

Year 5: Unit 4
The Fresh Prince of Bel-Air

Themes: Old-school Hip Hop

1 – Listen & Appraise: The Fresh Prince of Bel-Air (Hip Hop) Structure: Piano intro, verse 1, verse 2, chorus, verse 3, interlude, chorus, verse 4 with tag ending
Instruments/sounds you can hear: Loops, samples, decks, scratching, drums, bass, synthesizer, rapper. Can you find the pulse as you are listening? Is the tempo fast, slow or in between? Dynamics? Texture?

2 – Musical Activities using glocks and/or recorders Warm-up games play and copy back using up to 3 notes – D, E + F.

Bronze: D

Silver: D + E

Gold: D, E + F challenge.

Which challenge did you get to?

Singing/raping in unison.

Play instrumental parts with the song by ear and/or from notation using the easy or medium part. You will be using up to 3 notes – D, G + A. Which part did you play?

Improvise using up to 3 notes – D, E + F.

Bronze: D

Silver: D + E

Gold: D, E + F challenge.

Which challenge did you get to? Compose a simple melody using simple rhythms choosing from the notes D, E + F or D, E, F, G + A.

3 – Perform & Share Decide how your class will introduce the performance. Perhaps add some choreography? Tell your audience how you learnt this song and why. Record the performance and talk about it afterwards.



The performance will include one or more of the following: Improvisations • Instrumental performances • Compositions

Key Vocabulary:

Backing loops - a repeating section of sound material

Compose - creating or writing a piece of music

Cover - new performance or recording by a musician other than the original performer or composer

Deck - a controller consists of two mixing decks (deck sections), with a mixer in the centre to allow multi playing and mixing

Dynamics – refers to the volume or loudness of the sound or note

Funk - a dance music genre that incorporates elements from soul, blues, and jazz

Improvise - playing an instrument or singing in which the musician makes up the music as they play. .

Melody - a series of different pitches that form a tune

Old-school Hip Hop - music created around 1980

Pitch - describes how low or high a note sound

Pulse - a steady beat

Rap - rhythmic, rhyming speech

Rhythm - Pattern in time

Riff - a short, often two or four-bar musical pattern that is repeated

Scratching - a DJ and turntablist technique of moving a vinyl record back and forth on a turntable to produce percussive or rhythmic sounds

Structure - the arrangement and order of the parts or sections of the music

Synthesizer - machine that electronically generates and modifies sounds, frequently with the use of a digital computer

Tempo - describe the speed at which you play

Texture - different layers of a piece of music are combined to produce the overall sound

Timbre - what makes two different musical instruments sound different from each other, even when each instrument plays the same musical note

Unison - two or more musical parts that sound either the same pitch or pitches separated by intervals of one or more octaves, usually at the same time