ACET Junior Academies'

Scheme of Work for music

Year 1 Unit 1.2: Animal mad



unit:

ten used as a source of inspiration for musical composition. This unit provides opportunities for children to learn how co sounds, motions and characters of creatures through harmonies, timbres and melodies.

ildren will learn to use their bodies and instruments to listen and respond to classical music that represent animals. Wit ill learn and perform a song as a class ensemble, composing a short section of music with a focus on dynamics and tempo

ure

ictured around six sequential music enquiries:

n instruments sound like animals?

learn a song?

nakes a good performance?

n we create a class improvisation?

n we create a musical story?

National Curriculum objectives:

- Experiment with, create, select and combine the inter-related dimensions of music.
- Use their voices expressively and creatively songs and speaking chants and rhymes.
- Play tunes and untuned instruments musically

Links to previous and future National Cunits/objectives

ic

Previous learning Make a sound line using a variety of object different sounds, such as wood, pans and p different things. Invite dancers and musicians from theatre nearby school so that children begin to exp Draw on a wide range of musicians and stor cultural backgrounds to extend children's extheir cultural heritages. KS2 Improvise and compose music for the inter-related dimensions of Play and perform in solo and ensivoices and playing, musical instri

cts strung safely plastic bottles f

re groups, the lo xperience live pe ory-tellers from experiences and

- or a range of p f music.
- nsemble contex ruments with i accuracy, fluency, control and expression.

Enquiry 1: How can instruments sound like animals?

vious	Knowledge and second order concepts	Musical skills:	Assessment	Cu
			criteria:	

Can your children: Move appropriately to now Substantive knowledge: Horiz (What the children should know.) sense music. Move their To use our bodies in response to music considering /ith Verti Experiment with bodies to the tempo (speed) and dynamics (louds/softs). al match the percussive instruments To know the sounds of percussion instruments in ving music? using the inter-related hole order to select appropriate instruments to represent Choose dimensions of music. to an animal. Explain selection of appropriate iuse To know that we can change the effect of an instrument by changing the dynamics (louds/softs). arning. instruments. instruments Second order concepts: Suggest ways to improve to represent (What students should understand) the performance. Experimentation sounds/move Appreciation ments of Key concepts: Listening animals? Movement Add dynamics Experiment Inter-related dimensions of to change a performance? music Untuned Percussion Instruments Performance Useful links: tivities: Resources: sten to each piece of music one at a time and them move Use safeyoutube.net Large hall space. in a way that reflects that piece of music: Why did you move /slow/high/low) How did the music make you feel? Untuned percussion Example of bee moving: y/energetic) Remember to get them to be as still as statues in https://www.youtube.com/wat instruments: drums, maracas (shakers), wood blocks, iece of music. <u>C</u> tambourines. dren the PowerPoint of the animals. Children should move Example of snake moving: in the way that animal moves. Why did you move like that? https://www.youtube.com/wat Use safeyoutube.net ZTbd4 y/light/delicately/ponderously)

Vivaldi - 'Storm':

?v=NqAOGduIFbq

https://www.youtube.com/watch

Beethoven - 'Moonlight Sonata':

Example of cat moving:

xSfV_yHokA

https://www.youtube.com/wat

it in a large circle. Have the instruments laid out in groups (the

ts together) in small piles in the middle of the circle. Show the

re of one of the animals. Some children should choose an h best represents the animal: Why did you choose that

um is loud like an elephant/tambourine sound last for a long r a sloth). Get them to think about the sound of the instrument. uld get chance to play an instrument.

of the lesson.

ctures are shown, children should exchange instruments with a play the new one: Who do we think has played really well? but difference in loud/soft/quick/slow) Children then start to e room whilst playing their instrument.

should watch the video taken in the first part of the session: I you like and why? Which could you make better and how? ording to another class to see if they can guess which animals nting.

https://www.youtube.com/watch ?v=4Tr0otuiQuU

Holst - 'Venus from The Planets Suite':

https://www.youtube.com/watch ?v=EE6_PacCnRw

Prokofiev - 'Dance of the Knights':

https://www.youtube.com/watch ?v=bBsKplb2E6Q

Percussive animal's PowerPoint.

