



Zhenghua Primary School

Music Department

Mr Chua Liang Cun

Subject Head / Aesthetics (Int)



1IN, 1IY, 1RE

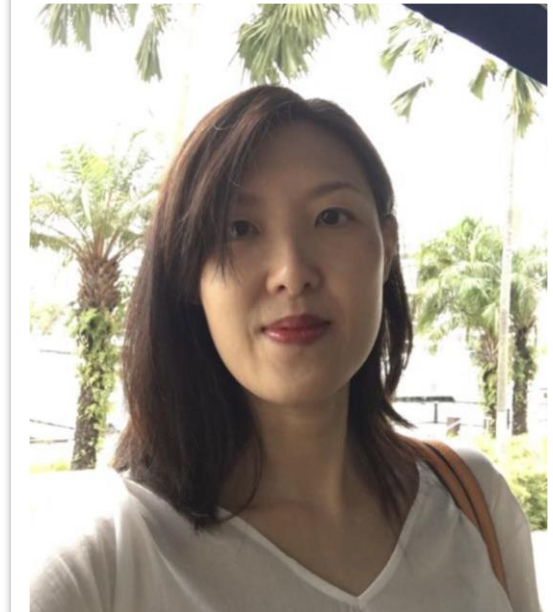
Mr Loo Teng Kiat

Lead Teacher (Music)



Mrs Patsy Long

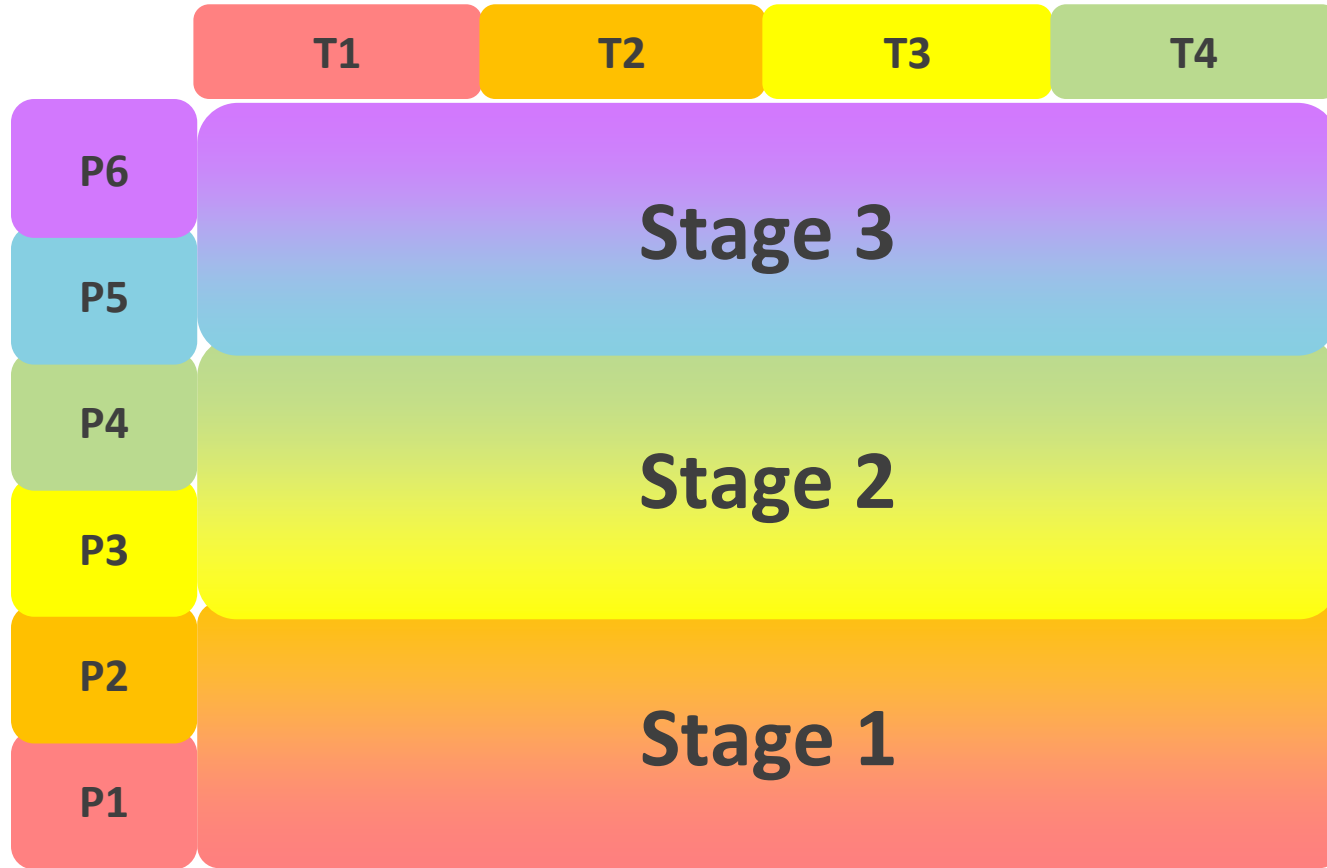
Teacher



1CE, 1CN, 1EE, 1HY,



About the curriculum



2 lessons (1 hour per week)

