

Middle School Guitar

APP0700

Course Description

Have you ever dreamed of playing the guitar? Whether you love music, want to play guitar for your family and friends, or desire to be a music star, this course is a great place to start. No prior music experience is needed. You will learn the fundamentals of music and the basic skills necessary to play a wide variety of music styles. Student guides, Carlos and Ariel, will guide you through each step of this journey towards becoming a skilled guitarist and musician.

Rationale

Learning to play the guitar helps a student develop hand-eye coordination and the ability to handle more than one task at a time. Through the guitar course, students work on creativity, memory, and other brain tasks.

Prerequisite

None

Measurable Learning Outcomes

Segment 1

- Three basic types of guitars: classical, steel-string, and electric
- Basic guitar parts
- Guitar care and maintenance
- Holding the guitar: Three positions (classical, casual, and standing)
- Choosing a position
- String names
- Tuning the guitar
- Right-Hand tools: strums, rest strokes, free strokes
- Keeping a steady beat
- Making a music video
- Left-Hand fingering and form
- "Four-Finger Workout" (develops left-hand skills)
- Melody and harmony
- Reading guitar tablature

- "Good Morning to All" (using tablature)
- Research the lives of famous guitarists
- "Spanish Rock" (using a simple right-hand finger pattern)
- The E minor pentatonic scale
- Creating your own music (improvisation)
- Creating a rock guitar solo (using the Em pentatonic scale)
- Fretboard/chord diagrams
- The E minor chord (Em)
- The A dominant seventh chord (A7)
- Em-A7 chord progression: "Blues for Two"
- Alternate fingering
- Copyright vs. Public Domain
- Music in your community
- Exploring chord quality (comparing the E minor, E major, and E dominant seventh chords)
- Common fingers
- "Easy Strumming" (using the Em, E, and E7 chords)
- D-A7 chord progression: "London Bridge"
- Ear training
- Am-E7 chord progression: "Land of the Silver Birch"
- Moveable chord shapes
- "Sounds of Spain" (using the moveable E-chord shape)
- "Shades of Cool" (using the moveable E-chord shape)
- Music fundamentals/standard music notation (music staff, lines and spaces, letter names, treble clef, bar lines, measures, and ending bar line)
- Time in music (4/4 time signature)
- First note G
- Rhythm studies (using quarter notes, half notes, and whole notes)
- "GA Blues" (using G and A)
- Notes vs. TAB
- Three fun melodies (using G, A, and B): "au clair de la lune," "Hot Cross Buns," and "Merrily We Roll Along"

Segment 2

- 3/4 time signature
- Dotted half note
- "Canon in Three" (in 3/4 time using G, A, B, and C)
- Two great melodies (using G, A, B, C, and D): "Ode to Joy" and "Going Home"
- Memorizing music (new practice skill)
- Patterns in music: AABB form and ABA form
- "Russian Folk Song" (using AABB form and the notes A, B, C, D, and E)

- “Twinkle, Twinkle, Little Star” (using ABA form and the notes G, A, B, C, D, and E)
- Rests in music (quarter rest, half rest, and whole rest)
- “Bluegrass Kickoff” (using rests and the notes G, A, B, C, D, E, and F)
- “Surprise Symphony” (using the natural notes on the treble strings: G, A, B, C, D, E, F, and G)
- The G major chord (G)
- The D dominant seventh chord (D7)
- G-D7 chord progression: “Simple Gifts”
- The C major chord (C)
- Chord change challenge (new practice skill)
- G-C-D7 chord progression: “Home on the Range”
- Building major, minor, and seventh chords (basic introduction)
- “Scarborough Fair” (using the Am, G, C, D, E7, and Em chords)
- Music in America (overview of the origins of American music styles)
- Ensemble basics: importance of proper tuning, timing, and balance of sound
- Explore the score: importance of examining the music score before you begin to play the music
- “Time to Jam” (duet using melody and chords)
- “Twice as Nice” (duet using melody and counter melody)
- Create your own melody (a fun and simple introduction to creating a melody)
- Create your own chord progression (a fun and simple introduction to creating a chord progression)
- Final project: Create your own melody with chord progression, and perform them on your guitar!

Materials List

Please see the [Supply List](#) and [System Requirements](#) pages on LUOA’s website as well as the [Digital Literacy Requirements](#) page for general supplies and requirements with LUOA curriculum. This course does not require any materials beyond those required by all LUOA courses except for the following:

You will need a playable six-string guitar and a way to record and submit a video performance to your instructor.

A guitar is “playable” if it is the correct size for the guitarist, is easy to press the strings down against the frets, and plays in tune up and down the fretboard. There are three common types of six-string guitars: classical, steel string, and electric. If you do not already have a guitar, you may want to seek the advice of an experienced guitarist, a guitar teacher, or your local music store.

Most guitars are built to be played right-handed, so that the right hand would pluck the strings and the left hand would press the strings down against the frets. Many left-handed guitarists play right-handed guitars. Many guitarists and teachers recommend that left-handed students try playing on a right-handed guitar when first learning. There are some guitars available that are built to be played left-handed. This course is taught using a right-handed guitar. Students choosing to use a left-handed guitar will need to adjust accordingly.

