

# Elementary Lesson Plan

## Objective

*The students will understand the concept of Play/Rest by clapping when they see a note, and not clapping when they see a rest.*

## Purpose

- *To lay the foundation for the concept that notes and rests have different durational values. The understanding of the Play/Rest concept is the first of three lessons regarding this topic.*
- *To set the groundwork for teaching counterpoint and allow the students to develop their performance skills through the rhythmic exercises in the procedure.*

## Materials Needed

- *A large space for students to move freely*
- *A computer lab that provides each student with a computer or one class computer with a LCD projector*
- *A picture or a prop of a red light and a green light*
- *Computer software – **Finale** for instructor to create rhythmic examples, and **Thinkin' Things, Collection 2** by Ed Mark*

## Anticipatory Set

*Begin the class by playing the game Red Light Green Light.*

## Procedure

1. *Begin instruction by having the students play Red Light Green Light as a class.*
2. *Make the comparison that Red Light Green Light can be related to music.*  
*Note: To limit confusion, the instructor will only use quarter notes and quarter note rests to create comparisons and examples.*
3. *Draw a quarter note on the board, and make the relationship that a quarter note = a green light or go.*
4. *Draw a quarter rest, and make the comparison that a quarter rest = a red light or stop.*
5. *Display six lines of single note rhythms comprised of quarter notes and quarter note rests using the LCD projector.*
6. *Instruct the students as a group to clap the quarter notes and not clap the quarter note rests.*
7. *Ask for volunteers to perform these rhythmic lines individually.*