IPad.

Example of elephant moving: https://www.youtube.com/water

Example of sloth moving: https://www.youtube.com/watiQ

Enquiry 2: How to learn a song?

vious	Knowledge and second order concepts	MUSICAI SKIIIS:	Assessment criteria:	CI
have bwledge ten to and aking ruments why.	Substantive knowledge: (What the children should know.) How music can be used to represent animals etc. How different instruments affect the sounds. To chant words in correct rhythms. How to sing a song from memory. How to sing along with others accurately.	 To listen to and describe music. Sing in time from memory, with some accuracy. 	 Can your children: Listen to music and describe it? Sing a song in sections accurately and fluently? 	Hori Vert
in de	Second order concepts:	Key concepts:		
uned uments ose cts.	(What students should understand) Appraising Listening Performance	Listen Describe Chant Rhythm		

		,	
	Song		
	Sections		
	Dynamics		
	Tempo		
tivities:	Resources:	Useful links:	
nildren could listen to one of the following pieces of music:	Use safeyoutube.net	Use safeyoutube.net	
v – 'Flight of the Bumblebee', Saint-Saens – 'Carnival of the	ose sureyourabe.ner	ose sureyouruse.her	
nt)' or Saint-Saens - 'Carnival of the animals (Aquarium)': What	Rimsky-Korsakov - 'Flight of the	Song choices:	
music make you think of? Why? They should think about things		'The animals went in two b	bv tw
d, slow, quiet, twinkling, fast, rippling etc.; sounds that	https://safeyoutube.net/w/Zdt	https://www.youtube.com	,
nimals. Play the music again. Children could imagine an animal	<u>D</u>	M	
to the music like that animal.	_		
	Saint-Saens - 'Carnival of the	'I went to visit a farm too	day':
could listen to the song you have chosen to sing. Speak the lines	animals (Elephant)':	https://www.youtube.com	•
dren to chant them back to you – try to say them in the rhythn	https://safeyoutube.net/w/qft	<u>s</u>	
be sung. Children could add actions to each line to help them	<u>D</u>		
ate the actions together. Then play the piece one line at a time		'One big hippo balancing':	
ing it back – it is really important that you sing too.	Saint-Saens - 'Carnival of the	https://www.youtube.com	n/wat
	animals (Aquarium)':		
ng a couple of lines together - play them and then children	https://safeyoutube.net/w/Mgt	'Yellow Bird':	
n. Continue like this until they have completed the whole song.	<u>D</u>	https://www.youtube.com	n/wat
ould sing sections in small groups or by themselves. Encourage		<u>JE</u>	
use the correct diction and pronunciation when singing.			
class into two groups for a singing competition. Children could			
to sing the whole song, or sections. Which group sings with the			
e and accuracy?			
Enguiry 3: What ma	ukes a good performance:	?	
27/ 3			

evious 3	Knowledge and second order concepts	Knowledge and second order concepts	Knowledge and second order concepts	k
have owledge song in ng about nd	Substantive knowledge: (What the children should know.) What rhythm is and how to copy and repeat it using clapping. What dynamics are and how they enhance a performance. How to perform in time with others. How to improve a performance. Second order concepts: (What the children should understand) From memory Improvements	 Musical skills: To copy and repeat a simple rhythm. To use dynamics in a piece of music to enhance the performance. To suggest improvements for a performance. Key concepts: Rhythm Syllables Clap Dynamics Choir Performance Percussion section Accompaniment 	Can your children: Clap a simple rhythm? Understand what it means to perform? Understand and use dynamics? Sing from memory? Clap or play in time?	Ho Ve
ctivities	::	Resources:	Useful links:	
s below: lar slug c	thm (in syllables as shown below) using one of the aterpillar slug	Use safeyoutube.net Song taught in session 2.	Use safeyoutube.net Choir performances:	
fee tea co - caterp	offee illar coffee	Hand held percussion instruments.	https://www.youtube.com <u>I</u>	<u>/wat</u>
ker: How in a circle	same rhythm back. Repeat the rhythms loudly, quietly, have the rhythms changed? Then pass the clap around and pass the clap around. Children should focus and und them.	Video: 'Choirs got talent - A selection of the best choir auditions.'	https://www.youtube.com 2A https://www.youtube.com	

