

MUSIC - Y3/4 Cycle A- Autumn 1

PLAYING THE GLOCKENSPIEL

What will I be able to do?

Learn to play & read the notes C, D, E and F:

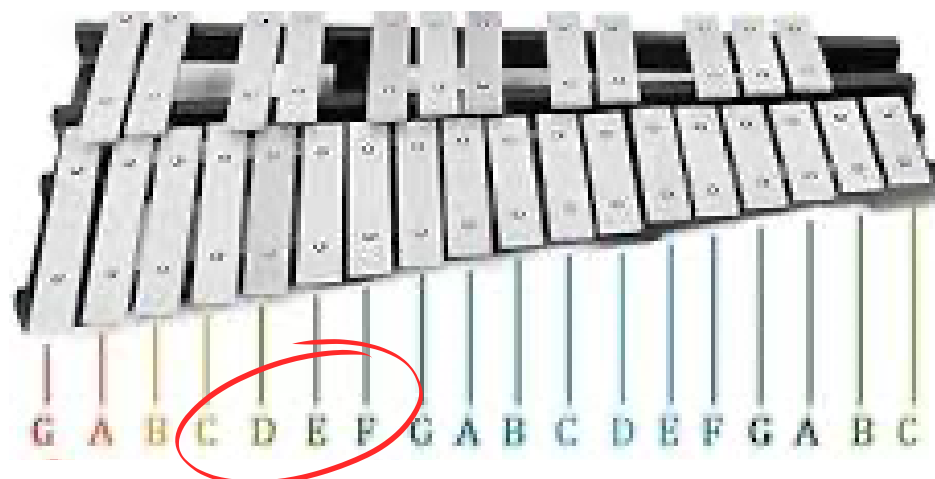
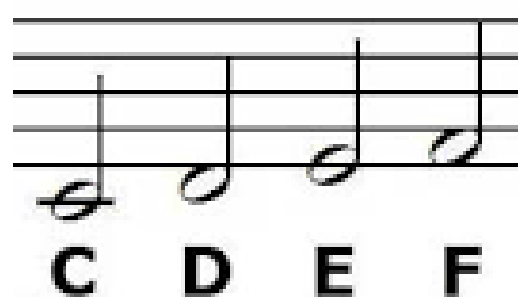
Learn to play these tunes:

- Easy E
- Strictly D
- Play Your Music
- Drive
- Dee Cee's Blues
- What's Up
- D-E-F-initely
- Roundabout
- March of the Golden Guards
- Portsmouth

Gems of knowledge:

Here is C,D,E and F on the stave
(notation form).

This is where they are played.








Glockenspiel - Stage 1



What's it all about?

Exploring and developing
playing skills using the
glockenspiel.

Notation:

Note	Name	Information
	crotchet	1 beat
	minim	2 beats
	crotchet rest	pause for 1 beat
	minim rest	2 beats rest
	semi breve	4 beats



What was your favourite
song to play?



What did you like best
about this unit?

Listen & Appraise

MUSIC- THE INTER-RELATED DIMENSIONS OF MUSIC

The building blocks of music. Listen & appraise, compose and improvise using these!



Pitch

High & low sounds



Rhythm

Long & short sounds or patterns that happen over the pulse.



Pulse

The regular heartbeat of the music.

Notes =same length.
Like a ticking clock or a heartbeat.



Notation

A way of writing down music so anyone can play it.

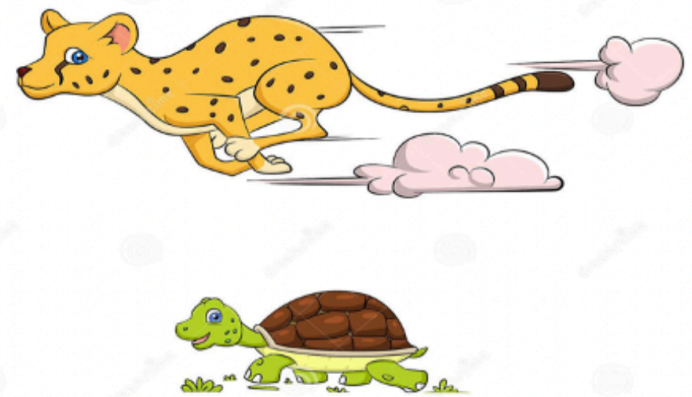


Timbre

Pronounced 'Tam-ber'

It's the quality of a musical note.

It's what makes a musical note sound different to another.



Tempo

The speed of the music.
Fast or slow, or in between.

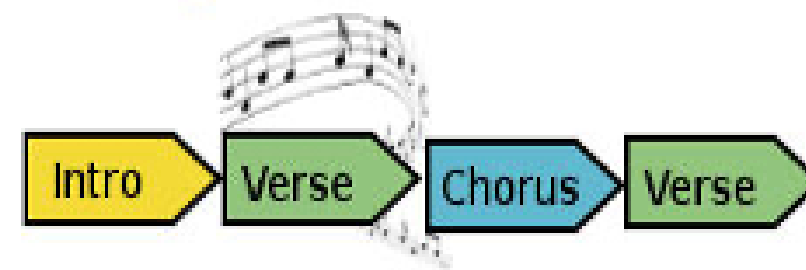


LOUD

QUIET

Dynamics

How loud or quiet the music is



Structure

The way a song is set up.
e.g. an introduction, verse



Texture

Layers of sound.
(They work together to make music interesting to listen to).

thick
(lots of layers)

thin
(only a few layers)

The texture of the song includes...

moderate
(in between)

slow

fast

The tempo of the song was...

sharp

dark

bright

The timbre of the music was ...

loud

moderate
(not too loud or too quiet)

quiet

The dynamics were...