

Jungle Rumble

Year 1

Autumn 1

Unit Overview

Lesson One - Song - Jungle Rumble

- Play the 'Jungle Rumble' song video
- Allow the children to talk about the song. The lyrics, the way the song splits into 4 sections. What happens at the end? 4 Part singing. Why will this be a challenge?
- The children learn the song section by section. Take time to allow the children to learn the words and the melody of each part.
- Split the children into four parts. Give each group a colour. Green, Red, Blue and Yellow. These match with the video windows. Let each group try singing their part separately with the video.
- To finish the lesson have a go with singing all parts together.

Lesson Two - Part Singing

- Recap the work carried out in the last lesson
- Sing through the Jungle Rumble song.
- Now each group will sing their separate parts.
- Combine all of the parts to sing together. Be careful to sing the part of your group and not a different part.
- Try changing the groups around
- To finish the lesson, hand out some percussion instruments and allow the children to improvise a beat to play along. Ideal instruments are Drums, Cabasas, Guiros and Rainsticks (for a real jungle feel).

Lesson Three - Animal Dynamics

- Sing through the Jungle Rumble as a warm up for the lesson.
- The children are going to learn about Dynamics in music. Different Dynamics allow music to change in volume and help us to identify the emotional feel of a song.
- Watch the 'Dynamics' video from the start to 7.17m.
- Stop the video and let the children start the cut and stick exercise. Placing the first row of animal in their correct places.
- Play the video from 7.17m to 8.36m. Let the children stick the pictures in the second row.
- Now, allow the children to finish off the chart themselves deciding which object should go in each section. (EG Rocket in the 'ff' row and the Keyboard typing in the 'pp' row)
- Allow the children to show their finished charts at the end of the lesson.

Lesson Four - Carnival of the animals

- The Carnival of the Animals is a collection of classical music written by French composer Camille Saint-Saens.
- Each animal is represented by a musical instrument.
- Play the video 'Carnival of the Animals'. This video show the children each group of animals and their piece of music. As you watch the video, stop and discuss the sounds of the instruments. How do they represent the animal.
 - The Lion music is a Grand March, because the Lion is the King of the Jungle.
 - The Hens and Roosters music sounds like frantic pecking.
 - Swift animals music is fast piano running at a relentless pace.
 - The Tortoise piece of music is very clever. It uses a famous piece of music 'the Can-Can' and slows it right down. The Can-Can is notorious for being fast paced, but Saint Saens delivers the opposite here for the Tortoise.
 - The Elephant is played by the Double Bass and Piano. The Double Bass makes an extremely low sound imitating the sound of the trumpeting trunk.
 - Kangaroos has a soft feel as the animals wait and watch, then the music hops as if the Kangaroo hopping away until they come to their rest once more.
 - Aquarium uses piano and strings to create the feel of an underwater paradise.
 - Long Noses creates the sound of a donkey's Ee-Oor with screeching strings.
 - The Cuckoo sound is made by the Clarinet.
 - Aviary uses the flute as it's prominent instrument fluttering and high with is bird-like imitation.
 - Fossils sounds like bones being rattled together in a skeleton frenzy. Notice the famous 'Twinkle Twinkle Little Star played half way through.
 - The Swan finishes the music off in an elegant way.
 - Once the children have heard all of the pieces allow them to try the quiz.
 - The final video shows the children the correct answers.

Lesson Five - Composition

- The children will use the Carnival of the Animals music as inspiration for their own compositions.
- Using percussion instruments the children are going to create the sounds of animals.
- Invite one child up at a time to pick an instrument from a selection at the front of the class. They are going to decide on an animal they would like to imitate on the instrument. For example, they may think the scraping of the Guiro would make a good Frog Croak. Or they may think the twisting of the Cabasa would make a good Snake Slither. Allow one child up at a time and let the rest of the class guess the animal.
- In groups create a short animal sound scape using different instruments to represent different animals.

Lesson Six - Wrap Up

- To finish this scheme we will end with a showcase of everything we have looked at.
- Sing the 'Jungle Rumble' with parts and actions
- Play instruments along with the 'Jungle Rumble' song.
- Recap the importance of Dynamics in music. See if the children can remember the different words and letters for Dynamics in music (mf - Medium Loud / ff - Very Loud)
- Let the children play instruments pretending to make the sounds of animals. Use different dynamics to express the animal (eg mouse - quiet / lion - loud.)
- Play through the compositions from the previous week.