https://safeyoutube.net/w/q2t

<u>C</u>

hildren that today they are going to be a professional choir te in 'Britain's Got Talent'. Children should watch a performance BGT choir auditions: What makes watching someone sing nat did you think of the performance? (Singers looked happy, ng, they used facial expression, they had props, they looked that this is what makes a song move from just a song to nd that just standing and singing the words isn't everything: ake our song more interesting? Could we use dynamics (louds	A picture of Simon Cowell. IPad.	https://www.youtube.com/wat TA
nics to different sections. Children should follow your oing this. This time, children could clap along whilst singing. children clap in time and offer them a percussion instrument. can now be the 'percussion section' to accompany your choir (so to sing). Film the final performance. could watch the performance back: What would Simon Cowell list three successes and three points for improvement. Write		
ent points down so that the class can use them.		

Enquiry 4: How can we create a class improvisation?

evious 9	Knowledge and second order concepts	Knowledge and second order concepts	Knowledge and second order concepts	k
have dge of ong into	Substantive knowledge: (What the children should know.) How to use sound to represent an animal.	Musical skills: To improvise and compose a piece of	Can your children: • Use movement to represent an animal?	Ho Ve

py her	How to improvise and compose a piece of music using sound to represent something. That tempo means speed. That dynamics mean loud and soft. That using tempo and dynamics enhances a performance. Second order concepts: (What the children should understand) Interpretation Representation Practise Perseverance	music using sounds to represent animals. • Use tempo and dynamics to enhance the piece of music. • To keep play together at the right tempo and dynamics. Key concepts: Composing Untuned Percussion Instrument Tempo Dynamics	 Use instrument sounds to represent an animal? Change tempo and dynamics to enhance a performance? Play together at the same tempo and dynamics? 	
ctivities	 S:	Resources:	Useful links:	
tart by I e room in cheetah repeat t ve: Can y quickly I ren to ch pmpose a	ooking at the 'composing animals' PowerPoint: Can they a way that represents a tortoise? Repeat with the . the exercise but this time say the sound 'ah' and include you describe how you're moving? How do you know how because Cheetahs run fast, I flapped my arms because oose a percussion instrument. They are going to piece of music to represent a tortoise, an eagle, a ldren have 10 seconds to show what each animal sounds	Untuned percussion instruments. 'Composing animals' PowerPoint.	Use safeyoutube.net Examples of tortoise moving https://www.youtube.com/wss Information about tortoises https://www.youtube.com/wss Examples of eagle moving: https://www.youtube.com/wss	<u>vat</u> s: vat
should p	olay their instrument like a tortoise.		Information about eagles:	

should play their instrument like an eagle.

should play their instrument like a tiger. should play their instrument like a cheetah.

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o to make it sound like a tortoise? Why? (played slowly because ow, played quietly).

ere are musical words called 'tempo' and 'dynamics' to help us rempo - means speed and dynamics - means loud and soft).

, children should play a slow, steady tempo to portray a nt them all in at the start say, 'After four join in at the same all playing our instruments at the same time...1, 2, 3, 4'. Children e with this activity until most (if not all) are playing at a anpo without speeding up: How would we change the tempo so our ke a cheetah? Could the speed get quicker as the time goes on, it fast and then slow down as the cheetah gets tired? Children the same dynamics throughout for the cheetah as we are only be the tempo. Practise playing this together as a class even up or slowing down. This may be tricky!

nange the dynamics so it is more like a tiger? Could it start uder like a tiger roaring? Maybe it could start loud and then be when the tiger stops? Children should stick to the same ut for the tiger.

volunteers to play in front of the class. The other children have what animal they might be.

