Music
Year 3 – Autumn 2
Glockenspiel Stage 1

Musical Activities

using glockenspiels for the note playing

Learn to play and 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

Improvise with Dee Cee's Blues using the notes C and D

Compose using the notes C, D, E and F.

Perform & Share

- Decide how your class will introduce the performance.
- Perhaps add some funky dance moves?
- Tell your audience how you learnt this music and why.
- Record the performance and talk about it afterwards.

Other song suggestions

Listen to any other songs of any musical style. See if you can recognise the structure of the song.
- Are there parts that are repeated?
- Are there verses, a chorus?

Extra facts/information

Theme: Exploring and developing playing skills using the glockenspiel.

This is an opportunity to focus on learning to play the glockenspiel – learning notes, developing co-ordination, timing and accuracy when playing.

Musical Concepts

Structure
Structure is the overall framework of a piece of music. The structure of a song will usually have an introduction, some verses and a chorus.

Notation
Notation is the method used to record, on paper or on screen, music that is heard or performed. A musician needs to read and write notation to share ideas. There are several different types of standard natation.

Year group and unit specific vocabulary

Notes – the individual building blocks of a musical melody/tune or chords (e.g. C, D, E, F#, C# etc).
Notation – ways to represent the visual form of music/how music is written.
Tuned instrument – an instrument that can play specific notes and that can change its tuning (e.g. guitar, piano, violin).
Untuned instrument – an instrument that can make sounds, but not be 'tuned' to play specific notes (e.g. most percussion instruments – triangle, woodblock, tambourine).
Style – the type of music, e.g. blues, rock, classical.
Timbre (pronounced 'tamba') – quality and character of sounds – playful, spooky, swirling etc.
Texture – layers of sounds in music/how sounds are combined in a piece of music.
Tempo – an Italian word used to describe how fast/slow the music goes.
Dynamics – how loud or quiet the music is.
Melody – another name for a tune.
Composing – making/creating a piece of music or short musical phrase.
Improvise – make up a tune or play it on the spot.