Canterbury Public Schools

Subject	Music
Grade Level	5th Grade
Unit Title	Analysis of Musical Genre
Unit Goals	-Distinguishing separate genres of music -Understanding the different attributes of different musical genres -Partial history of genres to aid in understanding -Know where to find information regarding musical genres, then use that information to support and defend the conclusions being offered -Be able to listen actively to selection of music
Pacing (# of weeks)	1 Day a week, 3 months due to scheduling
Standards	-Demonstrate and explain, <i>citing evidence</i> , how selected music connects to and is influenced by specific interests, experiences, purposes, or contexts. -Demonstrate how interests, knowledge, and skills relate to personal choices and intent when creating, performing, and responding to music -Demonstrate and explain how the selection of music to perform is influenced by personal interest, knowledge, and context, as well as <i>their personal and others</i> ' technical choices
Content/Conceptual Knowledge (know)	-Know the attributes of musical genres
Skills (be able to do)	-Active listening for the purpose of adding an extra level to enjoying music -explain how the attributes, along with the, make the genre what it is. -Know where to look to find information to cite evidence -Defend conclusions made about musical selections -Define each genre by its attributes
Essential Questions	How do you determine a musical genre?
Enduring Understandings	Musical genres have musical attributes that define them.
Vocabulary	Lyrics, rhythm, melody, chord progression, movement, rock, hip-hop, rap, jazz, blues, pop, folk, classical
Common Learning Experiences	-Rundown of each genre (presentation), identifying attributes, defending a statement/opinion -Select a genre and write a short paragraph about its attributes

Assessments	-Participate in class-wide debate as a means of defending the opinion that they have -Select a genre and write a short paragraph about its attributes
Student Resources	Chromebook
Teacher Resources	projector/board