

Bethlehem Lutheran School Music Grade 1

Music is one unique way that Christians praise God. Bethlehem Lutheran School teaches music and has students perform using the talents and abilities that they have been given. Music education develops the whole person and builds music literacy while cultivating intuition, reasoning, imagination and dexterity. Music allows for unique forms of expression and communication with other cultures and time periods.

State Standard 1

Students will sing or play on instruments a varied repertoire of music, alone or with others.

Classroom objectives

- 1.1 Repeat clapped rhythms.
- 1.2 Beat out rhythms with rhythm instruments.
- 1.3 Watch the conductor.
- 1.4 Sing and play instruments with acceptable tone quality and proper posture, song in an age appropriate range.

State Standard 2

Students will read and notate music.

Classroom objectives

- 2.1 Read and perform rhythmic patterns using quarter notes, paired eighth notes and quarter notes.
- 2.2 Respond to duple meter through movement and by using iconic symbols.

State Standard 3

Students will create music.

Classroom objectives

- 3.1 Create rhythm patterns for introductions and ostinato accompaniments to familiar songs.
- 3.2 Improvise simple melodic and rhythmic patterns using vocal sounds, body percussion, movement and instrument sounds.

State Standard 4

Students will listen to, analyze, evaluate and describe music.

Classroom objectives

- 4.1 Identify through movement, simple two-part form.
- 4.2 Sing, play, and move to music from different traditions and cultures.
- 4.3 Categorize selected classroom instruments by how sound is produced.
- 4.4 Listen to stories about composers, music, and sound.

State Standard 5

Students will relate music to various historical and cultural traditions.

Classroom objectives

- 5.1 Listen to a repertoire of musical examples that represent varied cultures, styles, and historical periods.
- 5.2 Know that a composer is someone who writes music.
- 5.3 Demonstrate appropriate audience behavior.