High School Adaptive Music Curriculum

Course Description: The adaptive music course offers an exploratory music experience for students with unique needs. Students will investigate sound by both listening to and creating music. Through visual and aural recognition of instruments, students will become aware of string, woodwind, brass, and percussion instruments. Students will have the opportunity to build an instrument based on individualized preferences.

Scope and Sequence:

<table>
<thead>
<tr>
<th>Timeframe</th>
<th>Unit</th>
<th>Instructional Topics</th>
</tr>
</thead>
</table>
| Ongoing    | Listening to Music                  | Topic 1: Listening to Music to Relax  
Topic 2: Listening to Music to Reflect  
Topic 3: Listening to Music to Experience New Music  
Topic 4: Listening to Music to Hear Differences |
Topic 2: Visual Matching of Musical Instruments |
| Ongoing    | Aural Recognition of Musical Instruments | Topic 1: Aural Recognition of Musical Instruments  
Topic 2: Aural Matching of Musical Instruments |
| Ongoing    | Performing Music                    | Topic 1: Musical Performance through Voice  
Topic 2: Playing Instruments |
Curriculum Revision Tracking

Fall, 2019
• Aligned the course to the new Fine Arts Missouri Learning Standards
Unit 1: Listening to Music

Subject: Adaptive Music  
Grade: 9-12  
Name of Unit: Listening to Music  
Length of Unit: Ongoing  
Overview of Unit: Students will listen to a variety of music and focus on using music to relax and/or reflect. Students will hear music unfamiliar at times to bring out concepts of contrasts in tempo, volume, instrumentation, and mood in music.

Priority Standards for unit:
- MU:Cn10.0.E.IIa Demonstrate how interests, knowledge, and skills relate to personal choices and intent when creating, performing, and responding to music.
- MU:Cn11.0.E.IIa Demonstrate understanding of relationships between music and other disciplines, varied contexts, and daily life.

Supporting Standards for unit:
- MU:Re7.1.E.Ia Apply criteria to select music for specified purposes, supporting choices by citing characteristics found in the music and connections to interest, purpose, and context.

<table>
<thead>
<tr>
<th>Unwrapped Concepts (Students need to know)</th>
<th>Unwrapped Skills (Students need to be able to do)</th>
<th>Bloom’s Taxonomy Levels</th>
<th>Webb's DOK</th>
</tr>
</thead>
<tbody>
<tr>
<td>How interests relate to personal choices and intent when creating, performing, and responding to music</td>
<td>Demonstrate</td>
<td>Apply</td>
<td>2</td>
</tr>
<tr>
<td>How knowledge relates to personal choices and intent when creating, performing, and responding to music</td>
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<td>Understanding of relationships between music and varied contexts</td>
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</table>
**Essential Questions:**
1. How does music help us to relax?
2. What is tempo?
3. What are dynamics?
4. What is a musical instruments?
5. Why does music make us feel emotions?

**Enduring Understanding/Big Ideas:**
1. Certain music can help us to be calm and release tension.
2. Tempo is how fast or slow the beat of the music happens.
3. Dynamics are how loud or soft the volume of music is playing.
4. A musical instrument is a device used to create sound.

**Unit Vocabulary:**

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<td>Fast</td>
<td>Tempo</td>
</tr>
<tr>
<td>Slow</td>
<td>Rhythm</td>
</tr>
<tr>
<td>Pattern</td>
<td>Dynamics</td>
</tr>
<tr>
<td>Loud</td>
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<td>Soft</td>
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<tr>
<td>Same</td>
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<td>Up</td>
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<td>Down</td>
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Topic 1: Listening to Music to Relax

Engaging Experience 1

Title: Listening to Music to Relax

Suggested Length of Time: 5-15 minutes

Standards Addressed

Priority:

- MU:Cn10.0.E.IIa Demonstrate how interests, knowledge, and skills relate to personal choices and intent when creating, performing, and responding to music.
- MU:Cn11.0.E.IIa Demonstrate understanding of relationships between music and other disciplines, varied contexts, and daily life.

Supporting:

- MU:Re7.1.E.Ia Apply criteria to select music for specified purposes, supporting choices by citing characteristics found in the music and connections to interest, purpose, and context.

Detailed Description/Instructions: Students will listen to a variety of calm, relaxing music while practicing relaxing techniques. Slow breathing, releasing tension from their bodies, and thinking of calm surrounding will be taught and practiced before and during each session.

