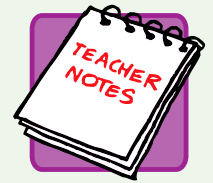


Unit 1 – Lesson 3

High and low



Musical Elements:

Pitch – high and low

Objectives:

Students respond to high and low through movement

Activities:

Listening, singing, moving

Useful vocabulary:

High, low

You will need:

Any tuned percussion instrument, BLM 1.3.1a , 1.3.1b and 1.3.5, scissors, glue and coloured pencils



Environmental Sounds

Play TRACK 9. Move the pictures representing the environmental sounds to the tree for high sounds and to the ground for low sounds. WORKED SOLUTION page 31 Teachers Manual. See this activity demonstrated on the instructional DVD.

Assessment

Print BLM 1.3.1a & 1.3.1b. Students can cut and paste the environmental sounds onto the picture.



High and Low Xylophone

Touch the 'hands up' picture to change it to the 'hands down' picture. A student can be chosen to operate this while the teacher plays *high D* and *low D* on a tuned percussion instrument. See this demonstrated on the instructional DVD.



High and Low Movement

Play TRACK 10, **A Swinging Song**. Students move appropriately to the music. A student may respond to the high and low notes in the song by touching the 'hands up' picture to change it to the 'hands down' picture. See this activity demonstrated on the instructional DVD.



Up and Down

Play TRACK 11. There are 6 challenges. From the 3rd time onwards, the teacher or student can provide the *high* or *low D*'s by touching the xylophone. Touch the 'hands up' picture to change it to the 'hands down' picture.

Play TRACK 12. Students follow teacher, moving around the room to low and high music.

Play TRACK 13. Students stand up and sit down following the commands. Touch the 'stand up' picture to change it to the 'sit down' picture.



Drawing High and Low

Using 'PEN Mode', Teacher demonstrates drawing a picture of something that is either high or low. Students can guess what it is. Students can be chosen to draw a *high* or *low* picture on the board. Class can guess whether it is high or low.

Assessment

On BLM 1.3.5, students can draw a picture depicting something that is *high* or *low*. Teacher labels students drawings (what the picture is, whether it is *high* or *low*).