<u>Thurcroft Infant School</u> <u>Year 1 Music Autumn 1 – I am a Robot</u>

Week	Singing and musicianship	Topic-based project	Objectives / learning outcomes	Vocabulary
1	Swing me over the water - Recapping from EYFS (see FS2 Au1 plan) - When confident singing the song and moving	I am a robot - Watch the video at the link below - Learn the words and the actions, point out the	Find and keep a steady beat (pulse) together	Pulse
	with a partner to the pulse, get into a circle and turn to a new partner behind you each time you finish the song, joining hands and swinging with them <u>1. Swing me over the water (Song) – First</u> Thing Music	actions match "the way the words go" (the rhythm), rather than the pulse - Sing through the song, including the freestyle dance section <u>I am a Robot sing, sign and dance challenge -</u> BBC Teach	Sing collectively a range of songs	
2	Swing me over the water - Play the circle game from last week. Designate one partner as the quiet partner and the other as louder so that the dynamics change each time they repeat the song	 I am a robot Sing the song again, along with the robot Make up a new robot sound and action with a partner after "I go" to replace "beep beep beep beep bop" and practise saying the new phrase Show some ideas from different pairs Make sure the action matches the rhythm of the 	Improvise vocal chants and rhythm Compose rhythm patterns Make changes to a known song	Pulse Rhythm (the way the words go)
		sound - Choose a favourite and perform the song with this new action	Sing collectively a range of songs	
3	Copy cat - Recapping from EYFS (see FS2 Au1 plan) - When confident singing the song to a partner who copies their action (as in video below), get into a circle (or a few smaller circles). Designate	 I am a robot Sing the song with another new action and robot sound idea Display beep beep beep bop as here: Say the words and clap the rhythm 	Improvise vocal chants and rhythm Compose rhythm patterns	Pulse Rhythm (the way the words go) Rhythm
	children 1s and 2s around the circle. 1s sing to their 2 partner with an action and, while the 2s copy their action, then walk past them onto the next 2 (see from 1.34 in the video) 2. Copy Cat (Song) – First Thing Music	 Introduce the rhythm name for this symbol (ti-ti) How many beats does this phrase have? (Two) Show this different option, discuss how it's still two beats but the first beat has one sound (Introduce as ta) 	Read and respond to rhythm patterns Make changes to a known song	names (ta and ti-ti)
		 Children come up with their own sound in pairs, but has to last two beats and us ta and/or ti-ti (you 	Sing collectively a range of songs	

	may want to use whiteboards so they can write it out		
Copy cat - Play the copy cat game again - Display the copy cat rhythm as here: clap "the way the words go" as they sing the song, then sing the rhythm names (ti-ti ta, ti-ti ta, ti-ti ti-ti ta ta) ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓	 I am a robot Children to come up with own robot sound in pairs using ti-ti/ta as in last lesson Introduce the "percussion" family of instruments – they need to be hit, shaken, or scraped to make a sound Choose a percussion instrument to play their sound Practise saying and playing their short sound Go round circle singing "I am a robot, I go" with pairs adding their sound with voice and instrument 	Compose rhythm patterns Read and respond to rhythm patterns Compose, retain and perform their own rhythm patterns Make changes to a known song	Pulse The way the words go (the rhythm) Rhythm names (ta and ti-ti) Percussion
		Sing collectively a range of songs	
Feet feet - Recapping from FS2 (See FS2 Sp1 plan) - Make sure all children can accurately walk the pulse while saying the rhyme - If needed, make a path with floor spots across the room (16 spots for the 16 beats of the song) and model how to keep to the pulse while saying the rhyme. Get some other children to demonstrate and discuss if they were accurate 5. Feet Feet (Rhyme) – First Thing Music	 I am a robot Give pairs of children an 8 box grid. Each box can have ta, ti-ti or shh (a rest, can be drawn as a Z). In pairs, write in a rhythm and practise clapping together Hear some pairs perform theirs and choose one Give out instruments and play the chosen rhythm together Play the chosen rhythm in the "this is how I dance" section of the song 	Compose rhythm patterns Read and respond to rhythm patterns Compose, retain and perform their own rhythm patterns Make changes to a known song	Pulse Rhythm (the way the words go) Rhythm names (ta, ti-ti, shh) Percussion
Feet feet	I am a robot	songs	Pulse
 Say the rhyme and walk to the pulse again If you can, use a bigger space and play the statues game as described at the link for the song 	- Work on performance of the song – designate a few pairs to add their own sounds in the beep beep beep bop sections, and all/large group can play the chosen rhythm from last time in the "this is how I dance" sections, while others do robot dancing	Read and respond to rhythm patterns Compose, retain and perform their own rhythm patterns Make changes to a known	Rhythm (the way the words go) Rhythm names (ta, ti-ti, shh) Percussion
	 Play the copy cat game again Display the copy cat rhythm as here: clap "the way the words go" as they sing the song, then sing the rhythm names (ti-ti ta, ti-ti ta, ti-ti ti-ti ta ta) Feet feet Recapping from FS2 (See FS2 Sp1 plan) Make sure all children can accurately walk the pulse while saying the rhyme If needed, make a path with floor spots across the room (16 spots for the 16 beats of the song) and model how to keep to the pulse while saying the rhyme. Get some other children to demonstrate and discuss if they were accurate 5. Feet Feet (Rhyme) – First Thing Music Feet feet Say the rhyme and walk to the pulse again If you can, use a bigger space and play the statues game as described at the link for the 	Copy cat - Play the copy cat game again - Display the copy cat rhythm as here: clap "the way the words go" as they sing the song, then sing the rhythm names (ti-ti ta, ti-ti ta, ti-ti ti ti-ti ta,	Copy cat - Play the copy cat game again - Children to come up with own robot sound in pairs - Children to come up with own robot sound in pairs Read and respond to rhythm patterns - Display the copy cat types again - Children to come up with own robot sound in pairs - Children to come up with own robot sound in pairs Read and respond to rhythm patterns - Display the copy cat types again - Children to come up with own robot sound in pairs - Children to come up with own robot sound in pairs Read and respond to rhythm patterns - Display the copy cat types again - I in toduce the "percussion" family of instruments - they need to be hit, shaken, or scraped to make a sound - Choose a percussion instrument to play their sound - Choose a percussion instrument to play their sound - Choose a percussion instrument to play their sound - Choose a percussion instrument - Choose a percussion instrument

	Sing collectively a range of	
	songs	

Assessment	
By the end of the unit the children will be able to:	
Move upper and lower body in time with the pulse while singing	
Recognise and play rhythms from stick notation (ta, ti-ti and shh)	
Sing so-mi songs accurately	
Compose and perform their own rhythms using stick notation	