

**PINELLAS COUNTY SCHOOLS PERFORMING ARTS**  
**KEY LEARNING GOALS AND NEXT GENERATION SUNSHINE STATE STANDARDS (NGSSS) CORRELATIONS**  
**WITH RECOMMENDED ASSESSMENT CODES**  
 Primary Music: [5013080](#) - **Grade 2 General Music**

	<b>Key Learning Goal</b>	<b>Music NGSSS Correlations</b>	<b>NGSSS/FS Correlations</b>	<b>Recommended Assessment</b>
1	I can classify instruments into metals, woods, and membranes.	<a href="#">MU.2.C.1.3</a> : Classify unpitched instruments into metals, membranes, shakers, and wooden categories.	<a href="#">SC.2.P.8.1</a> <a href="#">SC.K2.CS-CS.2.1</a>	R (SR)
2	I can identify and show when the music is getting louder/softer, faster/slower, and is moving upward/downward.	<a href="#">MU.2.C.1.2</a> : Respond to a piece of music and discuss individual interpretations. <a href="#">MU.2.O.1.1</a> : Identify basic elements of music in a song or instrumental excerpt.	<a href="#">LAFS.2.SL.1.2</a>	R (SR)
3	I can sing simple songs, using my head voice and maintaining pitch.	<a href="#">MU.2.S.3.1</a> : Sing songs in an appropriate range, using head voice and maintaining pitch.		P (PT)
4	I can sing and play songs, which may include changes in dynamics, lyrics, and form, from memory.	<a href="#">MU.2.S.2.1</a> : Sing or play songs, which may include changes in dynamics, lyrics, and form, from memory.		P (BAC)
5	I can read rhythmic/melodic patterns with ♩, ♪, ♫, and DRMSL while maintaining a steady beat.	<a href="#">MU.2.S.3.2</a> : Play simple melodies and/or accompaniments on classroom instruments. <a href="#">MU.2.S.3.3</a> : Sing simple la-so-mi-do patterns at sight..		P (BAC)
6	I can compare aural melodic patterns with written patterns to determine whether they are the same or different.	<a href="#">MU.2.S.3.4</a> : Compare aural melodic patterns with written patterns to determine whether they are the same or different.		R (SR)
7	I can improvise short phrases in response to a music question.	<a href="#">MU.2.S.1.1</a> : Improvise short phrases in response to a given musical question.		C (BAC)
8	I can notate rhythmic/melodic patterns with ♩, ♪, ♫, and DMSL in duple meter.	<a href="#">MU.2.S.3.5</a> : Show visual, gestural, and traditional representation of simple melodic patterns performed by someone else.		P (BAC)
9	I can create simple ostinati to accompany songs, speech pieces, and poems.	<a href="#">MU.2.S.1.2</a> : Create simple ostinato to accompany songs or poems.		P (SR/PT)
10	I can identify the form of a simple piece of music.	<a href="#">MU.2.O.1.2</a> : Identify the form of a simple piece of music.		R (SR)
11	I can describe, using music vocabulary, changes in tempo and dynamics.	<a href="#">MU.2.O.3.1</a> : Describe changes in tempo and dynamics within a musical work.		S (SR)
12	I can perform and discuss songs, musical games, dances, and simple accompaniments from a variety of cultures.	<a href="#">MU.2.H.1.1</a> : Perform songs, musical games, dances, and simple instrumental accompaniments from a variety of cultures.	<a href="#">LAFS.2.RI.1.1</a> , <a href="#">TH.2.C.1.1</a> , <a href="#">TH.2.H.1.1</a> , <a href="#">PE.2.M.1.9</a> , <a href="#">PE.2.C.2.5</a> , <a href="#">DA.2.C.1.2</a> , <a href="#">DA.2.H.1.1</a>	P, R (BAC)
13	I can create, in collaboration with others, a musical performance that brings a story or poem to life.	<a href="#">MU.2.F.1.1</a> : Create a musical performance that brings a story or poem to life. <a href="#">MU.2.F.3.1</a> : Collaborate with others in a music presentation and discuss what was successful and what could be improved.	<a href="#">DA.2.O.3.1</a> <a href="#">TH.2.C.1.1</a>	C (BAC)

These Florida Standards are found throughout every lesson: [LAFS.2.SL.1.1](#), [LAFS.2.SL.1.3](#), [MAFS.K12.MP.5.1](#), [MAFS.K12.MP.6.1](#), [MAFS.K12.MP.7.1](#), [ELD.K12.ELL.SI.1](#), [PE.2.C.2.2](#), [PE.2.R.6.2](#), [PE.2.R.6.3](#), [HE.2.B.5.3](#)

\* Response Mode Key: P= Performing; R = Responding; C = Creating; BAC = Best Assessed in Class

Item Type Key: SR = Selected Response (multiple choice); SA = Short Answer; ER = Extended Response (Essay); PT = Performance Task