

# Music Makers: Around the World at the Keyboard

Combining elements from

Music Makers: Around the World

By

Lorna Lutz Heyge

Audrey Sillick

&

Music Makers: At the Keyboard

By

Lorna Lutz Heyge,

Jill Citro Hannagan,

Mary Louise Wilson

The following **Lesson Plans** combine the materials from the first year of the *Music Makers: at the Keyboard* (30 lessons) with *Music Makers: Around the World* (30 lessons, a one-year program) into a new set of 60 lessons (a two-year program). This program is intended for teachers who wish to offer instrumental instruction to five and young six year olds and is appropriate for:

Five-year olds, who need a pace appropriate to their age and maturity.

Six-year olds, who do not have an early childhood music background.

You will find that this adaptation meets the needs of the children, and of their parents – leading the children to early success at the Keyboard, but yet presenting material at an appropriate pace for their age and abilities. Lessons are planned for 75 minutes, with parents participating in the final 15 minutes. A group size up to 8 is recommended.

**Teacher Materials used:**

*Music Makers: At the Keyboard, Teacher's Guide, Year 1*  
*Children's Books 1 and 2*

*Music Makers: Around the World, Teacher's Guides for*  
*British Isles, Amerindians, Germany and African-American Heritage*

**Year 1:**

Lessons 1-6 Introduce British Unit  
 Lesson 7 Introduce Keyboard Book 1  
 Lesson 16 Introduce Amerindian Unit

**Year 2:**

Lesson 31 Introduce German Unit  
 Lesson 35 Introduce Keyboard Book 2  
 Lesson 46 Introduce African-American Unit

Note: The material from each Keyboard lesson is spread over 2 lessons.

**Year 3: Use Music Makers: at the Keyboard, Year 2 as written.**

**Material Purchase for Students in the combined program:**

Year 1: <i>British/Amerindian CD Family Packets</i>	\$39.95	
<i>Keyboard Children's Book 1</i>	45.00	Total: \$84.95 Year 1
Year 2: <i>Germany/African-American CD Family Packets</i>	\$39.95	
<i>Keyboard Children's Book 2</i>	45.00	Total: \$84.95 Year 2

**Distribution of Materials for Year 1:**

<b>British Packet</b>	<b>Lesson</b>	<b>Children's Book 1 (red)</b>	<b>Lesson</b>
Folder with CD	Before 1	Notation Games	
Viewfinder	4	Duple Cards I (yellow)	2
Song Pages		Form Game (white)	3
Mouse, Mousie	4	Melody Pattern Cards (blue)	5, 6, 33
Who's That?	17	Triple Cards (green) 1-4	8, 9
Hot Cross Buns	22	Harmony Cards (red)	(31)
Sea Shell	29	Red Book with 2 CDs	7
Notation Games		KB Game A & B Cards	7
Half Note (red)	14	Key Cards: D, C, G	20
Do-re-mi (yellow)	18	E	26
6/8 Time (teal)	29	Major/Minor	20
		Song Cards	
<b>Amerindian Packet</b>		Debka Hora	7
Folder with CD	15	Stars Shining	9
Song Pages		Listen for Bells	10
The Canoe Song (d, 2/4)	23	Mouse, Mousie	12
When the Train (e, 2/4)	25	Who's That	16
See the Pony (D, 6/8)	28	Wild Horses	18
Pierrot (G, 2/4)	Extra	Hot Cross Buns	20
Notation Games		Ode to Joy	22
Syncopation (purple)	21	The Mill Wheel	24
La-do-mi (gold)	23	See the Pony	26
Do-re-mi-fa-sol (pink)	27	Sea Shell	28
		Down Comes Johnny	31
		Bim Bam	33
		John Kanaka	35

