

Noctiluca Presents: Instruments from scratch!
Lesson Plan

Target Age: Early Childhood - Lower Primary (4 yrs- 8 yrs old)

Prior Learning and Rationale: Noctiluca will present a workshop that will bring awareness to the link between creativity and recycling.

KLA (s): The Arts
Science

Outcomes & Indicators

Students will be able to recognise new creative uses for the recycled materials that we have collected. Students will explore different sounds that can be created (e.g. plucking, hitting, petting, tapping) on these materials. Each recycled instrument will be unique but could include cereal box guitars, balloon drums, tin maracas, castanets, tissue box string instruments, bottle flutes and toilet roll rain sticks. Students will walk away with their instrument and inspiration to continue their musical journey!

Whole class objective:

Each student will create a musical instrument from scratch using recycled materials. They will have the opportunity to play their unique instrument for the class.

Resources & Equipment:

- Recycled containers such as plastic bottles, coffee cups, tissue boxes etc
- Crayons
- Coloured pencils
- Markers
- Adhesive tape
- Glue
- Rice
- Pasta
- Coins
- Bottle caps
- Elastic bands

Classroom organisation:

Students will be seated on a mat in a circle.

Lesson development:

Part One

1. Greet the class and have a brief show and tell of the various recycled materials that have been brought into the room.
2. Brainstorm the importance of recycling and ask people to share their habits that they keep in their homes.
3. Demonstrate different sounds that can be achieved and explored through motions of engagement with the materials. For example, plucking, hitting, petting, tapping on the surfaces and strings of the different materials.
4. Ask children to find three different recycled materials from the collection and have them experiment with different possibilities of sounds.
5. Have students use craft materials to decorate their instruments.
6. Offer an opportunity to perform their instrument for the class.