




## Grade 4 Music Curriculum Map

Standards	Content	Skills/Practices	Materials/ Resources	Assessments (All) Daily/Weekly/ Benchmarks	Timeline (Months/Weeks /Days)
<b>Creating</b> <b>MU:Cr2.1</b> <b>MU:Cr3.1</b> <b>MU:Cr3.2</b>  <b>Performing</b> <b>MU:Pr4.2</b> <b>MU:Pr5.1</b> <b>MU:Pr6.1</b>  <b>Responding</b> <b>MU:Re7o.2</b> <b>MU:Re8.1</b> <b>MU:Re9.1</b>  <b>Connecting</b> <b>MU:Cn11.0</b>	Rhythm	Pulse  (syncopation)	Game Plan 4: An Active Music Curriculum  -Smart Board/Visuals -Speakers/Recording S -Orff Instruments -Piano -Mallets -Hand drum, Cabasa, Recorders.	Syncopation (performance)	<b>September</b>
	Melody	Repertoire lines/spaces Recorder- B		Recorder (playing technique)	
	Harmony	Mallet Technique Canon/round			
	Form	Phrase Rondo			
	Timbre				
<b>Creating</b> <b>MU:Cr2.1</b> <b>MU:Cr3.1</b>	Rhythm	Q-A (body percussion) 	Game Plan 4: An Active Music Curriculum	Syncopation (create)	<b>October</b>

<b>MU:Cr3.2</b>  <b>Performing</b> <b>MU:Pr4.2</b> <b>MU:Pr5.1</b> <b>MU:Pr6.1</b>  <b>Responding</b> <b>MU:Re7.2</b> <b>MU:Re8.1</b> <b>MU:Re9.1</b>  <b>Connecting</b> <b>MU:Cn11.0</b>	Melody	Q-A (Recorder) Recorder- BAG	-Smart Board/Visuals -Speakers/Recordings -Orff Instruments -Piano -Mallets -Recorders.	Recorder- BAG (playing technique) Recorder- B (identification/play) DRMFSL (read/perform)	
	Harmony	Ostinato			
	Form				
	Timbre				
<b>Creating</b> <b>MU:Cr2.1</b> <b>MU:Cr3.1</b> <b>MU:Cr3.2</b>  <b>Performing</b> <b>MU:Pr4.2</b> <b>MU:Pr5.1</b> <b>MU:Pr6.1</b>  <b>Responding</b> <b>MU:Re7.2</b> <b>MU:Re8.1</b> <b>MU:Re9.1</b>	Rhythm	Q-A (unpitched)	Game Plan 4: An Active Music Curriculum  -Smart Board/Visuals -Speakers/Recordings -Orff Instruments -Piano -Mallets -Conga drum, Temple blocks.		<b>November</b>
	Melody	Recorder- BAGE		Line/spaces (Treble clef) Recorder- BAG (identification/play)	
	Harmony	Simple bordun			
	Form				
	Timbre	Recorder family Orchestral woodwinds		Listening (Orchestral Woodwinds)	

<b>Connecting</b> <b>MU:Cn11.0</b>					
<b>Creating</b>  <b>Performing</b> <b>MU:Pr4.2</b> <b>MU:Pr5.1</b> <b>MU:Pr6.1</b>  <b>Responding</b> <b>MU:Re7.2</b> <b>MU:Re8.1</b> <b>MU:Re9.1</b>  <b>Connecting</b> <b>MU:Cn11.0</b>	Rhythm	Accelerando/ ritardando	Game Plan 4: An Active Music Curriculum	K-4 Rhythms (performance- focus on syncopation)	<b>December</b>
	Melody		-Smart Board/Visuals		
	Harmony		-Speakers/Recording s	Recorder- BAGE (playing technique)	
	Form		-Orff Instruments		
	Timbre		-Piano -Mallets -Hand drums, recorders.		
<b>Creating</b> <b>MU:Cr2.1</b> <b>MU:Cr3.1</b> <b>MU:Cr3.2</b>  <b>Performing</b> <b>MU:Pr4.2</b> <b>MU:Pr5.1</b> <b>MU:Pr6.1</b>	Rhythm	Q-A (pitched) Pick-up (anacrusis) Conduct in 3	Game Plan 4: An Active Music Curriculum		<b>January</b>
	Melody	Countermelody Hand signal Ti Slur Recorder- BAGED	-Smart Board/Visuals -Speakers/Recording s	DRMFSLT (read/perform) Recorder- BAGE (identification/play)	
	Harmony	Major/Minor Moving bordun	-Orff Instruments -Piano -Mallets -Cowbell, temple blocks, bass drum,	Major/Minor (identification)	