## Distribution of Materials for Year 2

<b>German Packet</b>	<b>Lesson</b>	<b>Children's Book 2 (Green)</b>	<b>Lesson</b>
Folder with CD	31	Green Book with 2 CDs	34
Song Pages		Notation Games	
Listen for Bells (D, 3/8)	31	Duple Cards II (pink)	35
Lightly Row (D, 2/4)	43	Minor Pattern Cards (purple)	
Twinkle, Twinkle (D, 2/4)	40	1-8	37
The Wild Horses (e, 2/4)	41	9-12	57
Notation Games		Duple Cards III (orange)	39
Sol-fa-mi-re	41	Triple Cards 7-8 (green)	49
(light green)		Key Cards: F	35
16th Notes in Triple	43	A	
(blue)		Song Cards	
<b>African-American Packet</b>		When the Train Comes Along	37
Folder with CD	45	Drum Song	39
Song Pages		All the Little Ducklings	41
Juba (D, 2/4)	48	Willum	44
Boat Song (e, 6/18)	51	Hop Up, My Ladies	46
Chatter With Angels(G,2/4)	50	Do As I'm Doing	48
Willum (e, 2/4)	56	Oranges and Lemons	51
Notation Games		Rain Dance	54
16th Notes in Duple	47	Follow Me	55
(gold)		The Canoe Song	59
La-ti-do-re-mi	54		
(black)			

## WEEK 1 - England

Make Song Cards for:  
*Oranges and Lemons*  
*London Bridge*

### Materials

Song Basket with Song Cards  
 England: pictures, artifacts  
 For Distribution: BR Folder with CD

Drums  
 BR Poster/Map  
 Bean Bags (or similar) for passing game

	<b>Page</b>	<b>Card</b>
• Singing Circle <i>Debka Hora, Oranges and Lemons, Mouse, Mousie</i>	KB 14	KB 1
• <i>London Bridge</i> : sing and dance.	BR 3	BR 9
• Introduce the Theme - Talk about the British Isles and England; locate the countries on the globe. - Look at the British Isles Poster/Map. - Share other pictures or souvenirs from the England.	BR 1	BR 1
• <i>Dick Whittington and His Cat</i> - Tell part 1 of the story. - Choose activities to explore the story; be sure to include ample movement.	BR 7	BR 2
• <i>Old King Cole</i> - Listen to the recording (BR, No. 5). - Distribute drums. Play the beat in various ways with the recording.	BR 6	BR 12
• Duple Echo Patterns Note: Practice duple echo patterns on <i>ba</i> . All tap the macro beat lightly on their knees, children echo the teacher. Continue the echo patterns with all playing the beat on the drums.	KB 60	KB 39
• Aural Recognition: Rhythm Game 1 (duple)	KB 61	KB 41
• <i>The Grand Old Duke of York</i> : (BR, No. 4) sing and dance.	BR 2	BR 6

### Parent Time. Choose 1 or 2 of the following:

- *Old King Cole* (BR, No. 5): drum with the recording
- *The Grand Old Duke of York*: sing and dance.
- *Oranges and Lemons* (BR, No. 2), play a passing game. (see BR TG, p. 43 top)
- Play an Aural Recognition game (duple rhythm)
- Review **At Home** assignments.

### At Home

- **Listen**: British Isles CD  
*Old King Cole* (BR, No. 5): drum with the recording.
- **Sing and Play**: *Oranges and Lemons* (BR, No. 2): play a passing game with the whole family.

## WEEK 2 - England

### Materials

Song Basket with Song Cards  
For Distribution: KB Duple Cards (yellow)

Drums  
Ensemble Instruments

	Page	Card
• Singing Circle <i>Debka Hora, Oranges and Lemons, Mouse, Mousie</i>	KB 14	KB 1
• <i>London Bridge</i> : sing and dance.	BR 3	BR 9
• Theme - Tell the children about another aspect of English life.	BR 1	BR 1
• <i>Dick Whittington and His Cat</i> - Tell part 2 of the story, inviting the children to sing the "Turn again, Dick Whittington, ...." response. - Choose activities to explore the story; be sure to include ample movement.	BR 7	BR 2
• <i>Old King Cole</i> - Build an ensemble (see suggestions BR Teacher's Guide, pp. 6, 65).	BR 6	BR 12
• Duple Echo Patterns Note: Prepare by echoing rhythms accompanied only by a body beat. Repeat, playing the beat on the drums.	KB 60	KB 39
• Aural Recognition: Rhythm Game 1 (duple, review)	KB 61	KB 41
• Duple Cards I (yellow), Games 1 and 2	KB 62	KB 43
• <i>The Grand Old Duke of York</i> : sing and dance.	BR 2	BR 6

### Parent Time

- KB Duple Cards (yellow): Games 1 and 2.
- *Old King Cole*: put together an ensemble with parents participating.
- Review **At Home** assignments.

### At Home

- **Listen**: British Isles CD
- **Sing and Play**: *Oranges and Lemons* (BR, No. 2), play a passing game with the whole family.
- **Write and Read**: copy the KB Duple Cards (yellow) on plain paper.

