

Grade 3 Music-2016-2017

Course Objectives:

The grade 3 music course is aimed at developing students' understanding and appreciation of a wide range of music. This course also helps the students to develop the skills, attitudes and attributes that can support learning in other subject areas such as: listening skills, concentration, creativity, aesthetic sensitivity and self-confidence. This course also supports students to sharpen their skills in playing recorder, and reading and writing notes.

Texts:

Music Theory for Young Children 3 (Ying Ying Ng), Perfect Match, Primary Music 3, 4, and 5 (Wong Joon Hwang), The best children's songs ever (Hal Leonard), Let's Play Recorder Instruction Book (Leo Sevush)

Main Topics Covered:**Semester 1****Rhythms in Songs**

- Read semibreve, minim, crotchet, and quaver notes
- Recognize the $3\over 4$ and $4\over 4$ time signatures
- Create and play their own rhythms

Treble Clef Notes

- Write and read the notes on treble clef
- Read and play their own simple song

Let Us Play the Recorder

- Know good posture and basic techniques to play recorder
- Play the notes B, A and G
- Play some songs that consist of B, A and G notes

Practice Makes Perfect

- Play C', D', F, E, D and C notes
- Play songs that consist of C', D' F, E, D and C notes

Semester 2**More Fun with Rhythms in songs**

- Recognize and begin to read dotted rhythms (ex: dotted crotchet)
- Do sight singing (so-mi-la)
- Begin singing a round song

Music signs and symbols

- Know the functions of ties, slurs, and some dynamic signs
- Play songs on recorder

Changes in Sounds

- Spot changes in tempo and dynamics in music

Well-Loved Children Songs

- Describe the story the songs tell
- Feel the songs they play
- Play several children's songs on the recorder

Assessment	
Internal	Weighting (%)
<ul style="list-style-type: none">• Theory• Practical• Homework/ assignment	40 50 10
	100

Required materials
<ul style="list-style-type: none">• Diary• Black Music Folder (20-40 Pockets)• Notebook → provided by the school• Recorder