Bloom’s Levels: Understand

Webb’s DOK: 2
Engaging Experience 1

Title: Drawing while listening to music

Suggested Length of Time: 5-15 minutes

Standards Addressed

Priority:
- MU:Cn10.0.E.IIa Demonstrate how interests, knowledge, and skills relate to personal choices and intent when creating, performing, and responding to music.
- MU:Cn11.0.E.IIa Demonstrate understanding of relationships between music and other disciplines, varied contexts, and daily life.

Supporting:
- MU:Re7.1.E.Ia Apply criteria to select music for specified purposes, supporting choices by citing characteristics found in the music and connections to interest, purpose, and context.

Detailed Description/Instructions: Students will be encouraged to free draw while listening to music. Students will be guided to draw the instruments they hear performing, the mental images the music gives the, and/or anything related to the mood the music creates in them. Discussion while the activity can be as active as needed.

Bloom’s Levels: Understand

Webb’s DOK: 2
**Engaging Experience 1**

**Title:** Experiencing new musical instruments  
**Suggested Length of Time:** 5-15 minutes

**Standards Addressed**

**Priority:**
- MU:Cn10.0.E.IIa Demonstrate how interests, knowledge, and skills relate to personal choices and intent when creating, performing, and responding to music.
- MU:Cn11.0.E.IIa Demonstrate understanding of relationships between music and other disciplines, varied contexts, and daily life.

**Supporting:**
- MU:Re7.1.E.Ia Apply criteria to select music for specified purposes, supporting choices by citing characteristics found in the music and connections to interest, purpose, and context.

**Detailed Description/Instruction:** Students will listen to music that features/includes instruments that are not commonly used in popular music of their current culture. The use of both audio and video (YouTube) will allow the student to grasp the full nature of each instrument. Instruments that can be seen can include (not limited to): didgeridoo, hang drum, and many world music instruments.

**Bloom’s Levels:** Understand  
**Webb’s DOK:** 2

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**Engaging Experience 2**

**Title:** Experiencing new music performers

**Suggested Length of Time:** 5-15 minutes

**Standards Addressed**

**Priority:**
- MU:Cn10.0.E.IIa Demonstrate how interests, knowledge, and skills relate to personal choices and intent when creating, performing, and responding to music.
- MU:Cn11.0.E.IIa Demonstrate understanding of relationships between music and other disciplines, varied contexts, and daily life.

**Supporting:**
- MU:Re7.1.E.Ia Apply criteria to select music for specified purposes, supporting choices by citing characteristics found in the music and connections to interest, purpose, and context.

**Detailed Description/Instruction:** Students will see/hear musical performers that features/includes performers that are not commonly known in popular music of their current culture. The use of both audio and video (YouTube) will allow the student to grasp the full
nature of each performer. Performers that can be used can include (not limited to): Bobby McFerrin, the Piano Guys, Pentatonix, and many others.

**Bloom’s Levels:** Understand

**Webb’s DOK:** 2

**Engaging Experience 3**

**Title:** Experiencing new musical styles

**Suggested Length of Time:** 5-15 minutes

**Standards Addressed**

**Priority:**
- MU:Cn10.0.E.IIa Demonstrate how interests, knowledge, and skills relate to personal choices and intent when creating, performing, and responding to music.
- MU:Cn11.0.E.IIa Demonstrate understanding of relationships between music and other disciplines, varied contexts, and daily life.

**Supporting:**
- MU:Re7.1.E.Ia Apply criteria to select music for specified purposes, supporting choices by citing characteristics found in the music and connections to interest, purpose, and context.

**Detailed Description/Instructions:** Students will listen to music that features/includes musical styles that are not commonly used in popular music of their current culture. The use of both audio and video (YouTube) will allow the student to grasp the full nature of each musical style. Styles that can be seen can include (not limited to): concert band, orchestral, opera, blue grass and many world music styles.

**Bloom’s Levels:** Understand

**Webb’s DOK:** 2
**Engaging Experience 1**

**Title:** Hearing musical differences  

**Suggested Length of Time:** 5-15 minutes  

**Standards Addressed**

*Priority:*  
- MU:Cn10.0.E.IIa Demonstrate how interests, knowledge, and skills relate to personal choices and intent when creating, performing, and responding to music.  
- MU:Cn11.0.E.IIa Demonstrate understanding of relationships between music and other disciplines, varied contexts, and daily life.

