Music
Year 4 – Autumn 2
Glockenspiel Stage 2

Musical Activities

using glockenspiels for the note playing

Learn more complex rhythm patterns.

Revise, play and read the notes C, D, E, F and G.

Learn to play these tunes:
- Mardi Gras Groovin'
- Two-Way Radio
- Flea Fly
- Rigadoon
- Mamma Mia

Revisit these tunes from Stage 1:
- Portsmouth
- Strictly D
- Play Your Music
- Drive

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

Perform & Share

- Decide how your class will introduce the performance.
- Tell your audience how you learnt the 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

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.

Pitch
Pitch is the sound of a single note in relation to other notes. Words which can describe the pitch include: high, low, treble, bass, sharp or flat.

Year group and unit specific vocabulary

Chords – a group of two or more notes played together (usually three notes).
Harmony – different notes sung or played at the same time to produce chords.
Crotchet – a 1-beat note.
Minim – a 2-beat note.
Semibreve – a 4-beat note.
Quaver – a half-beat note.
Composers – people who create music.
Phrase – a group of sounds that make sense when played in a sequence (like a musical sentence).
Texture – layers of sounds in music/how sounds are combined in a piece of music.
Melody – another name for a tune.
Notation – ways to represent the visual form of music/how music is written.
Tempo – an Italian word used to describe how fast/slow the music goes.
Dynamics – how loud or quiet the music is.
Pitch - the range of high and low sounds.
Pulse/beat - the heartbeat or steady beat of a song/piece of music – what we tap or clap along to.
Rhythm - the combination of long and short sounds to make patterns.