

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

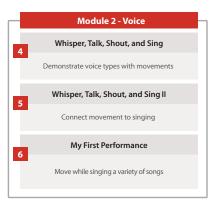
	Module 4 - Pitch
10	High and Low
10	Use movement to explore High and Low
11	More about High and Low
	Use movement to create High and Low
12	Pitches and Singing
	Use movement to assess High and Low songs

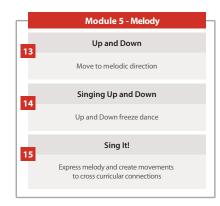
Third Nine Weeks

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
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21
Create and perform simple body percussion patterns

Fourth Nine Weeks

Module 10 - Duration
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

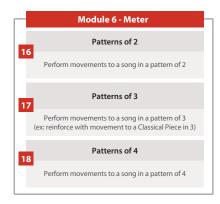


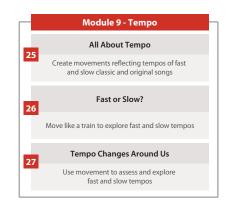


	Module 8 - Dynamics	
22	Loud and Soft	
2.2	Create movements to reflect loud and soft sounds in the music	
23	Singing Loud and Soft	
25	Use movement to help sing loud and soft alone and as a group	
24	Playing Loud and Soft	
24	Use movement such as clapping and dancing to access loud and soft	

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











1st Grade Movement Map

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• Learning • Exploration Creation
 Differentiation

AssessmentMusicality

First Nine Weeks

Second Nine Weeks

Third Nine Weeks

Fourth Nine Weeks



	Module 4 - Voice
	module 1 Voice
10	Four Different Voices
10	Imitate movements to explore the five voices
11	My Voice is an Instrument
Π	Move to the beat, explore chest versus head voice
12	Sing and Breathe
Π	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
30	Move to Latin music

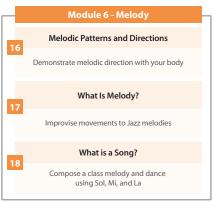
	Module 2 - Meter
4	Meters of 2 and 4
I	Promote moving to strong/weak and a meter of 2, create body percussion in a meter of 2
_	Meter of 3
5	Act out a song and move to a meter of 3 in different songs
6	Changing Meters
6	Feel the differences in meters of 2, 3, and 4, create body percussion examples



	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
	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

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

Assessment

First Nine Weeks

Second Nine Weeks

Third Nine Weeks

Fourth Nine Weeks

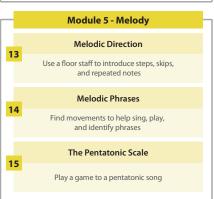
Module 1 - Beat Welcome to Music Sing and move to a beat and to review the five voices **Steady Beat** 2 Sing and move to strong and weak beats in songs Strong and Weak Beats 3 Identify and explore strong a weak beats (for example: walking like a mummy)



	Module 7 - Notes and Rests
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
21	Compose simple rhythms and put a movement on the rest

	Module 10 - Composing
20	Composing Rhythm
28	Compose creative rhythms and add movement
29	Composing Melody
23	Work together to sing and create Do, Mi, Sol patterns on floor staff
30	Composing Lyrics
	Move to an original song

	Module 2 - Meter
	Module 2 Meter
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



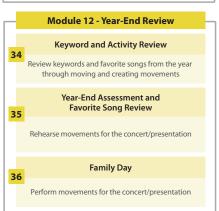


	Module 11 - Form
24	AB Form and Repeat Sign
31	Move to songs with repeats signs
22	ABA Form
32	Create movements to recognize A and B form
22	ABACA Form
33	Play a game to test students' knowledge of three types of form

	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

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Learning
 Exploration

Creation
 Differentiation

Assessment
 Musicality

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

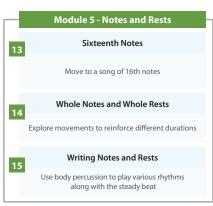
	Module 1 - Rhythm
1	Welcome to Music!
	Sing and move to review musical concepts
2	Meter Sign
	Move to meters of 3 and 4
3	Ostinatos
	Create ostinato dance moves and move to a 4-beat pattern

	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
	Improvise, move, and explore AB songs on recorder

	r 10/Chords & Harmony
Canoe	with major/minor songs
29 Recorde	r 11/Chords & Harmony
	jive game as you learn more tes on your recorder
30 Recorde	r 12/Chords & Harmony
	recorder songs with fun movement mes to go along with

	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



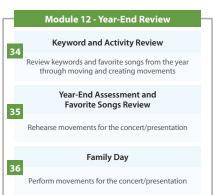
	Module 8 - Styles
22	Recorder 4/Blues
T	Play and move to reinforce repeat signs
22	Recorder 5/Blues
23	Move to a blues piece
24	Recorder 6/Blues
	Do the Recorder Shuffle!

