

Hey You!

6-week Suggested Pathway: Planning Document

Step	Listen and Appraise	Musical Activities	Performance	Extension Activities
1.	Hey You! by Joanna Mangona	a. Warm-up Gamesb. Flexible Games(optional)c. Start to learn the songHey You!	Sing the song	Choose from the suggested ideas
2.	Me, Myself And I by De La Soul Hey You!	 a. Warm-up Games b. Flexible Games (optional) c. Sing the song Hey You! d. Play instrumental parts 	Sing the song and play instrumental parts within the song	Choose from the suggested ideas
3.	Fresh Prince of Bel Air by Will Smith Hey You!	 a. Warm-up Games b. Flexible Games (optional) c. Sing the song Hey You! d. Play instrumental parts e. Improvise (optional extension activities for improvisation) 	Sing the song and improvise using voices and/or instruments within the song	Choose from the suggested ideas
4.	Rapper's Delight by The Sugarhill Gang Hey You!	 a. Warm-up Games b. Flexible Games (optional) c. Sing the song Hey You! d. Play instrumental parts e. Improvise option (optional extension activities for improvisation) f. Compose 	Sing the song and perform composition(s) within the song	Choose from the suggested ideas
5.	U Can't Touch This by MC Hammer Hey You!	a. Warm-up Games b. Flexible Games (optional) c. Sing the song Hey You! d. Play instrumental parts e. Improvise option (optional extension activities for improvisation) f. Play your composition(s) within the song	Choose what you perform today. Start to prepare for the end-of-unit performance	Choose from the suggested ideas



6.	It's Like That by Run	a. Warm-up Games	Prepare for the	Choose from the
	DMC	b. Flexible Games	end-of-unit	suggested ideas
		(optional)	performance	
		c. Sing the song Hey You! d. Choose and play any of		
	Hey You!	the options below, then		
	Tiey Tou.	decide which one to		
		practise for the		
		end-of-unit performance:		
		. Play instrumental parts		
		. Improvise option		
		(optional extension		
		activities for		
		improvisation) . Play your composition(s)		
		within the song		
		Choose and play any of		
		the options below, then		
		decide which one to		
		practise for the		
		end-of-unit performance		