

UNIT WALKTHROUGH LEVEL 3

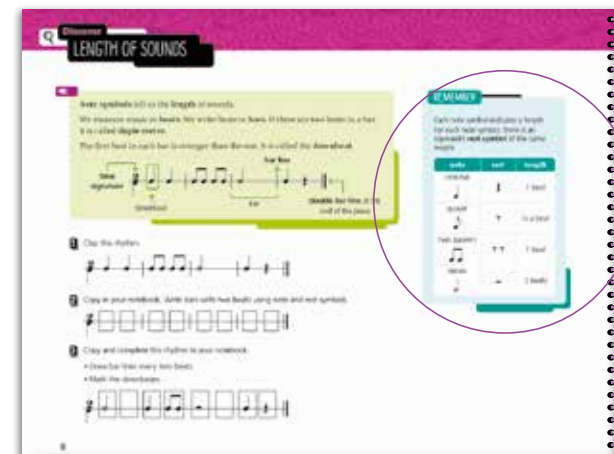
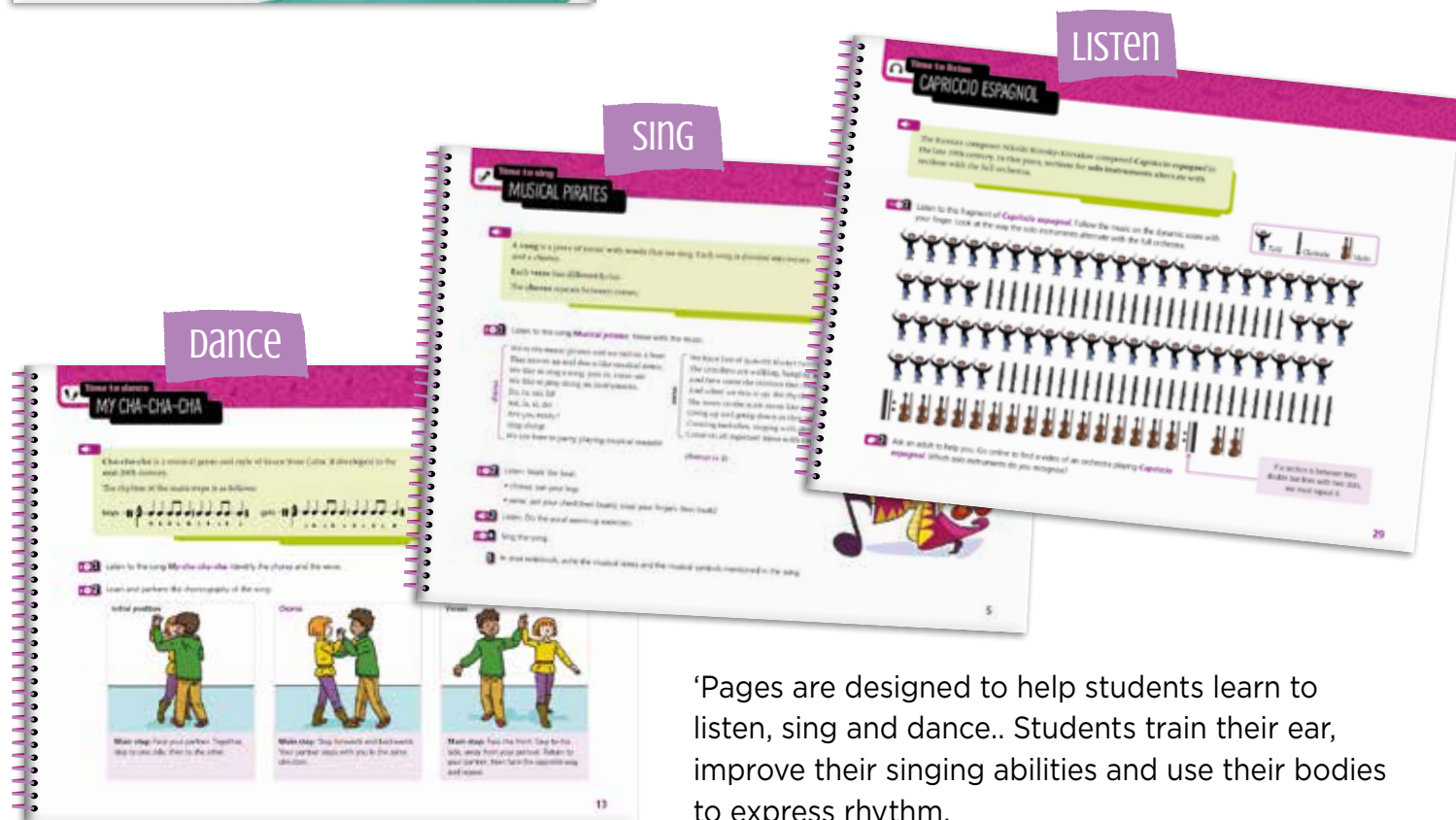
UNIT OPENER



