

# Knowledge Organiser – Zootime – Year 2, Unit 4



## 1 - Listening: Zootime

Find the pulse as you are listening to the music: Dance, wiggle, march, clap.

Instruments/voices you can hear: Keyboard, drums, bass, electric guitar, singers.



#### 2 - Musical Activities

#### Find the pulse!

• Be an animal of your choice

## **Clapping Rhythms**

- Copy and clap back rhythms
- Clap the rhythm of your name
- Clap the rhythm of your favourite animal
- Make up your own rhythms

**Pitch** is high and low sounds. We add pitch to the pulse and rhythm when we sing and play an instrument.

Singing and dancing and having fun!

Playing instruments using up to two notes – C or C + D. Which part did you play?

**Improvise** using the notes C + D:

- Challenge 1 Clap and Improvise
- Challenge 2 Sing, Play and Improvise
- Challenge 3 Improvise

Which challenge did you get to?

Compose a simple melody using simple rhythms, choosing from the notes C + D or C, D + E.

#### 3 — Perform & Share

A class performance of Zootime. Introduce your performance to your audience. Can you include some funky moves? Have a fantastic time; enjoy it! Talk about it together afterwards. How did it make you feel? Will you record it?

### Have a think...

What did you like doing best?



Singing?



Playing?



Dancing?



Improvising?



Composing?



Listening?







This unit is about animals and Reggae music

Words you need to know: Keyboard, drums, bass, electric guitar, reggae, pulse, rhythm, pitch, improvise, compose, perform, audience, melody, dynamics, tempo