Music Curriculum Correlation to IALS and NCCAS Standards - 6rd Grade											
Artistic Processes Anchor Standards	Creating			Performing			Responding			Connecting	
	CR1	Cr2	Cr3	Pr4	Pr5	Pr6	Re7	Re8	Re9	Cn10	Cn11
FUNdamentals			1	1	-	1	1	1			
1: Quaver FUNdamentals	Υ	Υ		Υ			Υ			Υ	Υ
Project Project	·		V			V					
2: Rhythm Review	Υ	Y	Υ	Y	Y	Y	Y			Y	Y
3: Pitch Review		Y		Y			Y			Y	Y
4: Chords & Form Review		Y		Y		Y	Y			Y	Y
5: Melody Review		Y	Y	Y	Y	Y	Y	.,	Y	Y	Y
6: Quaver Radio Wrap-Up		Υ	Υ	Υ		Υ	Υ	Y	Υ	Υ	
Busking/Street Entertaining											
7: What Is Busking?		Υ		Υ			Υ	Υ	Υ	Υ	Υ
8: Starting My Busking	Υ	Y		Y	Y		Y	Υ		Υ	Y
Routine	1	T		T	T		T	1		T	T
9: Developing My Busking			Υ	Y			Υ			Υ	
Routine 10: Choreographing Busking											
Routines		Υ	Y	Y			Υ	Y	Y	Y	Y
11: Finishing Touches					Y	Y			Υ	Υ	Υ
12: The Busking Project						Υ			Υ		Υ
Performance						Y			Y		Y
Science of Sound											
13: What Is Sound?							Υ				Υ
14: More About Sound		Υ		Υ			Υ			Υ	Υ
15: Sound Around The Room	Υ									Υ	Υ
16: Sound In The Studio		Υ		Υ			Υ				Υ
17: Final Countdown									Υ		Υ
18: Presentations						Y			Υ		Υ
Pop Opera											
19: Pop Opera Outlining the Project	Υ	Υ	Υ				Υ	Υ			
20: Starting the Songs		Υ		Υ			Υ	Υ		Υ	Υ
21: Perfecting the Songs		Y	Υ	Y						Y	Y
22: Staging and Props			Y	Y	Y		Υ			Y	Y
23: Dress Rehearsal					Y					Y	Y
24: The Performance		Υ				Υ			Υ	Y	Y
World Percussion Africa		I				I			T	T	
25: Africa and Its											
Instruments				Υ			Y				Y
26: African Dance and Chants	Υ	Υ		Y			Υ	Y			Υ
27: Starting Our African Percussion Piece	Y	Y		Y			Y			Υ	Y
28: Composing Our New B Section	Υ	Y	Υ	Υ	Y	Υ	Y	Υ	Υ	Υ	Y
29: Adding the Ending and		Υ	Υ		Y	Υ	Y	Υ	Y	Υ	Y
Transition 30: The Final Performance						Υ	Y		Y	Y	Υ
Scoring for Animation						T	T		T	T	T
31: Getting Started							Y				
31: Getting Started 32: My First Practice Piece	Υ	Y		Y			Y	Υ	Υ	Y	Y
33: Motifs and Borduns	Y			Y				Y	Y		
	Y	Y	V				Y			Y	Y
34: The Big Project		Υ	Υ				Υ			Υ	Υ

35: The Big Project II	Υ	Υ	Υ				Υ	Υ
36: The Animation				V		V	V	V
Assessment				'			'	'