*Supporting:*  
- MU:Re7.1.E.Ia Apply criteria to select music for specified purposes, supporting choices by citing characteristics found in the music and connections to interest, purpose, and context.

**Detailed Description/Instructions:** Students will be guided to hear the different contrasts in music. Concepts should be introduced independently. Students will be able to recognize the differences in music in regards to: moods (happy/sad), tempo (fast/slow), volume (loud/soft), and instrumentation.

**Bloom’s Levels:** Understand  

**Webb’s DOK:** 2
Engaging Scenario (An Engaging Scenario is a culminating activity that includes the following components: situation, challenge, specific roles, audience, product or performance.)

Students will learn to make sounds on musical instruments that they have made. Students will be introduced to the techniques needed to make basic instruments. Students will be shown a small container drum, a water bottle shaker, and a kazoo. As time and ability allow, some students may be introduced to more advanced instruments such as (not limited to) a didgeridoo.

Simple instruments that may be created (as time, supplies, and abilities allow) include: a water bottle shaker, a small container, a kazoo, and a didgeridoo. After each instrument is created, students will practice making sounds on each.

Another option is to use a 3D printer to print an instrument. After considering multiple plans, students will chose a printable instrument. Instruments that may be created (as time, supplies, and abilities allow) include: a kazoo, an ocarina, a recorder, a croaking frog, a mouth harp. After each instrument is created, students will practice making sounds on each.
## Summary of Engaging Learning Experiences for Topics

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<td>Drawing while listening to music</td>
<td>Students will be encouraged to free draw while listening to music. Students will be guided to draw the instruments they hear performing, the mental images the music gives the, and/or anything related to the mood the music creates in them. Discussion while the activity can be as active as needed.</td>
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<td>Students will listen to music that features/includes instruments that are not commonly used in popular music of their current culture. The use of both audio and video (YouTube) will allow the student to grasp the full nature of each instrument. Instruments that can be seen can include (not limited to): didgeridoo, hang drum, and many world music instruments.</td>
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<td>Students will be guided to hear the different contrasts in music. Concepts should be introduced independently. Students will be able to recognize the differences in music in regards to: moods (happy/sad), tempo (fast/slow), volume (loud/soft), and instrumentation.</td>
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Unit 2: Visual Recognition of Musical Instruments

Subject: Adaptive Music
Grade: 9-12
Name of Unit: Visual Recognition of Musical Instruments
Length of Unit: Ongoing
Overview of Unit: Students will view a variety of musical instruments and learn to differentiate between them. Students will view musical instruments unfamiliar at times in order to broaden their knowledge of musical instruments.

Priority Standards for unit:
- MU:Cn10.0.E.IIa Demonstrate how interests, knowledge, and skills relate to personal choices and intent when creating, performing, and responding to music.
- MU:Cn11.0.E.IIa Demonstrate understanding of relationships between music and other disciplines, varied contexts, and daily life.

Supporting Standards for unit:
- MU:Re7.1.E.Ia Apply criteria to select music for specified purposes, supporting choices by citing characteristics found in the music and connections to interest, purpose, and context.

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</tr>
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</table>
Essential Questions:
1. How is sound produced?
2. What materials are used to make musical instruments?
3. Does the size and shape of an instrument matter?

Enduring Understanding/Big Ideas:
1. Sound can be produced by vibrations from a string being bowed, a reed being blown on, a mouthpiece being buzzed on, a bar or membrane being struck.
2. Instruments are made out of wood, metal, and plastic.
3. The size and shape of the instrument make them visually different.

Unit Vocabulary:

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<td>Percussion</td>
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<tr>
<td></td>
<td>Strings</td>
</tr>
<tr>
<td></td>
<td>Ensemble</td>
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</tbody>
</table>
Topic 1: Visual Recognition of Musical Instruments

Engaging Experience 1
Title: Learning How to Visually Recognize Musical Instruments
Suggested Length of Time: 5-15 minutes
Standards Addressed

Priority:
- MU:Cn10.0.E.IIa Demonstrate how interests, knowledge, and skills relate to personal choices and intent when creating, performing, and responding to music.
- MU:Cn11.0.E.IIa Demonstrate understanding of relationships between music and other disciplines, varied contexts, and daily life.