<b>Responding</b> <b>MU:Re7.2</b> <b>MU:Re8.1</b> <b>MU:Re9.1</b>  <b>Connecting</b> <b>MU:Cn11.0</b>	Form	A' (prime)	conga drum, recorders.		
	Timbre				
<b>Creating</b> <b>MU:Cr2.1</b> <b>MU:Cr3.1</b> <b>MU:Cr3.2</b>  <b>Performing</b> <b>MU:Pr4.2</b> <b>MU:Pr5.1</b> <b>MU:Pr6.1</b>  <b>Responding</b> <b>MU:Re7.2</b> <b>MU:Re8.1</b> <b>MU:Re9.1</b>  <b>Connecting</b> <b>MU:Cn11.0</b>	Rhythm	Visualize 6/8	Game Plan 4: An Active Music Curriculum  -Smart Board/Visuals -Speakers/Recording s -Orff Instruments -Piano -Mallets -Recorders, wood blocks, conga drum.		<b>February</b>
	Melody	Q/A (end on tonic)			
	Harmony			Recorder- BAGED (playing technique)	
	Form				
	Timbre	Orchestral brass		Identification (Orchestral brass)	
<b>Creating</b> <b>MU:Cr2.1</b> <b>MU:Cr3.1</b>	Rhythm	Takida 	Game Plan 4: An Active Music Curriculum	Takida (performance)	<b>March</b>

<b>MU:Cr3.2</b>  <b>Performing</b> <b>MU:Pr4.2</b> <b>MU:Pr5.1</b> <b>MU:Pr6.1</b>  <b>Responding</b> <b>MU:Re7.2</b> <b>MU:Re8.1</b> <b>MU:Re9.1</b>  <b>Connecting</b> <b>MU:Cn11.0</b>	Melody	Ledger lines Scale Glissando Recorder- BAGEDC'	-Smart Board/Visuals -Speakers/Recordings -Orff Instruments -Piano -Mallets -Recorders, temple blocks, wind chimes, gong, cowbell.		
	Harmony			Recorder- BAGED (Identification/play)	
	Form	D.C. al Fine			
	Timbre	pp/ff			
<b>Creating</b>  <b>Performing</b> <b>MU:Pr4.2</b> <b>MU:Pr5.1</b> <b>MU:Pr6.1</b>  <b>Responding</b> <b>MU:Re7.2</b> <b>MU:Re8.1</b> <b>MU:Re9.1</b>  <b>Connecting</b> <b>MU:Cn11.0</b>	Rhythm		Game Plan 4: An Active Music Curriculum  -Smart Board/Visuals -Speakers/Recordings -Orff Instruments -Piano -Mallets -Recorders, cabasa, cowbell, temple blocks, tambourine.		<b>April</b>
	Melody	Sharp/flat		Recorder- BAGEDC' (playing technique)	
	Harmony				
	Form	Additive 12-bar blues			
	Timbre				

<b>Creating</b> <b>MU:Cr2.1</b> <b>MU:Cr3.1</b> <b>MU:Cr3.2</b>  <b>Performing</b> <b>MU:Pr4.2</b> <b>MU:Pr5.1</b> <b>MU:Pr6.1</b>  <b>Responding</b> <b>MU:Re7.2</b> <b>MU:Re8.1</b> <b>MU:Re9.1</b>  <b>Connecting</b> <b>MU:Cn11.0</b>	Rhythm		Game Plan 4: An Active Music Curriculum  -Smart Board/Visuals -Speakers/Recordings -Orff Instruments -Piano -Mallets -Recorders.	K-4 Rhythms (create)	<b>May</b>
	Melody				
	Harmony	I-V			
	Form				
	Timbre				
<b>Creating</b>  <b>Performing</b> <b>MU:Pr4.2</b> <b>MU:Pr5.1</b> <b>MU:Pr6.1</b>  <b>Responding</b> <b>MU:Re7.2</b> <b>MU:Re8.1</b> <b>MU:Re9.1</b>	Rhythm		Game Plan 4: An Active Music Curriculum  -Smart Board/Visuals -Speakers/Recordings -Orff Instruments -Piano -Mallets -Recorders	K-4 Rhythm Literacy (emphasis on Takida/syncopation)	<b>June</b>
	Melody			Recorder- BAGEDC' (identification/play)	
	Harmony			Canon/Round (class performance)	
	Form			Identification/Performance (rondo)	

<b>Connecting MU:Cn11.0</b>	Timbre			Identification (Orchestral brass, woodwinds)	
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