

## 國民中小學部分領域課程雙語教學實施計畫—本土雙語教育模式之建構與推廣

Integrated Bilingual Teaching in Selected Subject Areas: Localizing Education Models in Primary and Secondary Schools

## 雙語課程教案設計

The Design of Bilingual Lesson Plan

※以下表格採中文或英文填寫皆可。The blanks can be filled in Chinese or English. ※雙語教案撰寫時,請使用中字標楷體、英字 Times New Roman、字體 12、單行距,並以 Word 及 PDF 檔案進 行繳交。

學校名稱 School	線西國小		課程名稱 Course	Music	
單元名稱 Unit	Unique Name Song		學科領域 Subject / Domain	Arts	
教材來源 Teaching Material	自編		教案設計者 Designer	丘維蓁	
實施年級 Grade	四年級		本單元共 <u>2</u> 節 The Total Number of Sessions in this Unit		
教學設計理念 Rationale for Instructional Design	2021 年行政院提出 小學大力推動數位。 程在創作上的教學 品;本單元將數位。 GarageBand 數位編 載具,嘗試及體驗。	3「班班有網路、生生用平板」政策,希望在全國中 學習,提升學生數位科技應用能力。一般的音樂課 較少著墨,大多以紙本為主,學生較難獨自發表作 科技融入音樂課堂,希望學生藉由學習 iPad 上 編曲軟體的基本操作,打破紙本創作限制,利用數位 音樂創作,進一步發表別出心裁的作品。			
學科核心素養	總綱 General Guidelines	B 溝通互動			
對應內容 Contents Corresponding to the Domain/Subject	領綱 Domain/Subject Guidelines	藝-E-B2 識讀科技資訊與媒體的特質及其與藝術的 關係。 藝-E-B3 善用多元感官,察覺感知藝術與生活的關 聯,以豐富美感經驗。			
Core Competences	校本素養指標 School-based Competences	※若無則免填。Please skip if there is no school-based curricula.			
墨祖德羽壬剛	學習表現 Learning Performance	<ol> <li>1-Ⅱ-5 能依據引導,感知與探索音樂元素,嘗試簡易的即興,展現對創作的興趣。</li> <li>2-Ⅲ-1 能使用音樂語彙、肢體等多元方式,回應聆聽的感受。</li> </ol>			
子们子自里和 Learning Focus	學習內容 Learning Contents	音 巧 音 曲 音 曲 音 曲 音	E-Ⅱ-2 簡易節 E-Ⅱ-5 簡易興 引即興等。 A-Ⅱ-2 相關音	奏樂器、曲調樂器的基礎演奏技興,如:肢體即興、節奏即興、 樂語彙,如節奏、力度、速度等	



1時間は、地球組織に影響地帯目「松口車は、単立電動経営大学専用等売、終うな地理部 國民中小學部分領域課程雙語教學實施計畫 本土雙語教育模式之建構與推廣 Integrated Bilingual Teaching in Selected Subject Areas Localizing Bilingual Education Models in Primary and Secondary Schools

	描述音樂元素之音樂術語,或相關之一般性用語。					
學生準備度 Students' Readiness	學科準備度 Readiness of Domain/Subject • Ss can use music notes to create 8-bar rhythms • Ss can play a simple rhythm to a metronome beat 英語準備度 Readiness of English • Ss understand the classroom rules. • Ss understand quarter note, half note, quarter rest, and 8 <sup>th</sup> note • Ss know the meaning of high, low, fast, and slow in music					
單元學習目標 Learning Objectives	<ul> <li>Learn to operate basic GarageBand functions</li> <li>Use GarageBand to create digital music with three tracks</li> <li>Experience the fun of creating digital music</li> </ul>					
	教師 Tea	icher		學生 Students		
中/英文 使用時機 Timing for Using Chinese/ English	<ul> <li>T greets Ss</li> <li>T gives instructions for movement</li> <li>T reminds Ss classroom rules</li> <li>Feedback and encouragement</li> </ul>			<ul> <li>Ss answer T's questions</li> <li>Ss follow the instructions to operate the GarageBand app</li> <li>Ss give feedback to other students' work</li> </ul>		
教學方法 Teaching Methods	教師講述、教師示範、實作練習、小組討論					
教學策略 Teaching Strategies	搭建鷹架、運用多媒體影音、經驗學習、合作學習					
教學資源及輔助器材 Teaching Resources and Aids	<ul> <li>PPTs(self-developed)</li> <li>Desktop, Digital projector, Blackboard</li> <li>Teacher iPad \ Student iPads</li> <li>GarageBand app</li> </ul>					
評量方法 Assessment Methods	實作評量					
	• Use GarageBand app to create a name song					
評量規準	評量規準 評量項目 利用 ann 完式 對供	A 創作山=	B 創作山玉	C 創作中一	D 去法	
Kubrics	音樂作品	剧作山二 種音軌的 音樂作品	剧作 五 网 種 音 軌 的 音 樂 作 品	周71F 山一 種音軌的 音樂作品	不 E 級	
議題融入	● 科技教育					
<b>Issues Integrated</b>	科 E1 了解平日常見	科技產品的	用途與運作	方式。		