Supporting:
- MU:Re7.1.E.Ia Apply criteria to select music for specified purposes, supporting choices by citing characteristics found in the music and connections to interest, purpose, and context.

Detailed Description/Instructions: Students will see a variety of musical instruments and learn about the diverse means of creating sound. Students will learn to visually recognize instruments from the string (chordophone), woodwind and brass (aerophones), and percussion (idiophones & membranophones) families.

Bloom’s Levels: Remember
Webb’s DOK: 1
Engaging Experience 1

Title: Using a Smartboard: Matching Game

Suggested Length of Time: 5-15 minutes

Standards Addressed

Priority:
- MU:Cn10.0.E.IIa Demonstrate how interests, knowledge, and skills relate to personal choices and intent when creating, performing, and responding to music.
- MU:Cn11.0.E.IIa Demonstrate understanding of relationships between music and other disciplines, varied contexts, and daily life.

Supporting:
- MU:Re7.1.E.Ia Apply criteria to select music for specified purposes, supporting choices by citing characteristics found in the music and connections to interest, purpose, and context.

Detailed Description/Instructions: Student will use the Smartboard to select matching pairs of instrument pictures.

Bloom’s Levels: Remember

Webb’s DOK: 1
Engaging Scenario

Engaging Scenario (An Engaging Scenario is a culminating activity that includes the following components: situation, challenge, specific roles, audience, product or performance.) Students will learn to make sounds on musical instruments that they have made. Students will be introduced to the techniques needed to make basic instruments. Students will be shown a small container drum, a water bottle shaker, and a kazoo. As time and ability allow, some students may be introduced to more advanced instruments such as (not limited to) a didgeridoo.

Simple instruments that may be created (as time, supplies, and abilities allow) include: a water bottle shaker, a small container, a kazoo, and a didgeridoo. After each instrument is created, students will practice making sounds on each.

Another option is to use a 3D printer to print an instrument. After considering multiple plans, students will chose a printable instrument. Instruments that may be created (as time, supplies, and abilities allow) include: a kazoo, an ocarina, a recorder, a croaking frog, a mouth harp. After each instrument is created, students will practice making sounds on each.
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<td>Visual Matching of Musical Instruments</td>
<td>Using a Smartboard: Matching Game</td>
<td>Student will use the Smartboard to select matching pairs of instrument pictures.</td>
<td>5-15 minutes</td>
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**Unit 3: Aural Recognition of Musical Instruments**

**Subject:** Adaptive Music  
**Grade:** 9-12  
**Name of Unit:** Aural Recognition of Musical Instruments  
**Length of Unit:** Ongoing  
**Overview of Unit:** Students will hear a variety of musical instruments playing and learn to differentiate between them. Students will hear musical instruments unfamiliar at times in order to broaden their knowledge of musical instruments.

**Priority Standards for unit:**
- MU:Cn10.0.E.IIa Demonstrate how interests, knowledge, and skills relate to personal choices and intent when creating, performing, and responding to music.
- MU:Cn11.0.E.IIa Demonstrate understanding of relationships between music and other disciplines, varied contexts, and daily life.

**Supporting Standards for unit:**
- MU:Re7.1.E.Ia Apply criteria to select music for specified purposes, supporting choices by citing characteristics found in the music and connections to interest, purpose, and context.

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**Essential Questions:**
1. How is tone produced?
2. What materials are used to make musical instruments?
3. Does the size and shape of an instrument matter?

**Enduring Understanding/Big Ideas:**
1. Tone (sound) can be produced by vibrations from a string, reed, mouthpiece, bar, or membrane.
2. Instruments are made out of wood, metal, and plastic.
3. The size of an instrument determines its range while the shape of the instrument determines basic tone (along with material of which it is made).

**Unit Vocabulary:**

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**Topic 1: Aural Recognition of Musical Instruments**

**Engaging Experience 1**

**Title:** Learning How to Audibly Recognize Musical Instruments

**Suggested Length of Time:** 5-15 minutes

**Standards Addressed**

*Priority:*
- MU:Cn10.0.E.IIa Demonstrate how interests, knowledge, and skills relate to personal choices and intent when creating, performing, and responding to music.
- MU:Cn11.0.E.IIa Demonstrate understanding of relationships between music and other disciplines, varied contexts, and daily life.

