# Grade Level: 1<sup>st</sup> Grade

**Concept/Curriculum Goal:** The students are able to keep a steady beat and understand high/low. They are focusing on their high and low sound by separating them with body percussion.

## **National Standards:**

MU:Pr4.2.1b: When analyzing selected music, read, and perform rhythmic patterns using iconic or standard notation

MU:Pr6.1.1b: Perform appropriately for the audience and purpose

MU:Re7.2.1a: With limited guidance, demonstrate, and identify how specific music concepts (such as beat or pitch) are used in various styles of music for a purpose

## **Lesson Outline:**

#### I. **Opening/Introduction:**

Sing Cobbler, Cobbler (a few times) Explain the game (circle with one penny- pass penny to the beat and one in the middle has to guess who has the penny) Continue to emphasis steady beat with the students

#### II. **Presentation:**

After a few times playing the game talk about high/low

Have the students try and figure it all out and help them if necessary

As a whole class come up with one body percussion for both high/low

Example- snapping for high and clapping for low

No need to focus on rhythm just that they are separating high and low

#### III. **Exploration:**

Have students pair up and come up with their own body percussion

(Distinguishing solfege through feel of different movements) Have the song up on the board so that if they get lost they can be able to follow along Show some or all to the rest of the class if time

### IV. **Culmination/Closing:**

Play Mouse Mousie circle game (same as Duck, Duck, Grey Duck) Delves a little deeper into more solfege- prep Have them to continue doing steady beat

Cobbler Mend my		
Cobble	er Shoe	
Have it Done b	half past Dy	two
Half past two	at your o is	door
Have it Done k	half past Dy	four

Write this on the board so that the students are able to understand the pattern in case they forget the song.