



# Music

## Year 3 – Summer 1

### Bringing Us Together

#### Listen & Appraise: Bringing Us Together (Disco)

**Find the pulse as you are listening:** Dance, clap, sway, march, be an animal or a pop star.

**Instruments/voices you can hear:** Keyboard, drums, bass, a female singer.

- Do the words of the song tell a story?
- Does the music create a story in your imagination? What story?

#### Musical Activities

using glockenspiels for the note playing

**Warm-up games** - play and copy back using up to 2 notes – C and A.

**Singing** in two parts.

**Play instrumental parts** with the song by ear and/or from notation. You will be using up to three notes – C, A and G.

**Improvise** using up to 2 notes – C and A.

**Compose a simple melody** using simple rhythms choosing from the notes C, A and G or C, D, E, G and A. (Pentatonic scale)

#### Perform & Share

- Decide how you going to perform this song. It tells an important story.
- Tell your audience how you learnt this song and why.
- Record the performance and talk about it afterwards.

#### Other song suggestions

Listen to five other disco songs:

- 'Good Times' by Nile Rodgers
- 'Ain't Nobody' by Chaka Khan
- 'We Are Family' by Sister Sledge
- 'Ain't No Stopping Us Now' by McFadden and Whitehead
- 'Car Wash' by Rose Royce

#### Extra facts/information

This is a 'Disco' song about friendship, peace, hope and unity.

**Facts/Info:** Disco music includes strong drum and bass lines. It has quite a fast tempo with a steady dance groove and energetic electric guitar lines. Disco first appeared in the 1970s in New York.

#### Musical Concepts

##### Duration and Tempo

Duration is the length of time each note is played for. Tempo is the speed of a piece of music. The tempo can change during a piece. The tempo describes the pulse or beat of the music.

##### Texture

The texture of a piece of music describes how the different sounds are being woven together. A thick texture uses several ideas at once. A thinner texture will have fewer parts.

#### 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.

**Tempo** – an Italian word used to describe how fast/slow the music goes.

**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.

**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.

**Pentatonic scale** – a five note scale.

**Riff** – a short repeated phrase, often played on a lead instrument such as guitar, piano or saxophone.