

**Key Vocabulary**

<b>beat</b>	The steady pulse that keeps going through a piece of music like a clock.
<b>pitch</b>	How high or low a note sounds.
<b>rhythm</b>	Patterns of long and short sounds used in music.
<b>tempo</b>	How fast or slow the music is. The tempo can change during a piece of music.

**Body Percussion**

clapping      tapping toes      finger tapping      stomping

**Classroom Percussion Instruments**

claves or sticks      maracas or shakers      two-tone block      guiro or scrapers

**Move to the Music**

Move to the **pulse** of pieces of music by:



tiptoeing



swaying



walking

**Tuned Percussion Instruments**

glockenspiel      chime bars

**Rhythm Pattern Chants**



twin-kle twin-kle lit - tle star



big red lol - li - pop

**Graphic Notation**

Symbols can be used to help us know what to play. This:



could mean playing four taps on a drum.

Other symbols can be used to show different sounds:



**Following Signals**

Signs can be used to help us when we're singing.



quietly



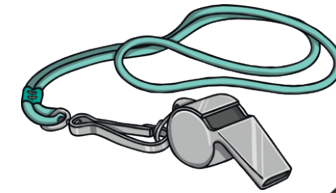
stop



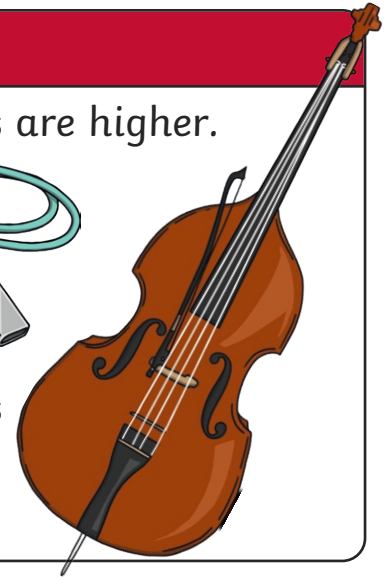
get ready to sing

**Pitch**

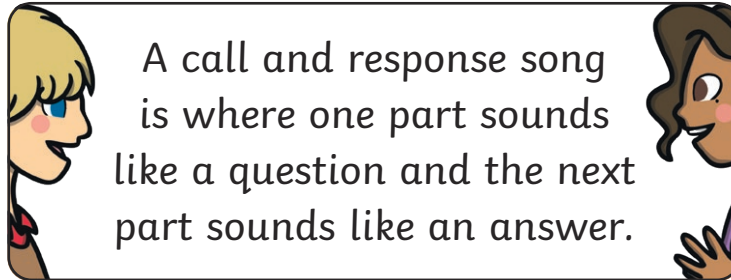
Some sounds are higher.



Some sounds are lower.

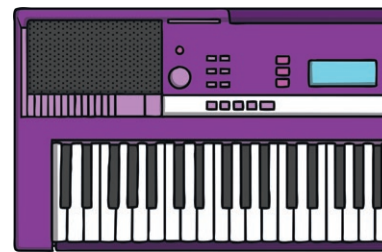


A call and response song is where one part sounds like a question and the next part sounds like an answer.



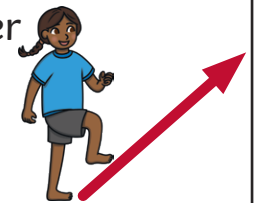
**Music Technology**

You can record and change sound using a keyboard or an app on a tablet.



**Using Sounds in Storytelling**

Notes getting higher can sound like someone climbing.



Notes getting lower can sound like rain falling.



A strong **beat** on a drum can sound like footsteps.

