| **Ensemble Term 1. Lesson 5 — Introducing Rhythm** | | |
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| **Objectives covered across Term 1:** I can make sounds using my movements or actions (CMPSR/Swipe). I can take turns, listen, and play with others (ensemble routines). I can communicate choices (gesture, AAC, choice cards) and take a role in a pair. | | |
| **Lesson Objective** (differentiated) LA: I can copy a 1-beat rhythm (Plum) and stop when shown STOP.  MA: I can copy fruit rhythms (Plum/Mango/Banana/Watermelon) using one direction.  HA: I can build and perform a 4-beat rhythm phrase using fruit words with a partner. | | |
| Time | Activity | Resources |
| 10 minutes           30 minutes  5 minutes | STARTER 0–5 min - Hello + visual routine Teacher says/does: • “Today: we will make rhythms using fruit words.” Staff action: seat pairs; confirm Player/Navigator role.  5–10 min - Pulse warm-up (body and/or device) Activity: “Steady beat” Teacher instructions: • Clap/tap a steady pulse (count 1–2–3–4). Learners copy on knees/table or with one CMPSR direction. • Introduce STOP and START signals (sensory regulation).  MAIN ACTIVITY 10–15 min - Device success check + set sound Load project: choose a clear sound (e.g., harp or drums) OR Electric Piano if preferred. Teacher instructions: • “Player: make one short sound. Navigator: show STOP.” Repeat once then swap if needed.  15–25 min - Teach fruit rhythms (whole group copy) Introduce fruits (one beat each): Plum = 1 hit, Mango = 2 hits, Banana = 3 hits, Watermelon = 4 hits. Everyone uses the SAME direction for consistency (Up/Red arrow). Teacher instructions: • Model each fruit rhythm slowly, then call-and-response: “My turn… your turn.” • Coaching tip (CMPSR): let the joystick return to centre between hits for fast rhythms. • Coaching tip (Swipe): use Tap playing for quick repeated notes.  25–35 min - Pair practice + turn-taking (Navigator chooses) Activity: • Navigator selects a fruit. Player performs the rhythm on Up/Red. • Swap roles every 2–3 cards. Support: • Reduce choice to 2 fruits (Plum/Mango) for learners who need it; increase to all 4 for challenge.  35–40 min - Build a 4-beat rhythm phrase (group ensemble) Use the 4-beat grid (Beat 1–4). Choose one fruit for each beat. Teacher instructions: • Teacher counts “1–2–3–4” on a steady pulse; learners play their chosen fruit on their beat number. • Option: whole class plays together (same grid) OR each pair performs their grid to the class.  PLENARY 40–45 min - Share + Reflect + Power down Activity: “Which fruit rhythm was your favourite?” Teacher instructions: • Learners show choice (point/gesture/AAC/card). • Quick check: “Was Watermelon fast or slow? How did it feel?” | Ensemble 1.5 Resource  U-compose Resource  Visual routine strip  Player/Navigator role cards STOP / START card  U-Compose resource  Fruit rhythm cue cards (Plum/Mango/Banana/Watermelon)  4-beat rhythm phrase grid  Optional: metronome / steady drum loop from Swipe  Optional: ear defenders/headphones  Assessment: tick sheet + brief note (R/P/I where relevant) Optional: 10–15s audio clip / photo evidence |
|  | EXTENSION • Tempo challenge: perform the same grid slowly, then faster. • Density challenge: switch between Plum (low density) and Watermelon (high density). • 8-beat phrases: extend the grid to 1–8. • Add pitch/direction: keep the fruit rhythm, but choose a different joystick direction each beat. | Optional: Arrownotes U-Compose resource  Optional: whiteboard/markers for group grid |