

Kindergarten *Movement* Map

Explore the map below to see how each QK-5 lesson integrates gross and fine locomotor and non-locomotor movements for:

 Learning • Exploration Creation Differentiation

 Assessment Musicality

First Nine Weeks

Module 1 - Beat Welcome to Music! Enhance a song, create a circle, creation Beat 2 Use movement to find and demonstrate the beat **Steady Beat** Express and assess steady beat through movement

Second Nine Weeks

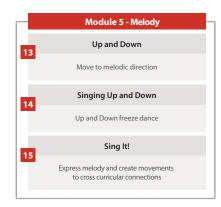
	Module 4 - Pitch	_
10	High and Low	
10	Use movement to explore High and Low	
11	More about High and Low	
	Use movement to create High and Low	
12	Pitches and Singing	
	Use movement to assess High and Low songs	

Third Nine Weeks

Module 7 - Instruments	L
Into to Instrument Families	
Learn how to "airplay" instruments in the major instrument families	
Woodwinds and Brass	
Create movements to match "Woodwind Animals," move to the beat circle games	
Percussion and Strings	
Create and perform simple body percussion patterns	

Introduction to Long and Short Sounds
Explore and move with long and short gestures to match the music
Playing Long and Short Sounds
Connect long and short sounds to balle, create your own movements to a familiar song
Moving to Long and Short Sounds
Perform sound and character actions, practice long and short movements, create your own dance

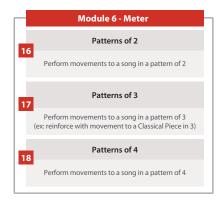


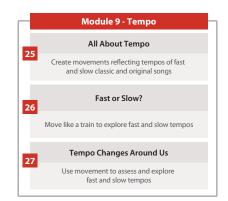


	Module 8 - Dynamics	
22	Loud and Soft	
22	Create movements to reflect loud and soft sounds in the music	
23	Singing Loud and Soft	
23	Use movement to help sing loud and soft alone and as a group	
24	Playing Loud and Soft	
24	Use movement such as clapping and dancing to access loud and soft	

	Module 11 - Listening
31	Found Sounds
31	Find sounds created through creative movement
32	Singing, Voice, and Timbres
32	Act out songs using different voices and movement
33	Woodwinds and Percussion
33	Play and move to "Woodwind Animals," connect found sounds to created percussion instruments

Module 3 - Rhythm
Rhythm Introduction
Move different ways to a steady beat (motor and non-locomotor)
Beat or Rhythm
Move to simple rhythms in a song from a diverse culture
Sing, Play, & Move to Rhythm
Move to rhythm patterns









1st Grade Movement Map

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Learning
Exploration

Creation
Differentiation

AssessmentMusicality

First Nine Weeks

Second Nine Weeks

Third Nine Weeks



	Module 4 - Voice
	module 1 Polec
10	Four Different Voices
	Imitate movements to explore the five voices
11	My Voice is an Instrument
	Move to the beat, explore chest versus head voice
12	Sing and Breathe
	Exercise and interact to work on breathing muscles

	Module 7 - Notes and Rests
19	Sound and Rests
19	Create and use motions for rests
20	Notes and Rests
	Create movements to composed rhythms
21	Pitches and Rhythms
	Move to high and low pitches

	Module 10 - Instruments
28	String Family Introduction
20	Air play to review orchestral instruments
29	All About Percussion
	Use body movements as a form of percussion
30	Classroom Percussion Instruments
	Move to Latin music

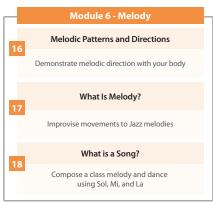
	Module 2 - Meter
4	Meters of 2 and 4
I	Promote moving to strong/weak and a meter of 2, create body percussion in a meter of 2
_	Meter of 3
5	Act out a song and move to a meter of 3 in different songs
Changing Meters	
6	Feel the differences in meters of 2, 3, and 4, create body percussion examples



	Module 8 - Tempo
22	Three Basic Tempos
	Move to different tempos, demonstrate how that makes the music's feel change
22	Which Tempo is Best?
23	Create a composition and add movement to reflect the different tempos
24	Getting Faster, Getting Slower
	ove to changing tempos while keeping a steady beat

