

Kindergarten Music Monday

Outcome: CPK.3

Create sound compositions exploring the elements of music including:

- repeating patterns
- beat (e.g., clapping and stepping, and counting)
- response to fast/slow paces
- high/low sounds
- loud/soft sounds
- sounds with distinct tone colours/timbres.

I. Introduction/Hook:

- a. Today we are going to explore sound to make our own thunderstorm
- b. Ask students –
 - i. What sounds do we hear in thunderstorm? (Wind, Light Rain, Heavy Rain, Thunder)
 - ii. Which of those sounds are loud? Which ones might be softer? In music we use the word **Dynamics** to describe loud and softs.
 - iii. Do these sounds happen all the time, how long do they last, do they ever **repeat**?
 - iv. Which sounds are fast? Which sounds might be slow? We call this **tempo** in music.
 - v. Do the sounds all sound the same, or are they like different **colors**?

II. Video Inspiration:

- a. Show the following clip: <https://www.youtube.com/watch?v=jNY3DLDH2Ms>
- b. Ask Students – What kind of ways did the choir make sound so that it would sound like a thunderstorm?
- c. What are some ideas for how we could create our own thunderstorm? When we have a variety of sounds, we call that **tone color** in music.

III. Groups:

- a. Divide students into groups as follows:
 - i. Wind
 - ii. Light Rain
 - iii. Heavy Rain
 - iv. Thunder

IV. The Thunderstorm:

- a. Give each group a number 1-4
- b. Teacher or leader uses one hand to cue the start of each group by number in whichever order preferred. The other hand is used to cut groups out by number.

The thunderstorm is over when the teacher or leader has cut all of the groups out.

- c. Record the thunderstorm
- V. Variations (if time allows)
- a. Change leaders, have a student try to “conduct” the storm
 - b. Students could be split into groups to create their own thunderstorm for a few minutes and then return to the large group so we can hear all of the different storms be presented.

Review:

We created a thunderstorm by making sounds for wind, light rain, heavy rain, and thunder). To do that we created sounds using:

Dynamics – louds and softs

Repetition – sounds that start and stop then start again

Tempo – sounds that go fast, and sounds that go slow

Tone Color – sounds that sound different from one another