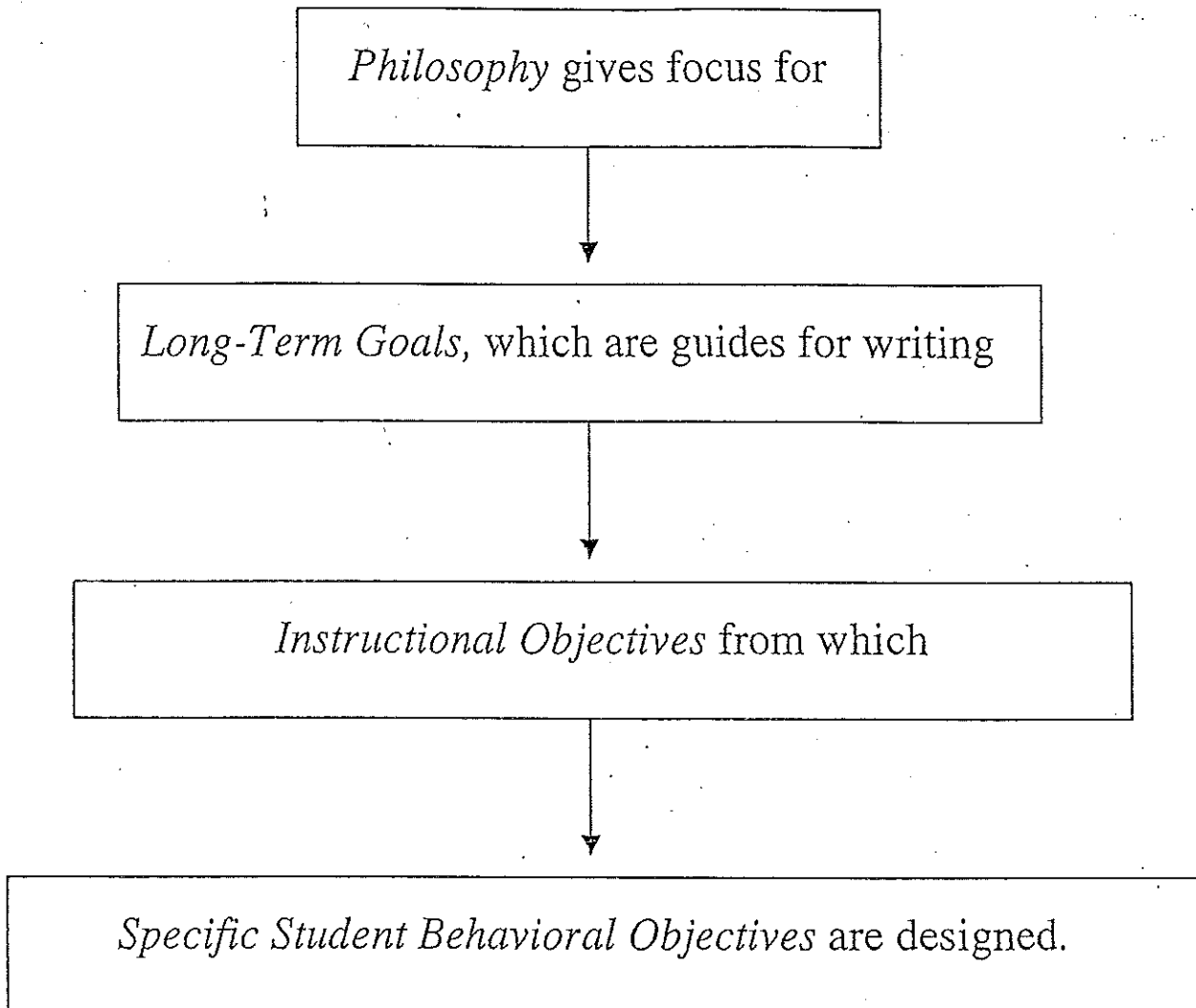


## Model for Curriculum Design



**Examples of Long-Range Goals (general and fairly abstract):**

- be able to improvise and create music

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**Examples of Instructional Objectives (more specific than long-range goals; written in general behavioral terms — describes the desired outcomes of a general comprehensive music program):**

- By the end of the school year the students will demonstrate comprehension of \_\_\_\_\_ by \_\_\_\_\_.

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**Examples of Specific Behavioral Objectives:**

Three parts –

- a. what the learner will do
- b. under what conditions they will do it
- c. how well they are expected to do (assessment)

- The students will demonstrate keeping a steady beat by modeling the teacher and playing rhythm sticks while listening to a recording of “Brahms’ Lullaby” with 75% accuracy as assessed by teacher observation.

Note: variation in the length of time they are expected to keep a steady beat — adapt to grade level

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