

Linlithgow Primary School
Music Plan
Main Theme: Under the Sea

Learning Outcomes	Learning activities/experiences	Resources	LEVEL: Early/First
<p>I enjoy singing and playing along to music from a range of styles and cultures. EXA 1-16a</p> <p>I have had the freedom to use my voice, musical instrument and music technology to discover and enjoy playing with sound and rhythm. EXA1-17a</p>	<p>I can sing :</p> <ul style="list-style-type: none"> • Under the Sea from The Little Mermaid • Oh I do like to be beside the sea-side • Apuski duski • The Herrrin's Heid <p>I can play:</p> <ul style="list-style-type: none"> • Down by the Ocean • Charlie over the ocean <p>I can use :</p> <ul style="list-style-type: none"> • Variety of instruments to accompany songs e.g. calypso maracas, tuned percussion for Appusk-Duski • Instruments to create sea sounds- crashing waves, pebbles on beach, bubbles of air, swaying sea weed etc. Link to literacy through use of vocabulary, shimmering, sparkling, rough etc. <p>I can listen :</p> <ul style="list-style-type: none"> • Aquarium from Carnival of Animals by Saint-Saens. • Theme from Jaws! • Spartacus theme by Katchachurian • Blue Whale from Ocean Commotion 	<p>Disney Tara ra boom dee ay Appuski Duski songbook</p> <p>N.Y.C.O.S.Singing games for Early Years</p> <p>Variety of instruments</p>	<p>Show ability to memorise simple songs, containing repetitive melodic and rhythmic patterns.</p> <p>Demonstrate abilities in such basic playing techniques as shaking, and tapping keeping the beat whilst music is played.</p> <p>Respond to music with a clearly identifiable mood or character.</p>

Inspired by a range of imaginative stimuli, and working on my own and with others, I can express my ideas and thoughts and feelings through creative work in the expressive arts.

EXA1- 18a

Overarching experience:

My learning enables me to experience the magic, wonder and power of the arts.

I can create :

- Sound track for story of The Rainbow Fish; discuss appropriate sounds for the different characters and water effects and play when required.
- **In Art create images of the rainbow fish and other characters to reinforce choice of musical motif.**
- When selecting soundtrack have some understanding of tempo and dynamics to suit the story.
- Make a class "score" for the soundtrack using pictures/ graphics and "read" score to perform.

I can link my learning :

- **Use the story of The Rainbow Fish as a focus for discussion on what is special about me? sharing our gifts and everyone being important.**

The Rainbow Fish

Work co-operatively in a group whilst music-making.

Select appropriate sound sources and combine and link sounds to convey effect.

Play with control and confidence.