

Emily Cicha

Pre-k and K lesson

Week of January 18

Objective: Students will feel the beat, listen to instructions, and demonstrate understanding of up/down and in/out.

Standards:

MU:Cr1.1.K a. With **guidance**, **explore** and experience music **concepts** (such as **beat** and **melodic contour**).

b. With **guidance**, generate **musical ideas** (such as **movements** or **motives**).

MU:Pr4.2.K

a. With **guidance**, **explore** and **demonstrate** awareness of music contrasts (such as high/low, loud/soft, same/different) in a variety of music selected for **performance**.

1. Typical routine: vocal warmup, claves with poems, movement with glockenspiel (up=high, low=down), and songs with two notes on glockenspiel
2. Highway #1:
 - a. We're going on a road trip! What do we need? Pack your bags, get your keys!
3. Everyone stand in circle
4. Who's been to the ocean? This is what the ocean waves sound like (drum)
5. Now listen to my song about the ocean's movements and pay special attention to the directions I give (like up or down)
6. I sing Wave song and do movements
7. What directions did you hear? How do we show each one? (up, down, around, in, out)
8. Now let's try with scarves! **Last step for pre-k on first day.**

- a. pass out scarves and do movement with song
- 9. How could I show those movements on the glockenspiel?
- 10. Air-mallet it
- 11. Two kids use glock, the rest play with scarves

Day 2: remember to talk about teacher vs kids point system

Remind K if they win they get the parachute

- 1. Typical routine, a bit shortened
- 2. Highway #1
 - a. "Get ready for the roadtrip! Grab your snacks and your bags! Put your seatbelts on!
- 3. Encanto Bruno body percussion video **for kindergarten**
- 4. Everyone have a seat in circle and pair them up
 - a. Rock paper scissors, winner grabs glock (show to grab it), other grabs scarf
- 5. Now we're gonna do the wave and half will play the glock and half will use the scarves
- 6. Grab your air mallets
 - a. How would i show up on the glock, down, in out, around
 - b. You'll switch when I clap