Music: Rhythmic Patterns[*]

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1 ARTS AND CULTURE

2 Grade 4

3 EXPRESSION AND COMMUNICATION

4 Module 5

5 MUSIC: RHYTHMIC PATTERNS

5.1 MUSIC

5.2 Activity

5.3 To create and apply rhythmic patterns [LO 4.4, 4.5]

Step 1

List possible means of transport and add a song about a specific type. If you have a recording available, share it with the rest of the class.
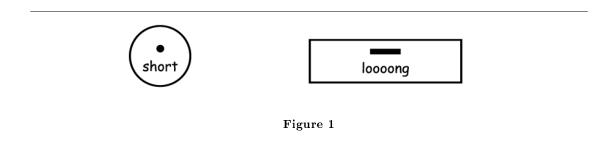
Transport	Song

Table 1

Step 2

When **boats and aeroplanes** are in distress, they use a signal based on the **Morse code**.

Morse code consists of short and long sounds (`[U+F0B7]` `[U+25AC]`). Music also consists of short and long sounds; therefore the Morse code is useful in **notating** music.

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Figure 1

Step **3**
Clap and say the following rhythmic patterns:

Train
▬
Ta-xi
● ●
Ae-ro-plane
● ● ▬
Boat
▬
Horse-cart
▬ ▬
Mo-tor-bike
● ● ▬
He-li-cop-ter
● ● ● ●
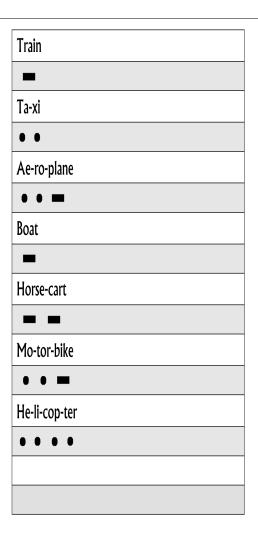
Figure 2

Step **4**
Combine any two patterns and clap them.
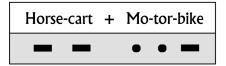Example:

Horse-cart + Mo-tor-bike

Figure 3

Table 2

Step **5**
Clap the new pattern.
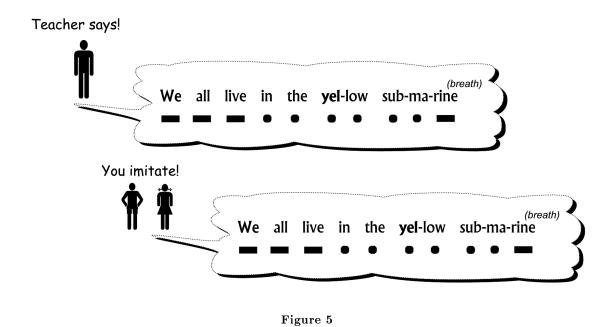
Figure 4

1. The **Imitate** Game

In this game you do exactly what your educator does!

Teacher says!

We   all   live   in   the   **yel**-low   sub-ma-rine   *(breath)*

You imitate!

We   all   live   in   the   **yel**-low   sub-ma-rine   *(breath)*

Figure 5

1. The **Repeat** Game

In this game you repeat the same phrase three times – everyone together!

yel-low   sub-ma-rine *(breath)*
1x

yel-low   sub-ma-rine *(breath)*
3x

yel-low   sub-ma-rine *(breath)*
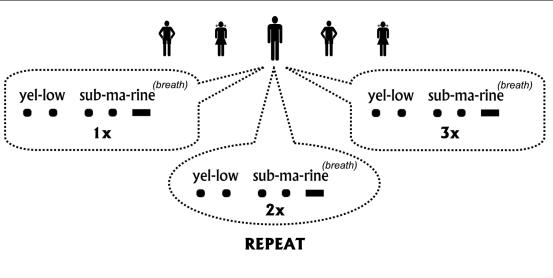**2x**

REPEAT

Figure 6

1. The **Call and response** Game

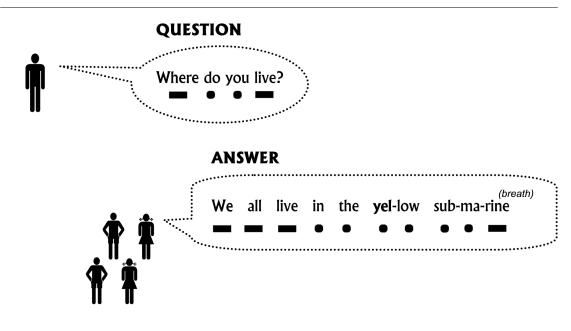In this game the educator asks the question and you answer.

Figure 7

1. The **Rondo** Game

Class Jane Class John Class Bill Class Chris Class

For the rest of the symbols: individual learners with different patterns

Figure 8

6 Assessment

LEARNING OUTCOME 4:**EXPRESSION AND COMMUNICATION**

The learner will be able to analyse and use multiple forms of communication and expression in Arts and Culture.

6.1 Assessment Standard

We know this when the learner:

4.4 uses voice, body and found or made instruments to accompany stories, dances or songs;

4.5 uses sounds in free rhythm patterns to create sound images to accompany stories and dances.