	Module 11 - Form
31	AB Form
T	Create movements in AA or AB form
32	ABA Form
32	Dance the Tango
33	Repeat Sign Mystery
33	Move and dance to numerous songs to experience what a repeat sign does to the music

	Module 3 - Rhythm	_
7	Practicing Rhythm	
	Feel and reproduce a rhythm using movement	
8	Sing, Play, and Move to Rhythm	
	Improvise rhythms with movement and instruments	
9	Austin Otto	
9	Create a movement ostinato	









2nd Grade Movement Map

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 Learning • Exploration Creation

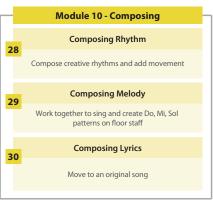
 Assessment · Differentiation · Musicality

Third Nine Weeks Fourth Nine Weeks First Nine Weeks Second Nine Weeks

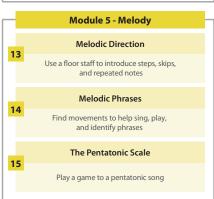


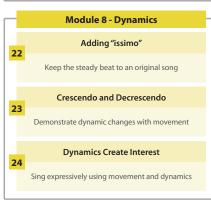
	Module 4 - Singing
	module 4 - Singing
1	My Voice is an Instrument
1	Move to explore, find, and use your diaphragm
1	Singing Solfège
Ϊ	ldentify and use the staff from bottom to top using movement
1:	Singing Partner Songs
	Enrich students' experience with Do, Mi, Sol, and La by performing movements to accompany a partner song

	Module 7 - Notes and Rests
	Module / Notes and Nests
19	Note Durations
19	March to a steady beat and introduce actions that show three note durations
20	Accent Marks
	Stamp out the strong and weak beats then move with accents
21	Writing Notes and Rests
	Compose simple rhythms and put a movement on the rest



	Module 2 - Meter
	Module 2 - Metel
4	Meter Review 2/4 and 4/4
4	March, walk and dance the Samba to experience meters of 2 and 4
5	Meter in 3/4
,	Ice skate and Waltz to experience meter or 3/4
_	Identifying Meters
6	Identify and connect movement to songs in different meters



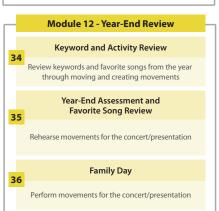


	Module 11 - Form
31	AB Form and Repeat Sign
	Move to songs with repeats signs
32	ABA Form
	Create movements to recognize A and B form
22	ABACA Form
33	Play a game to test students' knowledge of three types of form

	Module 3 - Rhythm
7	Beat Against Rhythm 2
/	Move to the beat using different tempos and then creating your own rhythms
8	Singing, Play, & Move to Rhythm 2
	Create body ostinatos to go with familiar songs
9	Ostinatos 2
	Improvise dance moves









3rd Grade Movement Map

Explore the map below to see how each QK-5 lesson integrates gross and fine locomotor and non-locomotor movements for:

> Learning • Exploration

 Creation • Differentiation

Musicality

First Nine Weeks Second Nine Weeks

	Module 1 - Rhythm
1	Welcome to Music!
	Sing and move to review musical concepts
2	Meter Sign
	Move to meters of 3 and 4
3	Ostinatos
	Create ostinato dance moves and move to a 4-beat pattern

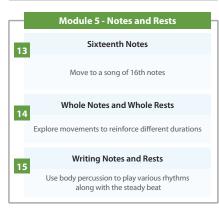
	Module 4 - The Classical Period
10	The Classical Period
10	Respond to music from the Classical Period with creative movement
11	Classical Period Music
	Create a game to assess Classical music facts
12	Classical Composers & Orchestra
	Listen to audio samples and use movement to decide if it is Baroque or Classical

	Module 7 - Instruments
10	Recorder 1/Woodwinds
19	Add movements to remember the techniques learned in the My Recorder Song
20	Recorder 2/Woodwinds
	Move to the beat by walking like a mummy while learning notes B and A
21	Recorder 3/Woodwinds
1	improvise, move, and explore AB songs on recorder

Third Nine Weeks



	Module 2 - Singing
4	Identifying Different Voices
	Move to songs from Ghana
5	Musical Alphabet
	Reinforce concept of a cumulative song with a memory exercise with movement
6	Rounds and Cannons
	Develop student's ability to sing and move to an original song



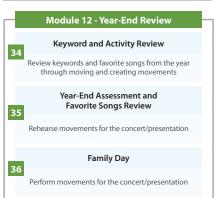
	Module 8 - Styles
2	Recorder 4/Blues
	Play and move to reinforce repeat signs
	Recorder 5/Blues
,	Move to a blues piece
4	Recorder 6/Blues
	Do the Recorder Shuffle!