Digital Tools

This course makes use of third-party digital resources to enhance the learning experience. These resources have been curated by LUOA staff and faculty and can be safely accessed by students to complete coursework. Please ensure that internet browser settings, pop-up blockers, and other filtering tools allow for these resources to be accessed.

The following resources are used throughout this course:

- Embedded Guitar Course

Course Grading Policies

The students' grades will be determined according to the following grading scale and assignment weights. The final letter grade for the course is determined by a 10-point scale. Assignments are weighted according to a tier system, which can be referenced on the Grades Page in Canvas. Each tier is weighted according to the table below. Items that do not affect the student's grade are found in Tier 0.

Grading Scale		Assignment Weights	
A	90-100%	Tier 0	0%
B	80-89%	Tier 1	25%
C	70-79%	Tier 2	35%
D	60-69%	Tier 3	40%
F	0-59%		

Course Policies

Students are accountable for all information in the Student Handbook. Below are a few policies that have been highlighted from the Student Handbook.

Types of Assessments

To simplify and clearly identify which policies apply to which assessment, each assessment has been categorized into one of four categories: Lesson, Assignment, Quiz, or Test. Each applicable item on the course Modules page has been designated with an identifier chosen from among these categories. Thus, a Quiz on the American Revolution may be designated by a title like "1.2.3 Quiz: The American Revolution." These identifiers were placed on the Modules page to help students understand which Honor Code and Resubmission policies apply to that assessment (see the Honor Code and Resubmission policies on the page to follow for further details).

- **Lesson:** Any item on the Modules page designated as a “Lesson”
These include instructional content and sometimes an assessment of that content. Typically, a Lesson will be the day-to-day work that a student completes.
- **Assignment:** Any item on the Modules page designated as an “Assignment”
Typical examples of Assignments include, but are not limited to, papers, book reports, projects, labs, and speeches. Assignments are usually something that the student should do their best work on the first time.
- **Quiz:** Any item on the Modules page designated as a “Quiz”
This usually takes the form of a traditional assessment where the student will answer questions to demonstrate knowledge of the subject. Quizzes cover a smaller amount of material than Tests.
- **Test:** Any item on the Modules page designated as a “Test”
This usually takes the form of a traditional assessment where the student will answer questions to demonstrate knowledge of the subject. Tests cover a larger amount of material than Quizzes.

Resubmission Policy

Students are expected to submit their best work on the first submission for every Lesson, Assignment, Quiz, and Test. However, resubmissions may be permitted in the following circumstances:

- **Lesson:** Students are automatically permitted two attempts on a Lesson. The student may freely resubmit for their first two attempts without the need for teacher approval.
- **Assignment:** Students are intended to do their best work the first time on all Assignments. However, any resubmissions must be completed before the student moves more than one module ahead of that Assignment. For example, a student may resubmit an Assignment from Module 3 while in Module 4, but not an Assignment from Modules 1 or 2. High School students may not resubmit an Assignment without expressed written permission from the teacher in a comment.
- **Quiz:** Students may NOT resubmit for an increased grade.
- **Test:** Students may NOT resubmit for an increased grade.

If a student feels that he or she deserves a resubmission on a Lesson, Assignment, Quiz, or Test due to a technical issue such as a computer crashing, the student should message his or her teacher to make the request, and that request will need to be approved by a Department Chair.

Consequences for Violations to the Honor Code

Every time a student violates the Honor Code, the teacher will fill out an Honor Code Incident Report, email the advisor, and carbon copy the Department Chair with the report. The advisor will verify which number offense this is and inform the teacher and parent. The

teacher will then leave a comment on the student's assignment and award the appropriate consequences. Replies to any correspondence must be made within 24 hours of the last email received.

- **Warning:** This ONLY applies to high school Lessons and elementary/middle school Assignments and Lessons. These will be taken as a teaching moment for the student.
 - **Lessons:** A zero will be assigned for the question only.
 - **Elementary/Middle School Assignment:** The student must redo their work. However, they may retain their original grade.
- **1st Offense:**
 - **Lesson, Quiz, or Test:** The student will receive a zero on the entire assessment.
 - **Assignment:** The student will:
 - Receive a 0% or 80% of his or her original grade per the teacher's discretion
 - Be required to complete the Plagiarism Workshop
 - Be permitted to retry for a higher grade on the next attempt at the teacher's discretion
- **2nd Offense:** The student will receive a zero and be placed on Academic Probation.
- **3rd Offense:** The student will receive a zero and the Department Chair will determine the consequences that should follow, possibly including Academic Withdrawal from the course or expulsion from the academy.

Scope and Sequence

Middle School Guitar

Module 1: Let's Play Guitar

Module 2: Let's Rock!

Module 3: Strumming Chords

Module 4: Reading Guitar Music

Module 5: Reading Guitar Music

Module 6: Strumming Chords

Module 7: Guitar Jam Session

Module 8: You Rock!