*Supporting:*
- MU:Re7.1.E.Ia Apply criteria to select music for specified purposes, supporting choices by citing characteristics found in the music and connections to interest, purpose, and context.

**Detailed Description/Instructions:** Students will hear sounds of a variety of musical instruments and learn about the diverse means of creating sound. Students will learn to audibly recognize instruments from the string (chordophone), woodwind and brass (aerophones), and percussion (idiophones & membranophones) families.

**Bloom’s Levels:** Apply

**Webb’s DOK:** 2
**Engaging Experience 1**

**Title:** Using a Smartboard: Matching Game  
**Suggested Length of Time:** 5-15 minutes  
**Standards Addressed**

*Priority:*
- MU:Cn10.0.E.IIa Demonstrate how interests, knowledge, and skills relate to personal choices and intent when creating, performing, and responding to music.
- MU:Cn11.0.E.IIa Demonstrate understanding of relationships between music and other disciplines, varied contexts, and daily life.

*Supporting:*
- MU:Re7.1.E.Ia Apply criteria to select music for specified purposes, supporting choices by citing characteristics found in the music and connections to interest, purpose, and context.

**Detailed Description/Instructions:** Student will use the Smartboard to select matching instrument sounds to their pictures.  
**Bloom’s Levels:** Understand  
**Webb’s DOK:** 2
Engaging Scenario

(An Engaging Scenario is a culminating activity that includes the following components: situation, challenge, specific roles, audience, product or performance.)

Students will learn to make sounds on musical instruments that they have made. Students will be introduced to the techniques needed to make basic instruments. Students will be shown a small container drum, a water bottle shaker, and a kazoo. As time and ability allow, some students may be introduced to more advanced instruments such as (not limited to) a didgeridoo.

Simple instruments that may be created (as time, supplies, and abilities allow) include: a water bottle shaker, a small container, a kazoo, and a didgeridoo. After each instrument is created, students will practice making sounds on each.

Another option is to use a 3D printer to print an instrument. After considering multiple plans, students will chose a printable instrument. Instruments that may be created (as time, supplies, and abilities allow) include: a kazoo, an ocarina, a recorder, a croaking frog, a mouth harp. After each instrument is created, students will practice making sounds on each.
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<td>Learning How to Audibly Recognize Musical Instruments</td>
<td>Students will hear sounds of a variety of musical instruments and learn about the diverse means of creating sound. Students will learn to audibly recognize instruments from the string (chordophone), woodwind and brass (aerophones), and percussion (idiophones &amp; membranophones) families.</td>
<td>5-15 minutes</td>
</tr>
<tr>
<td>Aural Matching of Musical Instruments</td>
<td>Using a Smartboard: Matching Game</td>
<td>Student will use the Smartboard to select matching instrument sounds to their pictures.</td>
<td>5-15 minutes</td>
</tr>
</tbody>
</table>
Unit 4: Performing Music

Subject: Adaptive Music
Grade: 9-12
Name of Unit: Performing on Musical Instruments
Length of Unit: Ongoing

Overview of Unit: Students will learn to make sounds with their voice and on a variety of musical instruments. Students will be introduced to the techniques needed to make basic sounds on several simple instruments. As time and ability allow, some students may be introduced to more advanced instruments such as (not limited to) ukulele, guitar, didgeridoo, recorder, and piano.

Priority Standards for unit:
- MU:Pr4.3.E.Ia Demonstrate an understanding of context in a varied repertoire of music through prepared and improvised performances.

Supporting Standards for unit:
- MU:Re7.1.E.Ia Apply criteria to select music for specified purposes, supporting choices by citing characteristics found in the music and connections to interest, purpose, and context.

<table>
<thead>
<tr>
<th>Unwrapped Concepts (Students need to know)</th>
<th>Unwrapped Skills (Students need to be able to do)</th>
<th>Bloom’s Taxonomy Levels</th>
<th>Webb's DOK</th>
</tr>
</thead>
<tbody>
<tr>
<td>An understanding of context in a varied repertoire of music through prepared and improvised performances</td>
<td>Demonstrate</td>
<td>Apply</td>
<td>2</td>
</tr>
</tbody>
</table>

Essential Questions:
1. How does the voice make sound?
2. How does a rhythm instrument make sound?
3. How does a wind instrument make sound?
4. How does a string instrument make sound?
5. What materials can be used to make a musical instrument?
6. Does the material used to make an instrument affect its sound?
**Enduring Understanding/Big Ideas:**

1. Air moving through the vocal cords allow us to sing.
2. Rhythm instruments make sound by being struck by a hand, mallet, or stick.
3. Wind instruments make sound by air vibrating a reed or lips.
4. String instruments make sound by a bow vibrating a string.
5. Musical instruments can be made from almost anything. Items from recycled bottles, to specially grown wood, and 3D printer plastic can all be used to make musical instruments.
6. Material selected for making an instrument can dramatically change the sound of an instrument.

