

# Keyboards: 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.

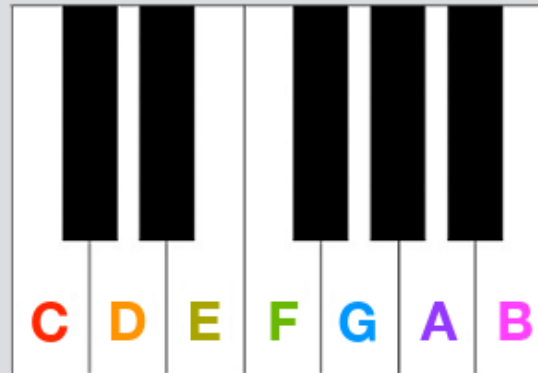
1. Pupils can play the notes C, D and E on their keyboard.
2. Pupils know the difference between crotchets, minims and semibreves.
3. Pupils can find the notes C, D and E on a staff.
4. Pupils know the difference between a treble and a bass clef.
5. Pupils can play a piece music using both hands.
6. Pupils can improvise using at least three notes on their keyboard.
7. Pupils can play notes for the correct number of beat counts.
8. Pupils can play a piece of music while keeping a steady pulse.
9. Pupils can name most of the notes in an octave.
10. Pupils can improvise using the black keys on their keyboard.

## Course Overview

**Course overview:** This is an introduction to playing keyboards. Pupils will improve their keyboard skills gaining confidence in reading music, performing and composing. By working through several exercises looking at notation, timing and rhythm pupils will learn how to read music in the treble and bass clef and perform a variety of pieces throughout the course.

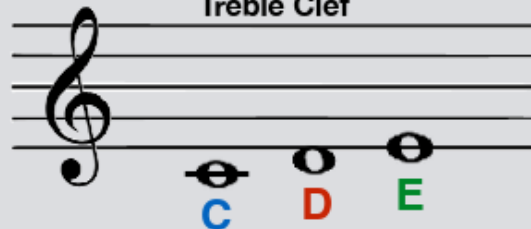
**Learning Outcomes for the course:** Learn how to read music in the treble and bass clef, focusing on fingering and hand position, recognise notes on the keyboard and be able to play basic songs with two hands. Pupils will also learn how to improvise and gain confidence in performing solo and as a duo.

## Keyboards Diagram

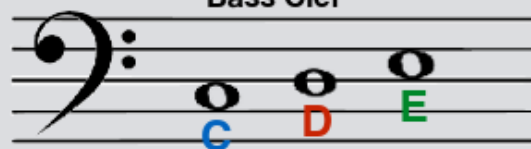


## Staves






### Treble Clef



### Bass Clef



## Vocabulary and Symbols

	<i>Crotchet (1 Beat)</i>
	<i>Minim (2 Beats)</i>
	<i>Semibreve (4 Beats)</i>
	<i>Treble Clef (Right Hand)</i>
	<i>Bass Clef (Left Hand)</i>
	<i>Flat</i>
	<i>Sharp</i>

## Fingering

