

Year 1 Music Lesson Plan

Resource Checklist

Superheroes: Lesson 3

Learning Objective & Outcomes

Learning Objective:

To play a two-note pattern by ear and by sight

Learning Outcomes:

I can copy back a two-note pattern

I can play a two note pattern from a graphic score

National Curriculum Coverage:

Use their voices expressively and creatively by singing songs and speaking chants and rhymes

Play tuned (and untuned) instruments musically

Listen with concentration and understanding to a range of high quality (live) and recorded music

- pBuzzes
- 'pBuzz Superheroes' guide track
- Superhero pictures to colour & cut out (2-3 pictures per pupil)
- Scissors
- Colouring pencils
- Rulers

Optional resources:

- Boomwhackers
- Glockenspiels
- Chime Bars
- Handbells / Combi-bells

Starter

Get your pBuzzes out and have a quick practice playing F and G. Explain to the children that we are going to learn the next section of the 'pBuzz Superheroes' song, where we will need to copyback some patterns using F and G.

Play the guide track for 'pBuzz Superheroes' and sing the whole song. Then play the song again so that you can try playing the copyback section on your pBuzz. This may be quite a challenge for some children, so don't worry if it doesn't sound great the first, or even the third, time round! If you are really struggling at first, you can always try the copyback at a slower speed without the track – you can then sing or play the patterns really slowly for your class to copy back.

Key questions:

- Which note is higher, F or G?
- How do we play F?
- How do we play G?

Main

Explain to the pupils that they have just learned some pitch patterns 'by ear' – they listened to them and copied them back. However, we can also learn patterns using our eyes. Today we are going to create our own 'graphic scores' to play from. A graphic score is a picture that shows us how the music goes.

Divide the children into pairs and give them the pictures of superheroes. Ask them to colour the pictures in and then cut them out.* They should then put a ruler in the middle of their table (horizontally.) They should put some of the superhero pictures underneath the ruler and some over the top of the ruler. The ones under the ruler are pitch F, and the ones above are pitch G.

Once they have created their score, the children should 'read' it to play their two note patterns.

Differentiation:

General:

When pairing the children up for this activity you may want to think about their fine motor skills and make sure that each pair has at least one person who is good with scissors!

Children having difficulty playing the pBuzz:

During the playing activity, you may want to offer some children the option to play their pattern on a tuned percussion instrument if they are having difficulty playing it on the pBuzz.

Children exceeding expectations:

These children can rearrange their pictures to create a new pattern, or swap places with someone else and play each other's patterns.

**This part of the lesson is, of course, not strictly musical. But it does develop fine motor skills, and is a lot of fun! You can always do this activity at a different time and then save the pictures to use in your lesson if you don't want to use your music time up.*

Plenary

Pick a few successful pairs to play their patterns to the class. Ask the other children to show whether the notes are low or high using hand signs.

Key Questions:

- Which note is high?
- Which note is low?

Assessment & Evaluation

What to look for:

Children are able to copy back a two note pattern
 Children are able to read a graphic score
 Children are able to perform from a graphic score.

How will you know if the lesson has been successful?

Were the children engaged throughout?
 Did they all join in with the singing and playing?
 Could they all sing or play back a two note pattern?
 Could they all read a graphic score?

Notes for Next Time

This space is for you to reflect on the lesson and make any notes you need.

