

Singing **Music Lesson Plan**

Title: Grandma Moses

Grade Level: 2nd

Source: McConkey

Materials needed:

Voices

Open space

Procedure:

A.S: Has anyone been sick before? How did you feel?

1. Teacher will sing the song “Grandma moses sick in bed, called the Dr. and Dr. said, Grandma moses you are not sick, all you need is a peppermint stick.”
 - a. Movements
 - i. Call the doctor-phone as a telephone to your ear
 - ii. All you need is a peppermint stick-lick thumb
2. Ask what a peppermint stick is.
3. Stand up
4. “Grandma Moses, what's aching you?”
 - a. Raise hands out and do a question movement
 - b. Sing “head and shoulders, baby 1,2,3 while moving hips (3 times)
5. Show students how to shake their hands
6. Have students shake their own hands while singing “shaky shake”
7. In the middle of the circle while singing “shaky shake shake shake” students will put their hands low with a deep voice and put their hands high while singing high and spinning.
 - a. Poin to someone when you are done singing and have them come into the circle to repeat the song.
 - b. Repeat “grandma what’s aching you?”
 - c. Repeat “1, 2, 3 baby”

Closure: If you go to the doctors is it a scary thing?

Educational Objective: By the end of this lesson, students will have learned how to sing in low and high tones.

Music Standards Utilized:

CREATING	Essential Question How do musicians generate creative ideas?	<u>Anchor Standard:</u> 2.MU:Cr1a Improvise rhythmic and melodic patterns and musical ideas for a specific purpose.
PERFORMING	Essential Question	<u>Anchor Standard:</u>
RESPONDING	Essential Question	<u>Anchor Standard:</u>
CONNECTION	Essential Question	<u>Anchor Standard:</u>

Social Emotional Learning (SEL standards)	Laughing together Singing together
Cognitive Learning	Listening for the next instructions
Physical Learning	Shaking your hands Spinning Shaking hands low and high
Non-Musical Subjects	<u>(Subject):</u> N/A
Universal Design for Learning (UDL)	<u>Checkpoint 7.2</u> Optimize relevance, value and authenticity

