Fun Music Company Curriculum program

SING & PLAY Scope and sequence for grades K-6

Kindergarten Cows in the kitchen Frere Jacques Wee hee nah A sailor went to sea



Kye kye kule Botany Bay Haru ga kita Bingo

Grade 2

Charlie over the ocean La Cucaracha Funga alafia Zum gali gali

Grade 3



A ram sam sam The wild colonial boy Taba Naba Tideo

Grade 4



Tafta hindi Monkey and the turtle Click go the shears Bim Bom

Grade 5



Checki Morena Inanay gupu wana Waltzing Matilda Alabama gal



Lil Liza Jane Sesere Eeye Bound for South Australia Auld lang syne

Singing and pitch learning

Single verse, repetitive and simple words with no reading required.

Simple songs with actions and easy words

Simple songs with actions and games.

Songs with actions, pitch learning with hand signs.

More complex songs and actions, developing a wider pitch range.

More complex songs including songs with verses.

More complex songs developing wider ranges and rhythms.

Untuned percussion and rhythm learning

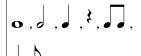
Playing only on the beat, two or four beats to the bar.



Mostly playing on the beat, Introduce 3/4, introduce whole and half notes.



Repetitive percussion patterns and introducing dotted quarter note.



More complex rhythm with eighth notes and introducing sixteenth notes.



Eighth and sixteenth note rhythm patterns.



More complex eighth and sixteenth note rhythm patterns, and introducing syncopation.



Working together in different parts that may require reading.



Single note drone parts and two group parts for Boomwhackers.



Single note drone parts and two group parts for Boomwhackers and chime bars.



Single and two note drone parts for tuned percussion.



Two note chordal drone parts, plus three note arpeggiated parts.

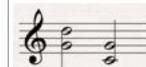
Tuned instruments



Two and three note chordal drone parts in major and minor keys.



More complex chordal parts, but still repetitive enough to be learned by rote.



Chordal drone parts becoming more complex.

