LIVE MUSIC UNIT 4			
CONTENT RUBRIC			
MUSIC CHARACTERISTICS	Score: Always identifies and uses properly the following elements: ☐ Intervals ☐ Melody ☐ Harmony ☐ Beat ☐ Tempo ☐ Meter ☐ Accent ☐ Phrase ☐ Forma	Score: Usually identifies and uses properly the following elements: ☐ Intervals ☐ Melody ☐ Harmony ☐ Beat ☐ Tempo ☐ Meter ☐ Accent ☐ Phrase ☐ Forma	Score: Sometimes identifies and uses properly the following elements: ☐ Intervals ☐ Melody ☐ Harmony ☐ Beat ☐ Tempo ☐ Meter ☐ Accent ☐ Phrase ☐ Forma	Score: Rarely identifies and uses properly the following elements: ☐ Intervals ☐ Melody ☐ Harmony ☐ Beat ☐ Tempo ☐ Meter ☐ Accent ☐ Phrase ☐ Forma
SCORE ELEMENTS	Score: Always identifies and uses properly the following elements: ☐ Slurs ☐ Ties ☐ F-clef ☐ Sharp ☐ Flat ☐ Natural ☐ Dotted notes ☐ Fermata ☐ Common time ☐ Cut time ☐ Notes and rests ☐ Time signature ☐ Bars	Score: Usually identifies and uses properly the following elements: ☐ Slurs ☐ Ties ☐ F-clef ☐ Sharp ☐ Flat ☐ Natural ☐ Dotted notes ☐ Fermata ☐ Common time ☐ Cut time ☐ Notes and rests ☐ Time signature ☐ Bars	Score: Sometimes identifies and uses properly the following elements: ☐ Slurs ☐ Ties ☐ F-clef ☐ Sharp ☐ Flat ☐ Natural ☐ Dotted notes ☐ Fermata ☐ Common time ☐ Cut time ☐ Notes and rests ☐ Time signature ☐ Bars	Score: Rarely identifies and uses properly the following elements: ☐ Slurs ☐ Ties ☐ F-clef ☐ Sharp ☐ Flat ☐ Natural ☐ Dotted notes ☐ Fermata ☐ Common time ☐ Cut time ☐ Notes and rests ☐ Time signature ☐ Bars
MUSIC IN FILMS	Score: Identifies and understands the mood music can create in a film.	Score: Identifies and understands the mood music can create in a film most of the time	Score: Identifies music in films but has some difficulties in understanding the possible moods it shows.	Score: Has great difficulties in identifying and understanding how music work in films.
MUSIC IN ADVERTISING	Score: Always identifies the type of music in advertisements and its purpose.	Score: Usually identifies the type of music in advertisements and its purpose.	Score: Sometimes identifies the type of music in advertisements and its purpose.	Score: Rarely identifies the type of music in advertisements and its purpose.
MUSIC IN THEATRE PLAYS	Score: Identifies the different types of music in a theatre play.	Score: Identifies most of the types of music in a theatre play.	Score: Identifies some types of the music in a theatre play.	Score: Has difficulties in recalling and identifying the different types of music in a theatre play.
ICT ELEMENTS	Score: Knows and properly uses all the software proposed.	Score: Knows and properly uses the proposed software. most of the time.	Score: Doesn't know or uses some of the proposed software,	Score: Doesn't know most of the proposed software and has difficulties in using it.
CULTURE	Score: Always identifies ☐ People mentioned in the units. ☐ Theatre festivals in Spain.	Score: Usually identifies ☐ People mentioned in the units. ☐ Theatre festivals in Spain.	Score: Sometimes identifies ☐ People mentioned in the units. ☐ Theatre festivals in Spain.	Score: Rarely identifies ☐ People mentioned in the units. ☐ Theatre festivals in Spain.

WARM-UP TECHNIQUES	Score: Knows the studied relaxation techniques and uses them.	Score: Knows the studied relaxation techniques and sometimes uses them.	Score: Knows one of the studied relaxation techniques but doesn't use it.	Score: Doesn't know or uses the studied relaxation techniques.
	Score: Knows the studied breathing techniques and uses them.	Score: Knows the studied breathing techniques and sometimes uses them.	Score: Knows one of the studied breathing techniques but doesn't use it.	Score: Doesn't know or uses the studied breathing techniques.
	Score: Knows the studied voice warm-up techniques and uses them.	Score: Knows the studied voice warm-up techniques and sometimes uses them.	Score: Knows one of the studied voice warm-up techniques but doesn't use it.	Score: Doesn't know or uses the studied voice warm-up techniques.
	Score: Knows the studied finger and wrist warm-up techniques and uses them.	Score: Knows the studied finger and wrist warm-up techniques and sometimes uses them.	Score: Knows one of the studied finger and wrist warm-up techniques but doesn't use it.	Score: Doesn't know or uses the studied finger and wrist warm-up techniques.
LEARNING PROCESS	Score: Reflects on learning process and applies changes to improve	Score: Reflects on learning process and applies some changes to improve	Score: Reflects on some facts of learning process but doesn't apply changes to improve	Score: Doesn't reflect on learning process.
MUSIC IN THE WORLD	Score: Identifies the different types of music developed from 1950 onwards: Pop, rap, dance, grunge, heavy metal, punk rock, reggae, ska, house, electronic music, trap, Latin music (reggaeton, Latin trap, bachata).	Score: Identifies the majority of types of music developed from 1950 onwards: Pop, rap, dance, grunge, heavy metal, punk rock, reggae, ska, house, electronic music, trap, Latin music (reggaeton, Latin trap, bachata).	Score: Identifies some types of music developed from 1950 onwards: Pop, rap, dance, grunge, heavy metal, punk rock, reggae, ska, house, electronic music, trap, Latin music (reggaeton, Latin trap, bachata).	Score: Has difficulties in identifying the different types of music developed from 1950 onwards: Pop, rap, dance, grunge, heavy metal, punk rock, reggae, ska, house, electronic music, trap, Latin music (reggaeton, Latin trap, bachata).
ATTITUDE	Score: Always… ☐ Pays attention ☐ Takes notes ☐ Makes interesting questions ☐ Participates voluntarily ☐ Brings material	Score: Usually… ☐ Pays attention ☐ Takes notes ☐ Makes interesting questions ☐ Participates voluntarily ☐ Brings material	Score: Sometimes… ☐ Pays attention ☐ Takes notes ☐ Makes interesting questions ☐ Participates voluntarily ☐ Brings material	Score: Rarely… ☐ Pays attention ☐ Takes notes ☐ Makes interesting questions ☐ Participates voluntarily ☐ Brings material