Subject: Music	Year Group: 7	Unit: Ukulele	RINERS
	nes	g/short relationship - vibrations in science etc	
	of simple chord patterns including $\mathbf{C}_{\mathbf{y}}$ y - up and down		
Context for study:			
ntro to ukulele skills which will be rev	isited with each ensemble perf/comp u	nit	
• To know that the ukulele has	strument similar to guitar (dec) 4 strings of varying thickness (dec) Id in the LH and strummed with the RH e app GuitarTuna (disc)	regardless of preference (dec)	
	ing following instructions on guitar tuna	(pro)	
• To know that turning the tuning	ng pegs one way makes the note higher	and the other way makes the note lower (dec)	
-	ension of a string makes the note higher		
-	nsion of a string makes the note lower.	dec)	
 To know that all sound is created 			
-	thing is the lower the note (dec)		
	ething is the higher the note (dec)		
	ites on a ukulele to make the sound is th		
		ens the strings and makes the notes higher (dec)	
	fingers on the finger board will create of	hords (dec)	
	nore notes played at the same (dec)		
 To know that once the ukulele 	is tuned one should not turn the tuning	g pegs unless one wishes to retune the thing! (dec)	

- To know that ukulele chords are represented on a graphic score (dec)
- To know that the top string on a ukulele is represented but the left line on the graphic score (dec)
- To know that the second string on a ukulele is represented by the second line on the graphic grid (dec)

The Warriner School Subject Curriculum Map

- To know that the third string on a ukulele is represented by the third line on the graphic score (dec)
- To know that the bottom string on a ukulele is represented by the line on the right on a graphic grid (dec)
- To know that the highest most line on a graphic grid represent the neck of the ukulele (dec)
- To know that the metal lines on the neck of a ukulele are called frets (dec)
- To know that the LH fingers need to placed in between the frets in order to get the best sound NOT ON THE FRETS (dec)
- To know that the second line on a graphic score represents the first fret (dec)
- To know that the third line on a graphic score represents the second fret (dec)
- To know that the fourth line on a graphics grid represents the third fret (dec)
- To know that the fifth line on a graphic score represents the fourth fret (dec)
- To know that the empty circle over a vertical line on a graphic score means open string (dec)
- Know that open string means no finger placement on that string (dec)
- To know that the numbers inside the circles on a graphic score can represent specific fingers (dec)
- To know that the forefinger is finger 1 (dec)
- To know that the middle finger is finger 2 (dec)
- To know that the ring finger is finger 3 (dec)
- To know that the little finger is finger 4 (dec)
- To know what a pick/plectrum is (dec)
- To know to hold the pick between thumb and forefinger of the RH (pro)
- To know that you can strum up and you can strum down (pro)
- To know that to change chord you need to change finger patterns(dec)
- To know that the tempo of the piece dictates when you change the chords (disc)
- To know that you should change chords with appropriate timing for the music (disc)
- To know that a slower tempo is easier (dec)
- To know that practising at a slower tempo increases confidence and muscle memory (pro)
- To know that increasing the speed slowly through practise will improve ability (disc)
- To know how to create all 4 chord shapes
- To be able to transition between all four chord shapes
- To be able to strum accurately

The Warriner School Subject Curriculum Map

Possible Misconceptions and adaptive responses to these: <i>identified through</i>	Literacy and Oracy development opportunities:
formative assessment/retrieval practice/diagnostic questioning.	Details of high-quality texts, explicit vocabulary teaching, modelled writing,
	structured talk.
LH/RH combo	
	o Chord
	o Ukulele
Assessment/Final outcomes: How will students apply their deep learning in a	 String
meaningful way that respects the subject's discipline?	 Tuning peg
	o Tuner
Practical performance	o Ensemble
	o solo