- **Inspiring illustrations** create an engaging environment for students.
- **Motivational songs** or musical pieces relate to the illustration and the topic of the unit.
- Activities **stimulate creativity** and are centred on feelings and values.

DISCOVER

Music theory has never been more fun! Work on rhythm, pitch, duration, dynamics and tempo as you take your students through the basics of music. Short, easy-to-understand texts followed by hands-on activities to put new knowledge into practice.



REMEMBER

Each note symbol indicates a length. For each note symbol, there is an equivalent **rest symbol** of the same length.

note	rest	length
crotchet	rest symbol	1 beat
quaver	rest symbol	1/2 a beat
two quavers	rest symbol	1 beat
minim	rest symbol	2 beats



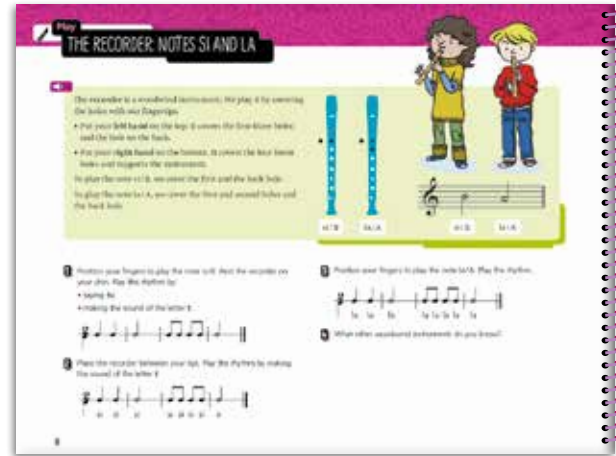
- This type of activity helps students practise listening and train their ear.
- Sound and technology are inseparable. This type of activity encourages students to use various technology tools to learn more about music.



UNIT WALKTHROUGH

PLAY

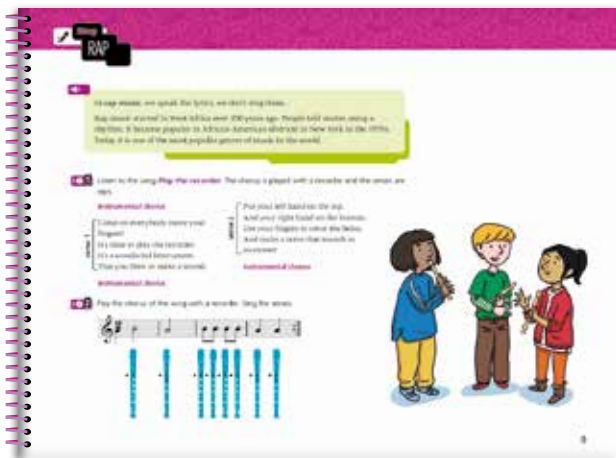
Move through a whole host of instruments, beginning with body percussion and simple instrumental activities.



➤ In Level 3, students start learning how to play the recorder.

SING

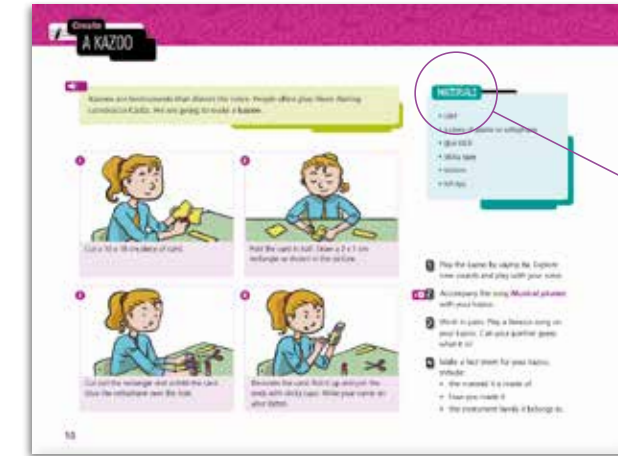
This page presents the voice as an instrument. It gives pupils the opportunity to practise their vocal technique while singing songs.



