

**Key Vocabulary**

<b>rhythm patterns</b>	Rhythms can have different patterns which can be clapped or tapped.
<b>texture structure</b>	Texture describes how layers of sound within a piece of music are combined and interact.
<b>pitch</b>	High and low sounds.
<b>dynamics</b>	A musical dimension indicating how loudly or quietly the music is being played.
<b>tempo</b>	A musical dimension that describes how fast or slowly the music is played.

**Key vocabulary - instruments**

**Glockenspiel**



The **glockenspiel** is a percussion instrument composed of a set of tuned keys arranged in the fashion of the keyboard of a piano.

**Objectives**

- To listen to rhythms and clap them back.
- To learn the melody for songs and perform with increase accuracy.
- To explain the meaning of the words pitch, dynamics and tempo.
- To play an instrument and sing in time with a steady pulse.
- To compose simple melodies using up to three notes.
- To be familiar with graphic score.

**Key Skills**

- Learn rhythm patterns
- Revise, play and read the notes C, D, E, F + G.
- Learn to play these tunes:
  - Mardi Gras Groovin'
  - Two-Way Radio
  - Flea Fly
  - Rigadoon
  - Mamma Mia
- Revisit these tunes from Stage 1:
  - Portsmouth
  - Strictly D
  - Play Your Music
  - Drive
- Compose using the notes C, D, E, F + G.

**Key Vocabulary**

<b>pulse</b>	The regular heartbeat of the music; its steady beat.
<b>rhythm</b>	Long and short sounds or patterns that happen over the pulse.
<b>melody</b>	Another name for tune.
<b>compose</b>	Creating and developing musical ideas and 'fixing' them.
<b>perform</b>	Singing and playing instruments for others to hear.
<b>audience</b>	A group of people gathered to see or hear something.

**Reflection**

What did you like best about this Unit? Why?  
 Was there anything you didn't enjoy about it? Why?  
 Did you have any strong feelings about it? Were you proud of yourself, happy or something else?