

# Percussion: Lite level 1

## Course Evaluation Criteria

**Y1: We would expect all children in Y1 to attain statements 1-4. If any of statements 5-10 are attained, those pupils are exceeding expectations.**

**Y2: We would expect all children in Y2 to attain statements 1-8. If statements 9 or 10 are attained, those pupils are exceeding expectations.**

1. Pupils can count crotchets and quavers.
2. Pupils can use their voice and instrument to create soundscapes.
3. Pupils can define the words tempo and dynamics.
4. Pupils can define a percussion instrument.
5. Pupils can count and play minims.
6. Pupils can follow the conductor's instructions whilst playing.
7. Pupils can recognise and count a crotchet rest.
8. Pupils can conduct the class themselves using hand signals.
9. Pupils can notate their own one-bar rhythm.
10. Pupils can sight read a short piece of music without practice.

## Course Overview

**Course Overview:** Our percussion course introduces pupils to a variety of percussion instruments. Pupils will be given several different tasks and activities that introduce and develop a range of musical terminology and skills from tempo to dynamics. This course is aimed at improving pupils' confidence and rhythmic ability.

**Learning Outcomes:** To have gained a greater understanding of percussion instruments and how to play and compose using them. To understand the terms rhythm and tempo and be able to follow instructions from a conductor. To learn how to count rhythms in time and independently, including rhythms containing crotchets, quavers and minims.

## Percussion Instruments



## Songs

If You're Happy and You Know It  
 Play-along Percussion  
 Hot Cross Buns  
 The Bear Went Over the Mountain  
 Carmen Overture  
 Mountain King  
 Rhythmic Noughts & Crosses



## Vocabulary Bank

Percussion	<i>Instruments played by striking with a stick or beater.</i>
Beat	<i>The steady pulse of the music.</i>
Rhythm	<i>A strong, regular repeated pattern of sound.</i>
Dynamics	<i>How loud or quiet we play the instrument.</i>
Tempo	<i>How fast or slow we play the instrument.</i>
Conductor	<i>Someone who gives the musician instructions on tempo and dynamics.</i>
Crotchet	<i>1 beat.</i>
Quaver	<i>Half a beat.</i>
Minim	<i>2 beats.</i>
Rest	<i>A musical pause.</i>
Soundscape	<i>A piece of music considered in terms of its component sounds.</i>