P1 and P2 (2023 Syllabus)

3 Learning Outcomes

LO1 Listen and Respond to Music

LO2 Create Music in both vocal and instrumental settings, individually and collaboratively

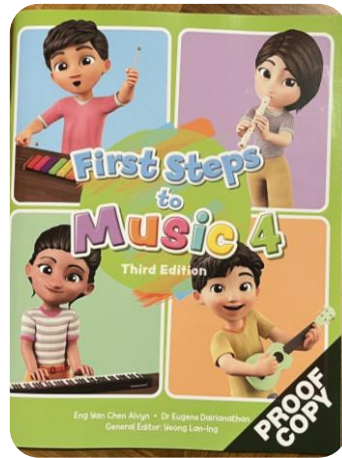
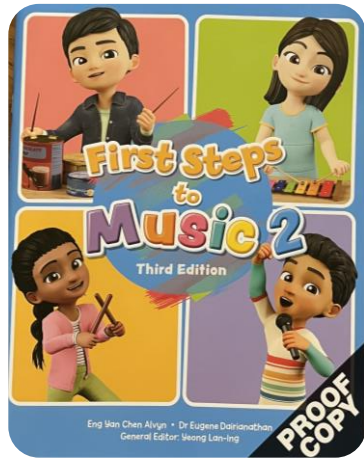
LO3 Perform Music in both vocal and instrumental settings, individually and collaboratively where students respectively:

A. Sing

B. Play Instruments



About the curriculum





About the curriculum



Experience	Concept	Apply
<ul style="list-style-type: none">• Singing• Moving to music• Playing of pitched and unpitched percussion• Playing together in ensembles	<ul style="list-style-type: none">• Musical theory and knowledge• Content beyond musical skills	<ul style="list-style-type: none">• Creative activities• Spiral curriculum



Assessment Practices

Semester 1

- Create 2 bar ostinato
- Sing with accuracy and expression
- Play rhythmic patterns on non-pitched classroom instruments expressively
- Describe the sound produced by instruments and how they are played

Semester 2

- Describe how elements of music are used for different purposes in performance or listening
- Sing a melodic phrase of 2 bars based on the C-pentatonic scale
- Create and perform soundscapes
- Use graphic to record music ideas.

Formative Rubrics

In student-friendly language (promote self-assessment and peer feedback against the success criteria).

Evaluation

At the end of each semester, **qualitative descriptors** are given **to reflect students' learning**.

Data is based on **multiple sources** (peer, quizzes, live performances in the classroom).

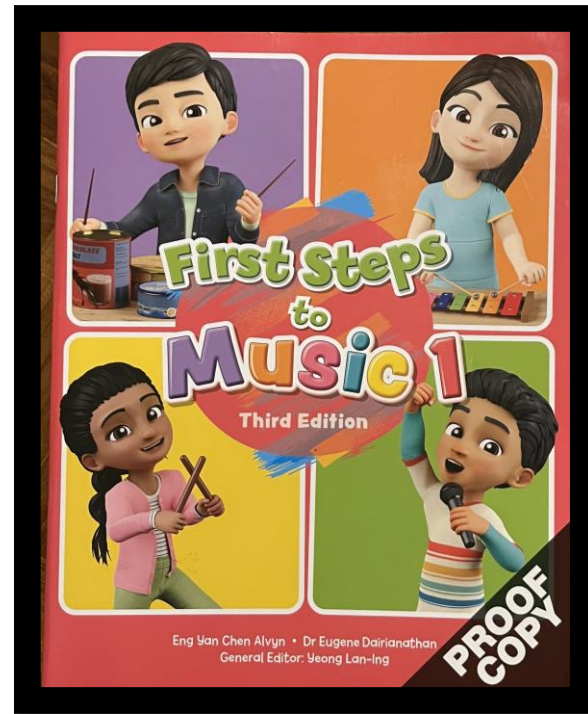
Taking the best performance (or score) from a series to **reflect students' best efforts**.



What to bring for Music lessons?



Music file
(in the booklist)



Textbook



Pencil



Eraser