

District Guaranteed Curriculum Map

State Arts Standards
DEPARTMENT: Music

COURSE/GRADE: Kindergarten

Unit/Concept/Theme Duration	Essential Learning (Bold indicates skill is assessed on report card)	Essential Skills	Common Assessments	Learning Plan Common Resources
Semester 1 Rhythm: Demonstrates how rhythm is used in music. Standard MU:Re7.2.Ka	Steady beat vs. no beat Performs rhythm of words	I CAN show a steady beat. I CAN perform rhythm patterns.		Sound vs. Silence No beat vs. beat= Statues (beat, float, statue practice)
Melody: Demonstrates how vocal pitches/melodies are used in music. Standard MU:Re7.2.Ka	Experiment with vocal effects and pitches 4 vocal timbres - singing, speaking, whispering, shouting Demonstrate upper register singing	I CAN change the timbre of my voice.		"Copy Cat" song from Jay Broeker
Perform: Performs appropriately. Standard MU:Pr6.1.Kb	Performs appropriately for the audience and purpose.	I CAN sing and play with others respectfully.		
Semester 2 Rhythm: Demonstrates how rhythm is used in music.	Steady beat vs. Rhythm Claps the rhythm of words Performs rhythms using quarter notes, paired eighth notes, and quarter rests.	I CAN show a steady beat. I CAN perform rhythm patterns.		Visual Cards #14 - GAMEPLAN

Standard MU:Re7.2.Ka	Reads rhythms using quarter notes and paired eighth notes using iconic picture cards (long/short game plan blocks).		
Melody: Demonstrates how vocal pitches/melodies are used in music. Standard MU:Re7.2.Ka	Echoes a 2-pitch pattern (sol and mi) Matches high and low pitches to movement and iconic notation	I CAN sing sol and mi I CAN match pitch with my voice	GAMEPLAN • snowflakes up and down visual • vertical xylophone
Perform: Performs appropriately. Standard MU:Pr6.1.Kb	Performs appropriately for the audience and purpose while demonstrating loud/quiet and fast/slow.	I CAN sing and play with others respectfully. I CAN sing/play loudly and quietly. I CAN sing/play fast and slow. I CAN show opposites in music.	GAMEPLAN color cards.