

Name _____



Quakertown Freshman Center Second Marking Period Grading and Assessment Packet



- **Students will record scales, exercises, rudiments, rhythm, and repertoire excerpts by the due dates provided.**
- **This assessment will be an on-going process in small, manageable chunks. Students are encouraged to work ahead; however, QUALITY is more important than QUANTITY.**
- **Grades will be entered at the end of each lesson cycle for all material that is due for that cycle. Students who miss their sectional and are unable to come in for a make-up lesson must record and email their assessments before the end of the required lesson cycle.**

How you are graded:

Production and Performance of Music

- ☐ Learning Target 1.1 – Produces a Characteristic Tone
 - How does your instrument sound?
 - Do you know what a good sound is? A bad sound?
 - Can you explain how to make a good sound on your instrument?
- ☐ Learning Target 1.2 – Plays in Tune
 - Do you play in tune?
 - Do you know what in tune sounds like?
 - Do you know how to adjust your instrument or face to play in tune?
- ☐ Learning Target 1.3 – Maintains a Steady Beat
 - Can you keep a steady beat while you play at any tempo?
 - Can you identify the pulse?
 - Can you demonstrate the pulse?
- ☐ Learning Target 1.4 – Demonstrates Rhythmic Proficiency
 - Can you perform rhythms correctly?
 - Do you know how to relate pulse to rhythms?
- ☐ Learning Target 1.5 – Performs with Proper Playing Technique
 - Do you know the fingerings or slide positions for your notes?
 - Do you sit properly?
 - Do you hold your instrument properly?
 - Do you breathe properly?
 - Do you play at the correct tempo?
 - Can you demonstrate the process for improving accuracy and speed?

Historical Context

- ☐ Learning Target 2.1 - Identifies by Genre, Style and Historical Period
 - Do you know about the music you are playing? Where is it from?
When is it from?
 - Do you know about different music styles and how to play them?

Critical and Aesthetic Response

- ☐ Learning Target 3.1 - Evaluates Performance
 - Do you know when things sound good? Bad?
 - Can you identify the elements of music that have an effect on the performance?
 - Can you synthesize a plan for improvement?
 - Can you describe how you played something to someone else?
 - What makes music interesting to play or listen to?

Characteristics of a Successful Learner

- Are you prepared for class?
- Do you follow class rules?
- Do you practice at home?
- Do you work independently?
- Do you complete assignments on time?

Freshman Band

Marking Period 2

Name _____

Concert Music (Learning Targets 1.1, 1.2, 1.3, 1.4, 1.5, 3.1)

December Concert Repertoire

Date	Title	LT 1.1	LT 1.2	LT 1.3	LT 1.4	LT 1.5	LT 1.1	LT 1.2	LT 1.3	LT 1.4	LT 1.5
Cycle 2 11/20-12/3	Ukrainian Bell Carol										
Cycle 2 11/20-12/3	Among the Clouds										
Cycle 3 12/4-12/11	On With The Snow										
Cycle 3 12/4-12/11	Joy Revisited										
		Reflection/Remediation/Enrichment (LT 3.1)					Reflection/Remediation/Enrichment (LT 3.1)				

LHS 3rd Class Rhythm Sheet (Learning Targets 1.3, 1.4, 3.1)

Due	Exercise	LT 1.3	LT 1.4	LT 1.3	LT 1.4	LT 1.3	LT 1.4
Cycle 2	# 5						
Cycle 3	# 6						
Cycle 4	# 7						
Cycle 5	# 8						
		Reflection/Remediation/Enrichment(LT 3.1)				Reflection/Remediation/ Enrichment (LT 3.1)	

Freshman Band

Marking Period 2

Major Scales (Learning Targets Winds and Mallets: 1.1, 1.2, 1.3, 1.4, 1.5, 3.1) *

Metronome Tempo Targets: 90 = 3.0 (Proficient), 110=3.5, 130=4.0(Advanced)

Due	Exercise	LT 1.1	LT 1.2	LT 1.3	LT 1.4	LT 1.5	LT 1.1	LT 1.2	LT 1.3	LT 1.4	LT 1.5
Cycle 2	Concert Gb Major										
Cycle 3	Concert Cb/B										
Cycle 4	Concert E Major										
Cycle 5	Concert A Major										
Cycle 6	Concert D Major										
Cycle 7	Concert G Major										
		Reflection/Remediation/ Enrichment (LT 3.1)					Reflection/Remediation/ Enrichment (LT 3.1)				

Freshman Band

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Name _____

Percussion Proficiency Packet (Percussion -Learning Targets 1.1, 1.3,1.4, 1.5, 3.1) Legatos, Name Game (accent tap), Name Game – diddles, Major Scales Sheet for snare drum (Gb, B, E, A, D, G)

Metronome Tempo Targets: 90 = 3.0 (Proficient), 120=3.5, 140=4.0(Advanced)

Due	Exercise	LT 1.1	LT 1.3	LT 1.4	LT 1.5	LT 3.1	LT 1.1	LT 1.3	LT 1.4	LT 1.5	LT 3.1
Cycle 2	Legatos										
Cycle 3	Name Game										
Cycle 5	Name Game diddles										
Cycle 2	Scale Sheet "Gb"										
Cycle 3	Scale Sheet "B"										
Cycle 4	Scale Sheet "E"										
Cycle 5	Scale Sheet "A"										
Cycle 6	Scale Sheet "D"										
Cycle 7	Scale Sheet "G"										
		Reflection/Remediation/ Enrichment (LT 3.1)					Reflection/Remediation/ Enrichment (LT 3.1)				

Freshman Band

Marking Period 2

Sound Innovations (Learning Targets - Winds and Percussion: 1.1, 1.2, 1.3, 1.4, 1.5, 3.1)

Due	Exercise	LT 1.1	LT 1.3	LT 1.4	LT 1.5	LT 3.1	LT 1.1	LT 1.3	LT 1.4	LT 1.5	LT 3.1
Cycle 2	#13-15, 17										
Cycle 3	# 20 - 23										
Cycle 4	# 45 - 48										
Cycle 5	# 63 - 66										
Cycle 6	# 69 – 70, # 84 - 85										
Cycle 7	# 101 - 105										
		Reflection/Remediation/ Enrichment (LT 3.1)					Reflection/Remediation/ Enrichment (LT 3.1)				

*Battery Percussion students will be asked to perform the snare drum parts for all of the assigned “Sound Innovations” Exercises