https://www.youtube.com/wat Qt1TXaw

Examples of tiger moving: https://www.youtube.com/wat

Information about tigers: https://www.youtube.com/wat-o-

Examples of cheetah moving: https://www.youtube.com/wat0

Information about cheetahs: https://www.youtube.com/watsEM

	Enquiry 5: How can we create a musical story?					
evious 9	Knowledge and second order concepts	Knowledge and second order concepts	Knowledge and second order concepts	k		

now to use mics to rmance re of an	Substantive knowledge: (What the children should know.) What instruments sounds are appropriate to use. What a composition is. How to create linked section of sounds to represent a story and create a composition. Perform using tempo and dynamics to enhance the performance. Second order concepts: (What the children should understand) Representation Interpretation Composition Practising Performance	 Listen and appraise how instruments are used. Compose a piece of music to tell a story. Perform the composition considering tempo, dynamics and sounds. Key concepts: Composing Untuned Percussion Instruments Tempo Dynamics 	Can your children: Identify representations of sound? Compose a piece of music to represent a story? Perform the composition considering tempo, dynamics and words?	Hd Ve
ctivities	 s:	Resources:	Useful links:	
psing Anii sion instr en should :: Why do nat we ar at will te 'oint (chil	trying to work out 'What animal am I? Display picture mals PowerPoint' (session 2) around the room. Use one numents to play like the tortoise, eagle, tiger and I go and stand by the picture that they think the sound by you think the instrument was being played like that? The going to be composing a piece of music (a cell a story of a lion. Then, show the children 'the story lidren could create a story board to tell the story up into groups - the same number of groups as sections a group can concentrate on one part of the story.	Untuned Percussion Instruments. A printed version of 'Composing Animals PowerPoint' from session 4. 'The story of the lion PowerPoint'.	Use safeyoutube.net Stories about lions: 'The lion and the boar store https://www.youtube.com/C 'The lion and the mouse': https://www.youtube.com/U 'The jackal who save the li	/ <u>wat</u>

spend 5 minutes practising playing in a way that represents	https://www.youtube.com/wa
the story. Encourage them to choose appropriate instruments	<u>XE</u>
hich instrument would sound best? Why? Each group should	
n of the story to the rest of the class: What did you notice	
o and dynamics? How could they improve?	
ps could play in the right order to tell the story. Direct the	
ons of the story as they play, helping the groups to start and	
red. Some children could add words to each section e.g. lion	
unces, zebra runs etc. children who are not playing should say	
rd the final composition.	
could discuss how to improve their composition. Could they add	
sing voices for singing or sounds?	

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nd second order concepts:	Key concepts deve	loped:	
knowledge: en should know) khaustive list but an outline of what might be expected: vement and sound can represent an animal. nstrument sounds best represent the animals. sing a song in sections. change a song into a performance. compose using instrument sounds. improvise and compose a price of music to represent a story. r concepts:	Accompaniment Chant Choir Clap Composing Describe Dynamics Experiment	Instruments Inter-related dimensions of music Listen Movement Percussion section Performance Rhythm	Sei Sin Soi Soi Syl Tei Un
start to have an understanding of:	Key musical skills	developed:	

By the end of the unit, children will have studied a series of que enquiries. In doing so, children will have had the opportunity to

- Move appropriately to music.
- Experiment with percussive instruments using the inter dimensions of music.
- Explain selection of instruments.
- Suggest ways to improve performance.
- To listen to and describe music.
- Sing in time from memory, with some accuracy.
- To copy and repeat a simple rhythm.
- To use dynamics in a piece of music to enhance the perf
- To suggest improvements for a performance.
- To improvise and compose a piece of music using sounds animals.
- Use tempo and dynamics to enhance the piece of music.
- To keep play together at the right tempo and dynamics.
- Listen and appraise how instruments are used.
- Compose a piece of music to tell a story.
- Perform the composition considering tempo, dynamics a

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runit in Year 1, linked to Science and the theme of 'Identifying Animals', allowing children to study classical music and how compose ounds by using a variety of instruments and inter-related dimensions of music. In the second unit, the music scheme of work will be of 'Toys'. Pupils will continue to study the inter-related dimensions of music focusing on pitch and tempo, considering how to use the compositions and performances.