well** and **what could be even better**

Music Key Vocabulary		
pulse		A steady beat .
rhythm		A pattern of long and short notes .
pitch		How high or low a sound is.
tempo		How fast or slow the music is.
notes		How music is written.
untuned instrument		An instrument that you can use to play the pulse or the rhythm .
tuned instrument		An instrument that you can use to play a melody .
body percussion		Making music with parts of your body: clapping, clicking,
glockenspiel		Barred instrument in the percussion family, played with mallets. Bars are joined.
chime bars		Barred instrument in the percussion family, played with mallets. Bars are not be joined and can be played separately.
bars		The part of the glockenspiel you hit with a mallet.
mallets		Sticks with round ends that you use to hit the bars.

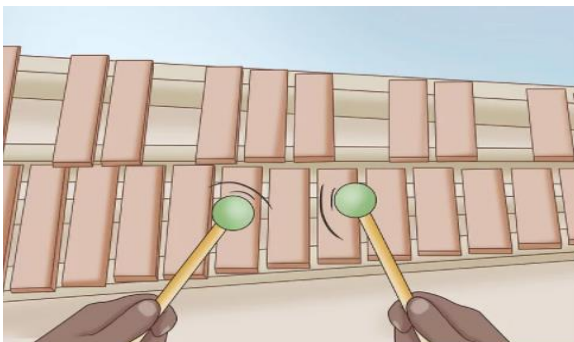


1 Pick up the mallets between your thumb and index finger. Holding a mallet is like holding a drumstick or bike handle. Use your thumb to support the outside of the mallet. Wrap your index finger around the other side. This finger should not be on top of the mallet. Move your other fingers under your index finger. Your grip should be about halfway up the mallet shaft.

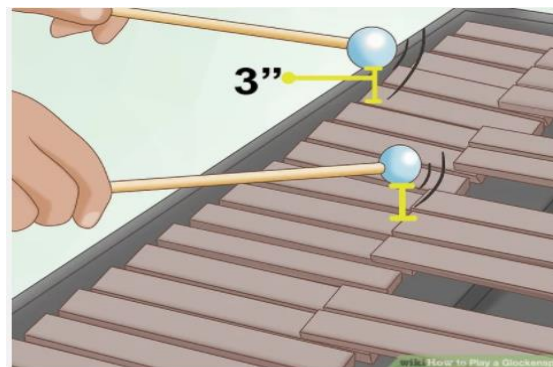
2 Hold the mallets straight and over the glockenspiel. Stay relaxed as you move the mallets towards the glockenspiel. Hold the mallets about three inches (7.62 cm) above the keys at all times. Adjust your hands so that the mallets are level with the ground.



3 Aim for the middle of the bar. Try striking one of the keys. Listen as the note vibrates cleanly. Striking near the ends of the bars produces a more muted sound.



4 Bounce the mallet off the bar. The key to good sound is a gentle strike. Don't use force. Instead, bring the mallet down gently and allow the impact with the bar to bounce it back into position. Striking too hard will also cause the bar to vibrate too much and produce a muted sound.^[4]



5 Keep the mallet near the bars. Don't draw back when the mallet rebounds off the bar. Return it to a holding position right above the keys. As long as you keep the mallets about three inches above the keys, you'll be able to play notes in rapid succession.



6 Alternate hands when playing notes. Strike the second note with your other hand. If you hit the first one with your left, hit the next one with your right. If you hit it with your right, switch to your left. You will need to cross over your arms as you play. As you advance, you may need to play two notes with the same hand. You do this to minimize crossovers between your hands. Alternating technique is needed for playing two nearby notes very quickly.^[5]

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Rhythm
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long and short
sounds

Pitch
tells us if a note is
high or low

Tempo
tells us if the
music is fast or
slow

Dynamics tell
us if music is
loud or soft