**Unit Vocabulary:**

<table>
<thead>
<tr>
<th>Academic Cross-Curricular Words</th>
<th>Content/Domain Specific</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pattern</td>
<td>Beat</td>
</tr>
<tr>
<td></td>
<td>Rhythm</td>
</tr>
<tr>
<td></td>
<td>Conductor</td>
</tr>
<tr>
<td></td>
<td>Dynamics</td>
</tr>
</tbody>
</table>
Topic 1: Musical Performance through Voice

Engaging Experience 1

Title: Singing

Suggested Length of Time: 5-15 minutes

Standards Addressed

Priority:
- MU:Pr4.3.E.Ia Demonstrate an understanding of context in a varied repertoire of music through prepared and improvised performances.

Supporting:
- MU:Re7.1.E.Ia Apply criteria to select music for specified purposes, supporting choices by citing characteristics found in the music and connections to interest, purpose, and context.

Detailed Description/Instructions: Students will experience making sounds with their voice. Students will be encouraged to join in singing. Song will begin as simple children's songs and will also include singing of seasonal/occasional song (i.e., Happy Birthday). Students will also engage in singing popular music when appropriate for the school setting.

Bloom’s Levels: Apply

Webb’s DOK: 2
Engaging Experience 1

Title: Performing on Simple Instruments

Suggested Length of Time: 5-15 minutes

Standards Addressed

Priority:
- MU:Pr4.3.E.Ia Demonstrate an understanding of context in a varied repertoire of music through prepared and improvised performances.

Supporting:
- MU:Re7.1.E.Ia Apply criteria to select music for specified purposes, supporting choices by citing characteristics found in the music and connections to interest, purpose, and context.

Detailed Description/Instructions: Students will experience making sounds with simple instruments. Students will be encouraged to join in performing basic rhythms on hand drums, woodblocks, and shakers. Students will be introduced to handbells and boomwhackers; these instruments will be used to teach the concepts of melody and harmony. Simple songs from websites (i.e., musication.com) will be used to teach simple music reading skills as well as performing as a group. Other instruments may be used as they are available.

Bloom’s Levels: Apply

Webb’s DOK: 2
Engaging Scenario

Engaging Scenario (An Engaging Scenario is a culminating activity that includes the following components: situation, challenge, specific roles, audience, product or performance.) Students will learn to make sounds on musical instruments that they have made. Students will be introduced to the techniques needed to make basic instruments. Students will be shown a small container drum, a water bottle shaker, and a kazoo. As time and ability allow, some students may be introduced to more advanced instruments such as (not limited to) a didgeridoo.

Simple instruments that may be created (as time, supplies, and abilities allow) include: a water bottle shaker, a small container, a kazoo, and a didgeridoo. After each instrument is created, students will practice making sounds on each.

Another option is to use a 3D printer to print an instrument. After considering multiple plans, students will chose a printable instrument. Instruments that may be created (as time, supplies, and abilities allow) include: a kazoo, an ocarina, a recorder, a croaking frog, a mouth harp. After each instrument is created, students will practice making sounds on each.
## Summary of Engaging Learning Experiences for Topics

<table>
<thead>
<tr>
<th>Topic</th>
<th>Engaging Experience Title</th>
<th>Description</th>
<th>Suggested Length of Time</th>
</tr>
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<tbody>
<tr>
<td>Musical Performance through Voice</td>
<td>Singing</td>
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<tr>
<td>Playing Instruments</td>
<td>Performing on Simple Instruments</td>
<td>Students will experience making sounds with simple instruments. Students will be encouraged to join in performing basic rhythms on hand drums, woodblocks, and shakers. Students will be introduced to handbells and boomwhackers; these instruments will be used to teach the concepts of melody and harmony. Simple songs from websites (ie musication.com) will be used to teach simple music reading skills as well as performing as a group. Other instruments may be used as they are available.</td>
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Unit 5: Guest Performers

Subject: Adaptive Music
Grade: 9-12
Name of Unit: Guest Musical Performers
Length of Unit: Ongoing
Overview of Unit: Students will observe musical performance from guest performers live in class.

