

# Year 7 Music Unit 1 Overview - RHTYHM

Completion date during fortnight of 7<sup>th</sup> October



**You will learn about;**

- How rhythm is used to perform, compose and communicate
- How to notate (write down) rhythm

**You will be able to;**

- Perform rhythms individual and in groups
- Compose using rhythm notation

<p><b>Unit Overview</b></p> <ul style="list-style-type: none"> <li>• Develop a rhythm language – oh, on-chi, ock-a-chi-ka, oo-oo.</li> <li>• Compose in groups using rhythm language over 8 beats performed as a row, as inversion and as a round</li> <li>• Be able to improvise 16beat (4bar) rhythms over an ostinato</li> <li>• Compose rhythms and be able to notate using appropriate rhythm notation.</li> <li>• Developing a rhythm language – crochet, quaver, semi-quaver, minim</li> <li>• <b>Create a rhythm clock composing a different 4 beat rhythm for each point on the clock. Perform as a solo using rhythm language and clapping.</b></li> </ul>		<p><b>Key Words</b></p> <p>Rhythm - a strong, regular repeated pattern of sound</p> <p>Pulse - the beat in a piece of music</p> <p>Crochet – note worth one beat</p> <p>Quaver - lasts for half a crotchet beat</p> <p>Semiquaver - lasts for a quarter of a crotchet beat</p> <p>Minim - lasts for two crotchet beats</p> <p>Time Signature – tells you how many beats in a bar</p> <p>Tempo – the speed of a piece of music</p> <p>Notation – a method of writing music down</p> <p>Solo – one performer</p> <p>Duet – two performers</p> <p>Ensemble - a group of performers</p>				
<p><b>Suggested listening</b></p> <p><b>Stomp:</b> <i>Rhythms around the World</i> YouTube</p> <p><b>Steve Reich:</b> <i>Clapping Music</i> and <i>Music for Pieces of Wood</i></p>		<p><b>Cross curricular</b></p> <p>SMSC: Working in groups to collaboratively create music</p> <p>Literacy: Developing a rhythm language to share and communicate</p> <p>Numeracy: Counting using a variety of beats and rhythm patterns</p>				
Research	Note-making	Group work & discussion	Memorisation	Precision & accuracy	Independence	Reflection