## Syllabus

## **Music Education**

The aim of the course is the knowledge of the historical development of music education, the acquisition of musical skills, the contact with the principles and purposes of art through music, the development of reflections and thoughts on the role of music in teaching, creative expression, music and motion, singing, active listening, sound stories, dramatizations, through presentations and workshops

Students after the successful completion of the course will be able to:

- •Have acquaintance with the most important music educational systems
- Become familiar with the principles and objectives of art through music
- Develop creativity through the experiential approach of musical styles
- Develop considerations concerning the role of music in teaching
- Develop musical skills
- •Understand the appropriate criteria of a song for primary school students
- •Design lesson plans in order to promote creativity
- •Become familiar with the use of ICT in teaching music
- Make use of music in order to teach other subjects
- Become familiar with the landscapes and the science of acoustic ecology
- Have acquaintance with basic music terminology
- •become familiar with listening maps and graphic scores

## Singing as a form of expression and creativity

•Song as a form of musical expression

- Determination of the appropriate criteria of a song that is suitable for students
- •Melodic and rhythmic orchestrations of a song
- Vocal exercises
- Developing musical, linguistic and social skills through song
- Making use of a song in teaching other subjects. Lesson plans which involve interdisciplinary use of music
- •Use of recording software
- •Use of unconventional notation
- Study of the relevant bibliography
- Choir:
- •Vocal training of students
- •Meet Greek and world music heritage
- •Cooperation and communication with educational and cultural institutions
- •Participation in performances and musical events

## **Musical instrument:**

Acquisition of playing a musical instrument at a basic level