

Technology in the Music Classroom Lesson Plan Assignment

Name: Amber Kuykendall

Lesson Plan Type: Performing

Lesson Title/Description: The Wellerman Can Count!

Class/Grade: Group Piano/ 5th Grade (Five students are in this group class).

Lesson Time: 45 minutes

Standards:

- MU:Pr4.2.5b When analyzing selected music, read and perform using standard notation
- MU:Pr5.1.5a Apply teacher-provided and established criteria and feedback to evaluate the accuracy and expressiveness of ensemble and personal performances.
- MU:Pr6.1.5a Perform music, alone or with others, with expression, technical accuracy, and appropriate interpretation

Learning Outcomes	Assessment Evidence
By the end of this lesson, students will be able to perform specified musical notation listed in prior knowledge and skills (using body percussion, and keyboards on drum kit setting). Students will perform notation on tossed terms beach ball with at least 90% accuracy on the first attempt, and 95% accuracy on the second attempt.	Evidence: Students will perform these rhythms together as a class using body percussion. Evidence: Students will perform a randomly selected rhythm to The Wellerman Play Along using drum kit setting. Evidence: Students will play tossed terms beach ball with rhythms.

Prior Knowledge and Skills:

Students know how to read basic music notation including: sixteenth notes, eighth notes, quarter notes, quarter rests, half notes, half rests, dotted half notes, and whole notes.

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Students know how to use the counting system of 1e&a, 1&, 1, 1-2, 1-2-3. Sh, and half rest.

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Students know how to operate the synthesizer.

Materials:

- SmartBoard to display videos and presentations.
- The Wellerman Rhythm Play Along <https://www.youtube.com/watch?v=PTsPJWT2Ps4>
- Headphones, and keyboards
- Rhythmrandomizer.com
- Faber Accelerated Piano Adventures Level 1 Lesson Book 1 Pg. 10 The Rhythm Flag

- Beach Ball with rhythms written on each differently colored section
- The Wellerman Official Video <https://www.youtube.com/watch?v=qP-7GNoDJ5c>

Learning Activities:

- 1) Introduction: Students should turn to page 10- The Rhythm Flag. We will review sixteenth notes, eighth notes, quarter notes, half notes, and dotted half notes, as well as quarter rests and half rests. (5 minutes)
- 2) Students will change their keyboard setting to drum kit and experiment with the rhythm flag rhythms using headphones individually. (5 minutes)
- 3) Students will play their creation of the rhythm flag on “drum kit” for the class. Students will provide two “glows” and two “grows” for the creations. (10 minutes).
- 4) The Wellerman Rhythm Play Along will be introduced. Each rhythm section will be paused and counted before the video is continued. (10 minutes).
- 5) Using rhythmrandomizer.com, students will be broken into groups of two and three. Each group will share their own keyboard on the “drum kit” setting. The groups will be given two minutes to decode the rhythm and perform it on the key of their choice (each student on a key). When the two minutes are up The Wellerman will be played, and the groups will perform the rhythm with the steady beat of the music. (10 minutes)
- 6) Exit Ticket: Students and teacher will form a circle and play tossed terms with beach ball. Whoever the ball is tossed to must count the rhythm that is facing up on the beach ball.