	Module 11 - Form
31	Form and Introduction
	Create a movement introduction for a song
22	Refrain
Mo	ove to an AB and ABA song - including freeze dance!
33	Combining Form Elements
33	Add movements to your own AB or ABA song

	Module 3 - Melody
	Module 3 - Melody
7	Lines and Spaces
	Move on a floor staff to discover and reinforce labeling the lines and spaces
8	Melodic Movement
П	Express melodic direction with body movements
9	Pentatonic Scales
Ĺ	Learn a simple folk dance to a familiar folk song









4th Grade Movement Map

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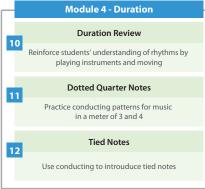
> Learning Creation Exploration

· Differentiation · Musicality

First Nine Weeks Second Nine Weeks

Third Nine Weeks







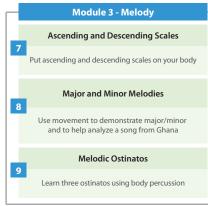


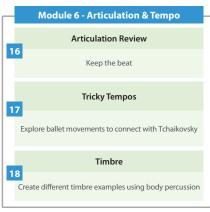
	Module 2 - Singing
4	Octaves, Descants, & Patriotic Music
	Use movement to help remember words of patriotic songs
5	Singing Triads
	Use disco moves to indicate phrases then create choreography for a disco song
6	Part Singing
	Use solfège or body solfège/movement to demonstrate the melodic direction in a song

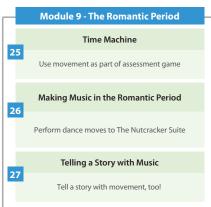


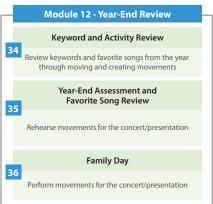














5th Grade Movement Map

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• Exploration

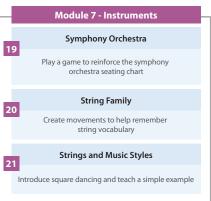
 Creation Differentiation

Musicality

First Nine Weeks Second Nine Weeks Third Nine Weeks Fourth Nine Weeks

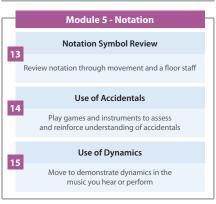
Module 1 - Meter Welcome to Music! Use movement to review class rules and play name games/welcome back games Meter Review 2 Review conducting in different meters Meter of 6/8 3 Play and move along to classic and original songs in 6/8

Module 4 - Melody **Sharps and Flats** 10 Play an interactive game to introduce half and whole step **Major Scales and Key Signatures** 11 Create a human bell pitch game Improvising on Major Scales 12 Improvise movement and new melodies and rhythms





	Module 2 - Rhythm
4	Rhythm Review
	Explore movements to help remember and reinforce dynamics and durations
5	Syncopation
	Move to explore and understand syncopation
6	Dotted Note Rhythms
	Create body percussion to help understand dotted notes



	Module 8 - The Impressionist Period
	The Impressionist Period
22	Create sound and movement journeys
.	Impressionist Period Music
	Draw or move to visually express the music you hear
Impressionist Period Composers	
	Use movement during assessment and to play a game to extend historical knowledge of composers

	Module 11 - The Commercial Project
31	Creating Our Jingle
31	Practice freestyle rhyming and moving
32	Putting It All Together
32	Create movements to an original song
33	The Performance
33	Perform your movements with your project

	Module 3 - Singing
-	SATB Music and Bass Clef
	Move as you warm-up voices
8	Descants
	Move as you warm-up voices
	Music from Other Lands
9	Create your own movements to tell the story of this Chinese song, work with a partner



	Module 9 - Chords and Harmony
25	Chords & Harmony Review
25	Play a game to create chords using familiar instruments
26	Major vs. Minor Chord Review
	Create a movement to demonstrate you recognize major vs minor
27	Progressions Using I, IV, and V
27	Play a game to reinforce chords