Priority Standards for unit:
- MU:Re9.1.E.1a Evaluate works and performances based on personally-or collaboratively developed criteria, including analysis of the structure and context.

Supporting Standards for unit:
- MU:Re7.1.E.1a Apply criteria to select music for specified purposes, supporting choices by citing characteristics found in the music and connections to interest, purpose, and context.

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<tr>
<td>Works based on personally-or collaboratively-developed criteria, including analysis of the structure and context</td>
<td>Evaluate</td>
<td>Analyze</td>
<td>2</td>
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<tr>
<td>Performances based on personally-or collaboratively-developed criteria, including analysis of the structure and context</td>
<td>Evaluate</td>
<td>Analyze</td>
<td>2</td>
</tr>
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</table>

Essential Questions:
1. Are there people in our community that can come to perform music for us?

Enduring Understanding/Big Ideas:
1. Many individuals around our school and community enjoy performing music.
Topic 1: Guest Performers

Engaging Experience 1
Title: Invite in-house performances by current high school students
Suggested Length of Time: 20-25 minutes

Standards Addressed

Priority:
- MU:Re9.1.E.Ia Evaluate works and performances based on personally-or collaboratively developed criteria, including analysis of the structure and context.

Supporting:
- MU:Re7.1.E.Ia Apply criteria to select music for specified purposes, supporting choices by citing characteristics found in the music and connections to interest, purpose, and context.

Detailed Description/Instructions: Students will watch live performances of music. Students and/or staff from the high school can be invited to perform for the class. As available, community musicians can also be invited to the class.

Bloom’s Levels: Understand
Webb’s DOK: 2
Engaging Scenario (An Engaging Scenario is a culminating activity that includes the following components: situation, challenge, specific roles, audience, product or performance.) Students will learn to make sounds on musical instruments that they have made. Students will be introduced to the techniques needed to make basic instruments. Students will be shown a small container drum, a water bottle shaker, and a kazoo. As time and ability allow, some students may be introduced to more advanced instruments such as (not limited to) a didgeridoo.

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Unit of Study Terminology

**Appendices:** All Appendices and supporting material can be found in this course’s shell course in the District’s Learning Management System.

**Assessment Leveling Guide:** A tool to use when writing assessments in order to maintain the appropriate level of rigor that matches the standard.

**Big Ideas/Enduring Understandings:** Foundational understandings teachers want students to be able to discover and state in their own words by the end of the unit of study. These are answers to the essential questions.

**Engaging Experience:** Each topic is broken into a list of engaging experiences for students. These experiences are aligned to priority and supporting standards, thus stating what students should be able to do. An example of an engaging experience is provided in the description, but a teacher has the autonomy to substitute one of their own that aligns to the level of rigor stated in the standards.

**Engaging Scenario:** This is a culminating activity in which students are given a role, situation, challenge, audience, and a product or performance is specified. Each unit contains an example of an engaging scenario, but a teacher has the ability to substitute with the same intent in mind.

**Essential Questions:** Engaging, open-ended questions that teachers can use to engage students in the learning.

**Priority Standards:** What every student should know and be able to do. These were chosen because of their necessity for success in the next course, the state assessment, and life.

**Supporting Standards:** Additional standards that support the learning within the unit.

**Topic:** These are the main teaching points for the unit. Units can have anywhere from one topic to many, depending on the depth of the unit.

**Unit of Study:** Series of learning experiences/related assessments based on designated priority standards and related supporting standards.

**Unit Vocabulary:** Words students will encounter within the unit that are essential to understanding. Academic Cross-Curricular words (also called Tier 2 words) are those that can be found in multiple content areas, not just this one. Content/Domain Specific vocabulary words are those found specifically within the content.

**Symbols:**
This symbol depicts an experience that can be used to assess a student’s 21st Century Skills using the rubric provided by the district.

This symbol depicts an experience that integrates professional skills, the development of professional communication, and/or the use of professional mentorships in authentic classroom learning activities.