➤ Lyrics are always provided for each song so students can sing along.

create

These workshops provide students with the opportunity to be creative and to express themselves.



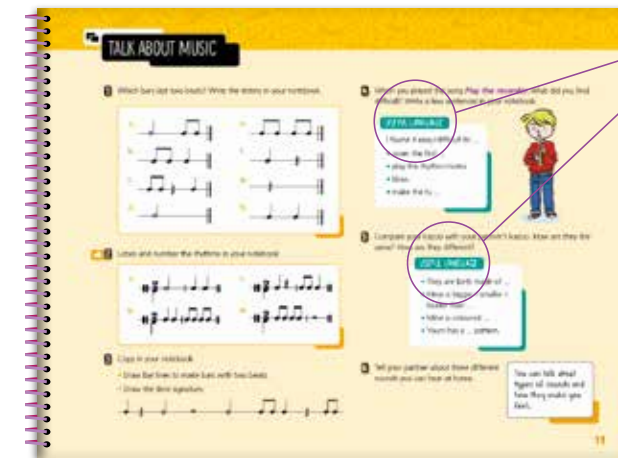
➤ Easy-to-follow written instructions and illustrations to complete the project.

MATERIALS

➤ A list of easily available materials.

TALK ABOUT MUSIC

Now that students have listened, discovered, played, sung and danced, it's time to talk about their experiences! These activities offer a supportive structure for them to express what they have learnt and how they feel about music.



USEFUL LANGUAGE

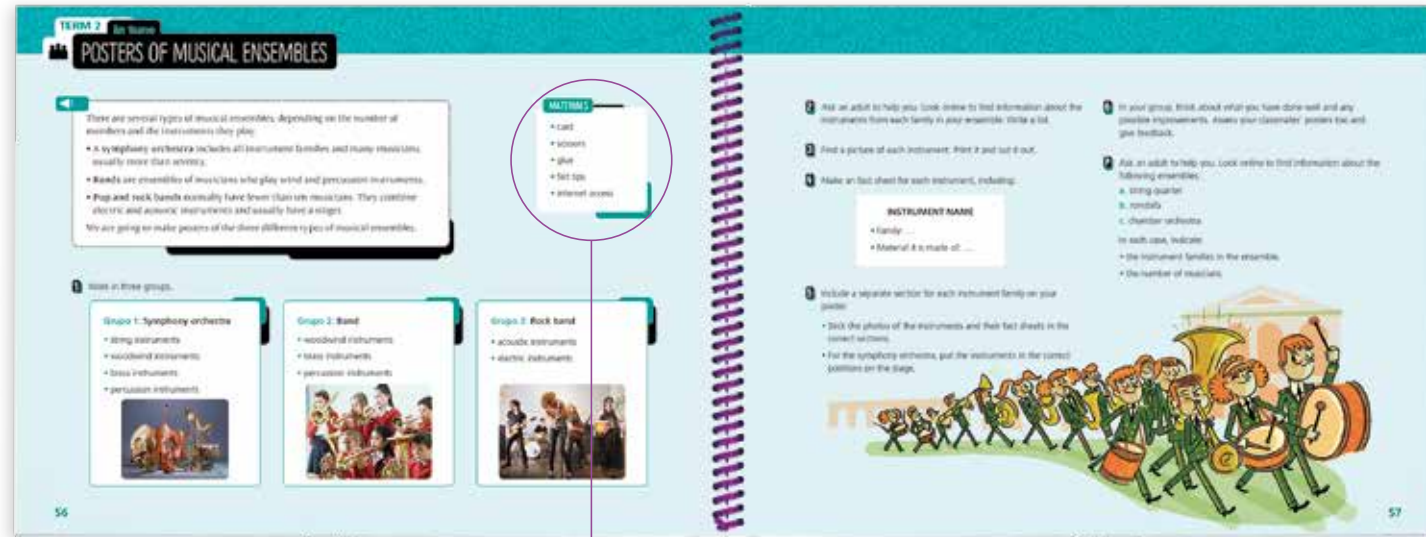
➤ Activities to help students practise new content.

