



Engaging with Level 2 Learning in the Junior Cycle Music Classroom



The **Examples of Possible Learning** suggested below show how learning activities in Music can link to the **Elements** and some of the **Learning Outcomes** from one of the five **Priority Learning Units (PLUs)**, Communicating and Literacy. These are not intended to be prescriptive or exhaustive.

Element: Speaking appropriately for a variety of purposes and demonstrating attentiveness as a listener

Learning Outcomes

- 1.1 Listen to obtain information relating to more than one option
- 1.3 Follow a series of spoken instructions under supervision
- 1.4 Express personal opinions, facts and feelings appropriately
- 1.6 Listen to and respond to a range of stories



Examples of Possible Learning

- Listen and answer questions on tempo, dynamics, instruments
- How to play notes on the glockenspiel
- Do you like this song/piece? Why/Why not?
- Tell us what happened in this story and what you liked about it

Element: Using non-verbal behaviour to get the message across

Learning Outcomes

- 1.8 Use appropriate non-verbal behaviour in communicating a simple idea
- 1.9 Relay a response or request non-verbally
- 1.11 Follow the sequence of non-verbal instructions or directions for a frequent activity



Examples of Possible Learning

- Use *Lámh* signs to express feelings
- Move to music to show the pulse
- Walking debate strategy
- Indicate if the volume is too loud or too quiet
- Follow colour-coded diagrams for playing classroom instruments

Element: Using a range of writing forms to express opinions

Learning Outcomes

- 1.18 Write/type at least five sentences so that they convey meaning or information



Examples of Possible Learning

- Write/type a note describing sounds that you found on a school walk

Element: Reading to obtain basic information

Learning Outcomes

- 1.14 Interpret different forms of writing and text, including social signs and symbols



Examples of Possible Learning

- Graphic score or symbols
- Colour-coded notes
- Rhythm symbols

PLU 1 Communicating and Literacy

Element: Using suitable technologies for a range of purposes

Learning Outcomes

- 1.28 Use technology requiring not more than three functions, for personal, home and educational/workplace use
- 1.30 Use a new piece of ICT equipment
- 1.34 Use a software package, involving opening a package, entering and manipulating text/image/data, save to file, print and exit safely



Examples of Possible Learning

- Chrome Music Lab
- BBC Sounds
- YouTube and Spotify
- Microphone, recording device, MIDI keyboard
- Incredibox, BandLab, Soundtrap
- Groove Pizza

Element: Using expressive arts to communicate

Learning Outcomes

- 1.22 Participate in a performance or a presentation
- 1.24 Produce a piece of work for display
- 1.25 Listen to a range of music and respond by discussing thoughts and feelings
- 1.26 Use drama or dance to explore real and imaginary situations



Examples of Possible Learning

- Sing in the choir
- Perform in the band
- Present your music project
- Participate in the school show
- Draw a graphic score
- Create a body percussion piece
- Discuss moods and feelings in response to music
- Act out a story linked to a piece of programme music

