**Materials/Preparation Needed:**

1. “Apple” (beanbag) for Apple Tree Game
2. Barred instruments and mallets
3. Computer and projector
4. PowerPoint Presentation

**Grade Level:** 2nd Grade

**Objective:**

 ***Focus:*** dm sl patterns

 ***Level of Understanding:*** already known; reinforcing

 ***Performance:*** sing, play, move

**National Standards:**

1. Singing, alone and with others, a varied repertoire of music
2. Performing on instruments, alone and with others, a varied repertoire of music.
3. Improvising melodies and accompaniments.
4. Listening to, analyzing, and describing music
5. Evaluating music and music performances.
6. **Presentation (Introduction)**
7. Echo/sing patterns using (d) msl solfege
8. Have a few students be the leader for the echo/singing (or ask students to pick a solfege syllable for you to sing)
9. **Exploration:**
10. Students sight-read two separate measures from Apple Tree; if “do” is on a space, ask for the starting note and have students continue on their own (if needed, use body solfege to help show the placement of notes); tell them that you will sing the song so they can hear the words and find out what the last note is!
11. Students keep steady beat with their feet (or hands) while teacher sings Apple Tree
12. Ask “what was the last note/solfege syllable of the song?” *(do*)
13. Sing the whole piece together!
14. Students go to barred instruments; they will take off their E and B bars (eggs and bacon); give students the starting note (C) and invite them to try and figure it out on their instrument
15. Play it as a class: in 2 and 4 bar phrases
16. **Conclusion:**
17. Students sit in circle to play the Apple Tree game: one person walks around the circle and on the word “out!” the student drops the “apple” behind another student. They need to chase each other and see who gets back to the circle spot the fastest. Remind students that once someone has had a turn, they cannot go again ☺
18. **Evaluation**
19. Have students give you a thumbs up, thumbs sideways, or thumbs down to see who feels comfortable playing the melody on their instrument (this can be done before the Apple Tree game)