

Level 1

- Familiarity with the black and white keyboard landscape.
- Aural discrimination of high and low sounds as well as loud and quiet.
- Music term “Piano” means quiet or soft.
- Quarter note, half note and the beat value of these symbols in common time.
- Keeping the beat with rhythm instruments and on the piano.
- Distinguishing left and right hands.
- Finger numbers for playing keyboard.
- Introduction to songs that will be used for Kodaly Solfege.
- Introduction to pre-Staff note reading by patterns.

Level 2

- Review all concepts from Level 1
- Characters for C, D, & E and their location on the keyboard.
- Emphasize relationship of the character to their letter name.
- Play simple songs with these notes.
- Aural discrimination of high, middle, and low sounds.
- Music terms “Piano” and “Forte”.
- Identify simple rhythms.
- Introduction of two Solfege terms.
- Play pre-Staff note patterns on the keyboard.

Level 3

- Review all previous concepts.
- Add characters for F & G and their location on the keyboard.
- Emphasize relationship of the character to their letter name.
- Play simple songs with these notes.
- Aural discrimination for music direction.
- Eighth notes and their beat value in common time.
- Addition to Solfege terms.
- Proper hand and finger position at the piano.
- Addition to pre-Staff note patterns and playing them on the keyboard.
- Identify pre-Staff note patterns by ear.
- Clap back simple rhythms.

Level 4

- Review all concepts
- Add characters for A & B and their location on the keyboard.
- Emphasize relationship of character to their letter name.
- Play simple songs with these and other notes.
- Whole notes and the quarter rest with beat value in common time.
- Addition to dynamic terminology
- Proper hand position and fingering for the music scale.
- Addition to pre-staff note patterns, playing these patterns on the keyboard and identifying them by ear.
- Introduction of staff reading using patterns.
- Identify line and space notes.

Level 5

- Review all concepts.
- Introduce the Treble & Bass clefs together with the Grand Staff.
- Emphasize character to letter and letter to placement on keyboard.
- Introduce the dotted quarter note and its' beat value in common time.
- Addition to dynamic music terminology.
- Fingering for the C major scale.
- Introduce time signature and measures divided by bar lines.
- Addition to the more note patterns, playing them on the keyboard and identifying them by ear.
- Learn to read these patterns on the staff.
- Introduce simple methods of composition.
- Read music on staff by pattern.

Level 6

- Review concepts from previous Levels.
- Introduce the notes 'C' and 'D' on staff.
- Emphasize all characters to notes on keyboard as well as C & D on staff.
- Introduce the half and whole rest with their beat value in common time.
- Addition to dynamic music terminology.
- Finger exercises, playing the C major scale with correct fingering.
- Play familiar songs with all notes both pre-staff and staff reading.
- Addition of note patterns both on and off the staff.
- Progress with composition methods.
- Read music on staff by pattern and by recognition of 'C' and 'D' locations.