		教學流程 Teaching Procedures	
※以下欄位若 English to spec	活動 :ify	b內容是需要使用英文進行,請以英文撰寫,並須依據前面的中/英文使用時機撰寫。 your teaching activities that are executed in English in the classroom based on the timing	Please use g for using
Chinese/Englis	h se	ction.	n <b>‡</b> 88
<b>퐈一</b> 即		準備階段 Preparation stage	Time
	1.	T greets Ss	5
	2.	Ss sing "Hello song"	
	3.	Lead in activity	
		T plays "Jill song" composed with GarageBand	
		Ss listen to the song and share what they hear	
		發展階段 Development stage	
	1.	Get to know GarageBand app	10
	•	T introduces the basic functions and interface of GarageBand in iPad.	
	•	T divides students into groups of two, and the two will collaborate on the work	
	•	T gives out the worksheets	
	2.	Sample your name and record an 8-bar rhythm	20
	•	T demonstrates how to use the sampler to record the name, and then Ss	
		practice doing it.	
		Create a new project. In the sound browser, locate the keyboard and	
		tap on <b>Sampler</b> .	
		Tap the big red Start button and say your name. Tap the red button again when you've finished	
		Play back your name sample by using the on-screen keyboard at the bottom of the screen	
		> Try playing low notes and high notes, and practice your rhythm.	
		> When you are ready, tap on the <b>Record</b> button at the top of the	
		screen and record an 8-bar rhythm using your name.	
		總結階段 Summary stage	
	1.	Ss share the rhythm of their creations and give feedback to each other	
	2.	T gives Ss feedback and encouragement	5

第一節結束 End of the first session



第二節		準備階段 Preparation stage	5
	1.	T greets Ss	5
	2.	Ss sing "Hello song"	
	3.	Ss review the basic functions and interface of GarageBand in iPad.	
		發展階段 Development stage	
	1.	Add a drum pattern	10
	•	T demonstrates how to add a drum pattern, and then Ss practice doing it.	
		<ul><li>Open the original file from last week</li></ul>	
		> Tap the <b>New Track</b> button and select the <b>Smart Drums</b>	
		Choose a drum kit: tap on the Hip-Hop kit picture and choose a drum kit.	
		Use the instruments on the right of the screen to build up a drum pattern. Drag each instrument onto the grid.	
		<ul> <li>Drag the icons left and right to decide whether the rhythm is simple or complex. Drag the icons up and down to decide whether the volume is prominent or softer</li> </ul>	
		When you have created a pattern you like, rewind the playback cursor to the start of your project and then press <b>Record</b> . GarageBand will play and record the rhythm for you.	
	2.	Add a bass part	10
	•	T demonstrates how to add a ready-made bass loop, and then Ss practice	
		doing it.	
		> Tap the <b>Track View</b> button to return to the Track View screen.	
		> Tap the <b>Loop</b> button in the menu bar at the top of the screen and	
		then tap the Apple Loops tab	
		> Tap <b>Instruments</b> and then <b>Bass</b> to show the bass guitar loops	
		> When you've found one you like, tap and hold your finger on the	
		loop and then drag it across to the track bar, underneath your existing tracks.	
		<ul><li>GarageBand will extend the length of the loop automatically so that</li></ul>	
		it fills the entire 8 bars	
	3.	Basic mixing	5



•	T der	nonstrates how to make sure all of the instruments are balanced in		
	the mix, and then Ss practice doing it.			
	$\triangleright$	Swipe your finger from left to right, across the track header area to		
		show the track controls		
		Tap the <b>Play</b> button and listen carefully to the balance of		
		instruments		
		Use the volume slider on each track header to adjusts the volume if		
		needed		
		總結階段 Summary stage		
1	. Each	group takes turns to share their unique name songs	10	
2	2. Ss giv	ve feedback to each group		
		第二節結束 End of the second session		
		1		
<b>参考資</b> 料	위			
References				
※期待雙語教師能逐年使用更多革文撰寫本教案。We are looking forward that you can use more and more English				

※期待雙語教師能逐年使用更多英文撰寫本教案。We are looking forward that you can use more and more Englist to write this lesson plan year by year.