Module 11 - Form	
Form and Introduction	
Create a movement introduction for a song	
Refrain	
Move to an AB and ABA song - including freeze dance	<u>.</u> !
Combining Form Elements	
Add movements to your own AB or ABA song	

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









4th Grade Movement Map

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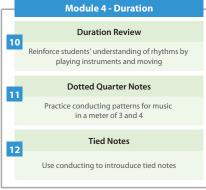
Creation
 Assessment
 Differentiation
 Musicality

First Nine Weeks Second Nine Weeks

Third Nine Weeks

Fourth Nine Weeks

Module 1 - Rhythm Welcome to Music! Promote students' creativity as well as bility to sing, play, and move to the rhythms of a song Terrific Triplets Use two handed instruments or body percussion to play along with triplets Super Sixteenth Notes Move with 16th notes





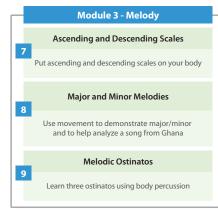
	Module 10 - The Rap Project
28	The Rap Project
28	Perform a simple rap in a small group
29	Creating My Rap
	Perform a simple rap in a small group
30	Rhymes, Rhythm, and Rap
Τ	Create moves to go with your backing track

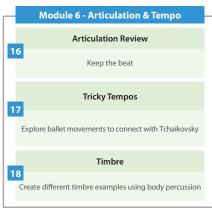
	Module 2 - Singing
4	Octaves, Descants, & Patriotic Music
	Use movement to help remember words of patriotic songs
5	Singing Triads
Ī	Use disco moves to indicate phrases then create choreography for a disco song
6	Part Singing and Florida History
	Use solfège or body solfège/movement to demonstrate the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

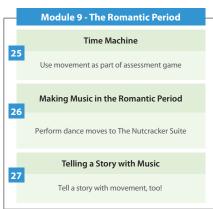


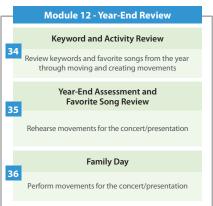














5th Grade Movement Map

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Learning
 Exploration

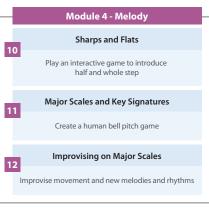
Creation
 Differentiation

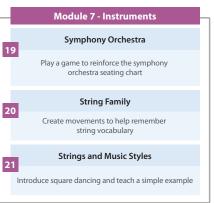
Assessment
 Musicality

Second Nine Weeks Third Nine Weeks Fourth Nine Weeks

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

First Nine Weeks







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

	Module 5 - Notation
13	Notation Symbol Review
Re	view notation through movement and a floor staff
14	Use of Accidentals
14	Play games and instruments to assess and reinforce understanding of accidentals
15	Use of Dynamics
13	Move to demonstrate dynamics in the music you hear or perform

	Module 8 - The Impressionist Period
,	The Impressionist Period
22	Create sound and movement journeys
1	Impressionist Period Music
23	Draw or move to visually express the music you hear
	Impressionist Period Composers
24	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
JZ	Create movements to an original song
33	The Performance
33	Perform your movements with your project

	Module 3 - Singing
7	SATB Music and Bass Clef
	Move as you warm-up voices
8	Descants
Т	Move as you warm-up voices
9	Music from Other Lands
	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
2/	Play a game to reinforce chords

	Module 12 - Year-End Review
24	Keyword and Activity Review
34	Review keywords and favorite songs from the year through moving and creating movements
35	Year-End Assessment and Favorite Song Review
	Rehearse movements for the concert/presentation
36	Family Day
30	Perform movements for the concert/presentation