Key: BR = British Isles; KB = Keyboard; P = Practice CD; L = Listening CD.

## WEEK 3 - England

### Materials

Song Basket with Song Cards  
 KB Duple Cards (yellow)  
 For Distribution: KB Form Game

Drums  
 Ensemble Instruments

	<b>Page</b>	<b>Card</b>
• Singing Circle <i>Debka Hora, Oranges and Lemons, Mouse, Mousie</i>	KB 14	KB 1
• <i>London Bridge</i> : sing and dance.	BR 3	BR 9
• Theme: continue the discussion about England.	BR 1	BR 1
• <i>Dick Whittington and His Cat</i> - Invite the children to talk about the story. - Choose additional movement activities to explore the story.	BR 7	BR 2
• <i>Old King Cole</i> - Continue to work on the ensemble started in Week 2.	BR 6	BR 12
• Duple Echo Patterns Note: Play the beat on the drums; chant 4-beat patterns using the rhythm language. Invite the children to echo.	KB 60	KB 39
• Aural Recognition: Rhythm Game 1 (duple, review)	KB 61	KB 41
• Duple Cards I (yellow), Game 2, review.	KB 62	KB 43
• Form Game 1	KB 49	KB 31
• <i>The Grand Old Duke of York</i> : sing and dance.	BR 2	BR 6

### Parent Time

- Form Game 1: let the children demonstrate how they figure out the form of a composition. Listen together to Clarke *Trumpet Voluntary* (BR, No. 3). Analyze the form using two shapes from the Form Game.
- KB Duple Cards (yellow), Game 3 (Compose). Look at **Week 2** homework (duple cards).
- *The Grand Old Duke of York*: sing and dance.
- Review **At Home** assignments.

### At Home

- **Listen**: Clarke *Trumpet Voluntary* (BR, No. 3); analyze with the Form Game shapes.
- **Write and Read**: compose with the Duple Cards (yellow); copy your composition on paper for next week's class.

Key: BR = British Isles; KB = Keyboard; P = Practice CD; L = Listening CD.

## WEEK 4 - Ireland

### Materials

Song Basket with Song Cards

Ireland: pictures and artifacts

KB Duple Cards (yellow)

For Distribution: BR *Mouse*, *Mousie* Song Page, Viewfinder

Drums

KB Form Game

BR Poster/Map

	<b>Page</b>	<b>Card</b>
• Singing Circle <i>Mouse, Mousie, Debka Hora, Oranges and Lemons</i>	KB 14	KB 1
• Introduce the theme - Introduce the country, locate it on the globe and on the map, show pictures.	BR 1	BR 1
• <i>Blarney Boys Jig</i> (BR, No. 13) - Learn the first part of the dance.	BR 37	BR 18
• <i>Cockles and Mussels</i> - Talk about Ireland, an island with seashores, seafarers, songs and stories of the seas. (The Seashore poster and Seascape from <i>Music Makers: At Home in the World</i> are good additional resources for this unit.) - Listen to the song (BR, No. 12). Talk about the story expressed in the text.	BR 22	BR 5
• Aural Recognition: Melody Game 1 (Major)	KB 61	KB 42
• Song Page: <i>Mouse, Mousie</i> - Sing and play a simple chase game. - Review the Duple Cards (yellow). - Introduce the Song Page and the Viewfinder. - Invite the children to find the duple patterns in the song. - Be sure to vocalize each pattern using the rhythm language, in rhythm.	BR 59	BR 10
• Drumming: <i>Renaissance Dance</i> (KB L1, No. 3)	KB 47	KB 30A
• Form Game 2 - Listen and analyze Clarke, <i>Trumpet Voluntary</i> (BR, No. 3).	KB 49	KB 31
• <i>Blarney Boys Jig</i> (BR, No. 13): dance.		

### Parent Time

- *Mouse, Mousie* Song Page: children demonstrate finding familiar rhythm patterns with the Viewfinder.
- Look at **Week 3** homework (Duple Compositions).  
Play the children's compositions on rhythm sticks or drums.
- Play an Aural Recognition game (major melody patterns).
- Review **At Home** assignments.

### At Home

- **Write and Read:** *Mouse, Mousie*. Find familiar rhythm patterns on the Song Page using the Viewfinder.
- **Listen:** *Blarney Boys Jig* (BR, No. 13), drum with the recording.

Key: BR = British Isles; KB = Keyboard; P = Practice CD; L = Listening CD.