

CALLS OF THE WILD

1ST GRADE: UNIT 2



Visual Art



Music & Movement



Theater



Brain Target 1

DAILY RITUAL- CALL AND RESPONSE OF THE WILD

- Students listen carefully to the music created by the sounds all around them and record their observations.
- Students identify the source, volume, and pitch of the sound.

LESSONS 10 - 12 ANIMAL SOUNDS

ACTIVITY: ANIMAL SOUND SCENES

Students learn different and varied animal noises and what they mean. Once these basics are learned, students will perform in their own scenes embodying the character of those animals and the noises they make. Using provided scripts, students will have “conversations” between their animals utilizing their own voices to recreate the pitch and volume of their animals to more fully understand the meaning of those animal noises.



SABES Driving Question: Can you see with sound?

Engineering Design Challenge: Students will work in teams of rehabilitation engineers to create a device (echolocator) that produces sound to help a person with vision challenges “see” the world around them.

LESSONS 2-5 VOCAB BUILDING

ACTIVITY: THE SOUND SONG

Students use song to review and rehearse the core unit vocabulary: sound, vibration, pitch, volume, and echo.



Brain Target 4,5,&6

LESSON 6 VIBRATIONS

ACTIVITY: MUSIC WRITING

Students are introduced to the very basics of writing and reading music, and will write and play their own musical “phrase”, incorporating pitch and volume.



LESSON 9 ECHOES

ACTIVITY: ECHO FOLDABLE

Students will utilize visual arts to create an art piece that models the behavior of sound waves during echolocation.



Brain Target 1, 5, & 6

ENGINEERING DESIGN CHALLENGE EXTENSION: ECHOLOCATION INSTRUMENT

- Students draw inspiration from musical instruments to design echolocation devices, create and perform musical phrases for device testing, and be assessed using a rubric aligned with the challenge's learning objectives.