

Year 1: Unit 5
Round and round

Themes: Using your imagination.



1 - Listening: Your Imagination Find the pulse as you are listening to the music: Use your imagination as you move, what did you see as you listened and closed your eyes? The instruments/voices you can hear: Keyboard, drums, bass, a female singer. Can you recognise any of these instruments in the other songs ?

2 - Musical Activities Find the pulse!

- Can you be a pop star finding the pulse? Clapping Rhythms
- Copy and clap back rhythms
- Clap the rhythm of your name
- Clap the rhythm of your favourite colour
- Make up your own rhythms Singing and have fun using your imagination Playing instruments using one or two notes: C or C + G. Which part did you play?

Improvise using the notes C + D:

- Challenge 1 Clap and Improvise
- Challenge 2 Sing, Play and Improvise
- Challenge 3 Improvise



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



3 - Perform & Share A class performance of Your Imagination – with singing and playing. Introduce your performance to your audience. Can you include some funky moves? Have a fantastic time; enjoy it! Talk about it together afterwards. How did it make you feel? Will you record it?

Key Vocabulary:

Audience – people who are listeners

Bass - a tone of low pitch

Compose - creating or writing a piece of music

Drums - a drum is a type of musical instrument . In most cases it consists of a shell with a stretched skin or covering. When the covering is hit with a hand or a stick, it vibrates and makes a sound

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

Keyboard - a portable electronic musical instrument with a row of keys like that of a piano

Melody - a series of different pitches that form a tune

Perform - music and ideas shared with a listener or audience

Pitch - describes how low or high a note sound

Pulse - a steady beat

Rhythm - Pattern in time