



Living Music I

Course Summary:

Designed for students in grades 9–12, this course teaches fundamental musicianship skills from a Western-Classical approach, while aligning to National Core Arts Standards. The course challenges the student to improve listening, notation, analysis, performance, and improvisation skills. With audio, visual, and interactive technologies, the course provides a unique and advanced learning experience for the student.

Course Outline

1. Keeping Time: Understanding Rhythm

1. Welcome to Music
 - Identify the components that make up music
 - Examine the various tools with which you will be learning how to read, write, improvise, perform, and analyze music
2. Measuring Time: Beats and Duration
 - Recognize and produce a steady beat
 - Identify and perform whole notes, half notes, and quarter notes
3. Measuring Time: New Notes
 - Identify and perform eighth notes and sixteenth notes.
4. Measuring Silence: Rests
 - Recognize and identify rest symbols for whole notes, half notes, quarter notes, eighth notes, and sixteenth notes
5. Grouping Beats
 - Demonstrate appropriate usage of time signatures (2/4, 3/4, 4/4, 6/8, 3/8, 2/2)
 - Illustrate ability to use notes and rests to create rhythmic compositions in various meters
6. Conducting Patterns and Tempo
 - Recognize the standard conducting patterns for 2/4, 3/4, 4/4, 2/2, and 6/8
 - Define standard tempo terms and apply them to music
7. Breaking the Pattern
 - Identify some of the ways composers use rhythm as an expressive tool
 - Evaluate ways in which tempo can be altered within a piece
8. Dynamics
 - Define the primary dynamic markings and their abbreviations
 - Identify some of the ways in which composers use dynamics to create musical interest
 - Evaluate some of the differences in dynamic usage from one composer to another
9. Keeping Time: Understanding Rhythm Unit Review
 - Review all previous concepts and objectives for Unit 1
10. Keeping Time: Understanding Rhythm Unit Test

2. Keeping Score: Understanding Music Notation

1. Introduction to Musical Notation

- Identify some of the tools that composers use to sculpt music
- Apply broad topics of articulation, harmony, intervals, and pitch to vocal performance
- Analyze the effects of these variables on musical outcome

2. Pitch

- Demonstrate understanding of the concept of pitch
- Locate middle C and other pitches on the piano keyboard and on the staff in both treble and bass clef
- Read from a multi-line score

3. Intervals

- Label and construct basic intervals
- Relate half steps and whole steps to the piano keyboard
- Differentiate between stepwise and leaping motion

4. Major Scales and Key Signatures

- Construct major scales in various keys
- Use accidentals appropriately to create specific intervals

5. Minor Scales and More

- Identify minor scales, whole tone scales, and chromatic scales
- Build minor scales in various keys
- Distinguish major from minor in written music and in aural examples
- Define parallel and relative keys and recognize examples

6. Chords and Harmony

- Describe, construct, and identify major triads on first, fourth, and fifth scale degrees
- Describe and recognize arpeggios
- Distinguish consonant chords from dissonant chords by ear

7. Phrases and Cadences

- Define and recognize, and write cadences
- Analyze common phrase structures

8. Themes and Forms

- Define theme, binary, and ternary form
- Assess longer movement structures in terms of repetition and contrast
- Describe different styles and forms of music using music terms

9. Finishing Touches: Ornamentation and Articulation

- Label, differentiate, and explain some of the markings that composers use to indicate ornaments and articulation

10. Understanding Music Notation Unit Review

- Review all previous concepts and objectives for Unit 2
- Take the unit test

11. Understanding Music Notation Unit Test

3. It's All Relative: The Musical Family Tree

1. What Is an Orchestra?

- Define the term orchestra
- Identify the major instrument families and what defines each family
- Summarize the role of the conductor
- Define instrumentation and timbre
- Reconstruct the standard orchestral seating chart by section

2. The String Family

- Examine the qualities of string instruments

3. The Woodwind Family
 - Examine the qualities of woodwind instruments
 4. The Brass Family
 - Examine the qualities of brass instruments
 5. The Percussion Family
 - Examine the qualities and history of percussion instruments
 - Apply basic drumming techniques at home
 - Identify possible uses for home items as percussion instruments
 - Differentiate by sight and sound the major members of the percussion family and introduce auxiliary members of the family
 6. Keyboard Instruments
 - Reconstruct the history of the keyboard instruments, from harpsichord and clavichord to organ to piano
 - Evaluate their relationship to string and percussion families
 - Differentiate by sight and sound the major keyboard instruments
 7. Correcting the Concerto Portfolio
 - Apply previously learned notation-reading and ear-training skills to identify errors in a score and recording
 8. Chamber Music
 - Define ensemble and chamber music
 - Summarize some of the major types of chamber music ensembles: string quartet, woodwind quintet, brass quintet, percussion ensemble, sonata, piano trio
 9. The Musical Family Tree Unit Review
 - Review all previous concepts and objectives for Unit 3
 10. The Musical Family Tree Unit Test
- 4. The Big Picture: Music History and Styles**
1. The Study of Music
 - Describe some nonperformance jobs in music
 - Explain how composers have made a living over the last 500 years
 - Define various musical styles that represent a variety of historical periods and cultural influences
 - Classify various musical styles that represent a variety of historical periods and cultural influences
 2. Pre-Baroque and Baroque Periods
 - Understand elements of Renaissance music
 - Recognize and apply elements of Baroque style to performance and improvisation
 - Identify characteristics of Baroque composers, forms, and styles
 3. Behold, the Beauty of Bach
 - Identify the style of a fugue and its parts
 - Analyze Johann Sebastian Bach's Fugue in G Minor, BWV 578
 4. The Classical Period
 - Identify major composers, styles, and historical influences in the Classical period
 - Distinguish by ear and score-examination works composed in the Classical period
 5. Mozart's Marvelous Melodies
 - Understand Mozart's Concerto for Clarinet in A Major as a representative work of Classical style
 6. Beethoven's Revolutionary Writing

- Demonstrate an understanding of late-Classical style and theme-and-variation form
 - Demonstrate an understanding of Beethoven's compositional style in Symphony No. 5 in C Minor, op. 67
7. The Romantic Period
 - Demonstrate an understanding of Romantic composers and their musical styles and forms
 - Construct a Romantic-style programmatic composition
 8. Chopin's Lacy Lyricism
 - Analyze Chopin's Nocturne No. 2 in E-flat Major, op. 9, no. 2 from historical, theoretical, and performance perspectives
 - Describe the historical context in which Chopin's Nocturne No. 2 in E-flat Major, op. 9, no. 2 was written
 9. The Big Picture: Music History and Styles Review
 - Review all previous concepts and objectives for Unit 4
 10. The Big Picture: Music History and Styles Unit Test
- 5. Musical Etiquette: Concerts and Collaboration**
1. What is Active Listening?
 - Identify when appropriate etiquette involves active or passive listening
 - Compare and contrast active and passive listening
 2. Contributions and Collaboration
 - Identify contributions of others in collaborative music experiences
 3. Reviewing Performances
 - Evaluate critical elements of performance experiences
 4. Music and Advocacy
 - Describe ways to be music advocates
 5. Ethics in Ownership
 - Describe ethical standards and copyright law related to the use of intellectual property, such as music composition and performance
 6. Connecting with Others
 - Explain how music relates to other fields on knowledge
 7. Concerts and Collaboration Review
 8. Concerts and Collaboration Unit Test