➤ Useful language structures to give students confidence in speaking.

UNIT WALKTHROUGH

END-OF-TERM PAGES

To reinforce group dynamics and cooperative learning, this end-of-term section proposes simple projects to be completed as a class. The Teacher's Book offers ideas on 'ways' collocates better of working together.



FINAL PAGES

IN LEVELS 1 & 2

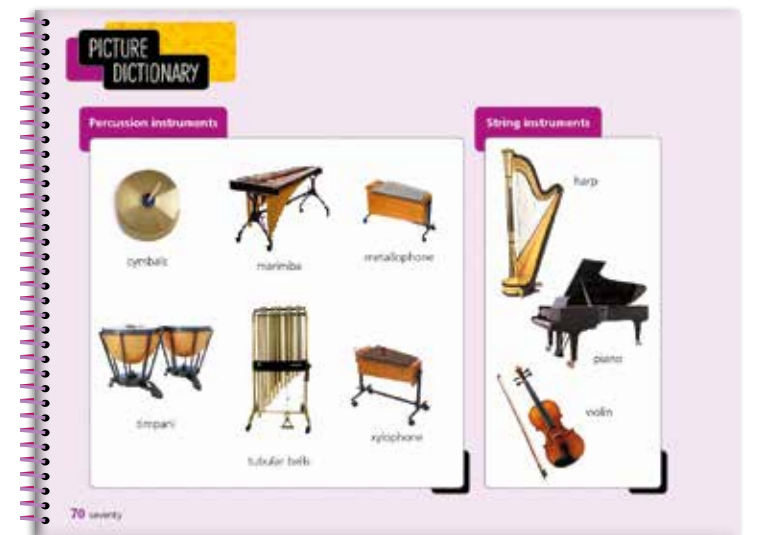
LYRICS

At the back of the book, the complete lyrics of the *Unit opener* songs are printed for **easy reference**.



PICTURE DICTIONARY

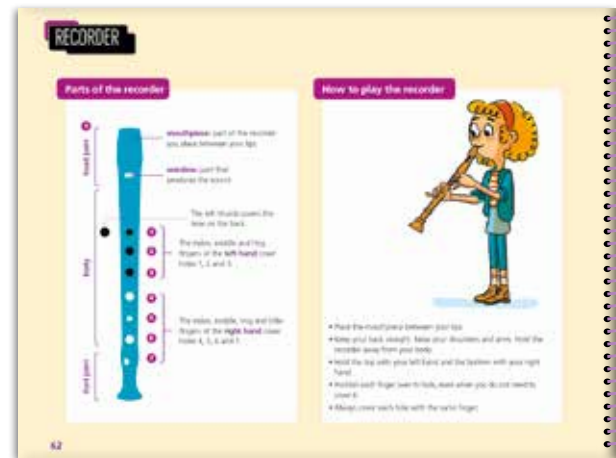
A **quick overview of the key vocabulary** students have learnt throughout the course.



➤ Group term projects put students' musical skills into practice while focusing on cooperative learning strategies.

IN LEVELS 3 & 4

RECORDER AND RECORDER REPERTOIRE



A summary of the basic information about the recorder (parts, finger positions, technique).

RECORDER REPERTOIRE

London Bridge is falling down

Hot cross buns

Twinkle, twinkle, little star

A selection of easy songs students can play on the recorder.

ORFF INSTRUMENTS MUSIC SCORES

A selection of scores to play percussion instruments in the classroom.

ORFF INSTRUMENTS MUSIC SCORES

Move to the music

KEY CONCEPTS

A quick overview of the content students have learnt throughout the course.

KEY CONCEPTS

Length

The length of a sound is how long it lasts.

The time signature tells you the number of beats in a bar.

Higher notes have a shorter length of sound.

Lower notes have a longer length of sound.

The double bar line indicates the end of a piece.

Types of time signatures

- Simple time: one beat per bar
- Compound time: three beats per bar
- Complex time: four beats per bar

Notes	Value	Length	Rest
Whole note	4 beats	4	4
Half note	2 beats	2	2
Quarter note	1 beat	1	1
Eighth note	0.5 beat	0.5	0.5