

# Unit 3 Early 60's

Content Area: **Music**  
Course(s): **Classic Rock**  
Time Period: **November**  
Length: **5 weeks**  
Status: **Published**

## Enduring Understandings

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Important artists, songs, and musical influences merged to evolve and become Rock and Roll.

## Essential Questions

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What social changes influenced rock and roll?  
How did the life of a teenager change in the early 60's?  
What artists influenced the folk rock movement?  
How did Bob Dylan revolutionize rock music?  
What is surf music? What artists promoted it?  
How were dance crazes associated with rock n roll?  
What is soul music?  
What roles did Atlantic and Stax labels play in promoting soul music?  
What were the musical contributions of James Brown and Diana Ross and the Supremes?  
What made them different from soul music?

## Content

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Vocabulary:

Folk Music

Motown

Calypso

LP

Vibrato

Symmetrical Forms

Diatonic

Echo Effects

Overdubbing

Theramin

Accapella

Block Chords

Dissonance

Funk

Motown Revues

## **Skills**

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Describe how rock music became fragmented in the early sixties.

What social changes influenced rock n roll?

Identify major changes in teen culture.

What artists led the folk rock movement?

Describe how Bob Dylan revolutionized folk music.

Explain the rise of folk music and how it became an important trend of an era.

Describe Surf Music and its importance in the history of rock.

Describe the association of rock n roll and the dance crazes

Define Soul Music and its history

Explain the roles of Atlantic and Stax Labels in promoting Soul Music.

Describe how Motown and its artists were different from Soul Music

What were the contributions of James Brown and Diana Ross and the Supremes?

## **Resources**

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## **Standards**

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**NJ: 2014 CCCS: Visual & Performing Arts**

**NJ: Grade 12**

**1.2 History of the Arts and Culture**

1.2: History of the Arts and Culture: All students will understand the role, development, and influence of the arts throughout history and across cultures.

A. History of the Arts and Culture

 Show details

1.2.12.A.1 Determine how dance, music, theatre, and visual art have influenced world cultures throughout history.



### 1.4 Aesthetic Responses & Critique Methodologies

1.4 Aesthetic Responses & Critique Methodologies: All students will demonstrate and apply an understanding of arts philosophies, judgment, and analysis to works of art in dance, music, theatre, and visual art.

#### A. Aesthetic Responses

 Show details

1.4.12.A.1 Use contextual clues to differentiate between unique and common properties and to discern the cultural implications of works of dance, music, theatre, and visual art.



1.4.12.A.2 Speculate on the artist's intent, using discipline-specific arts terminology and citing embedded clues to substantiate the hypothesis.



#### B. Critique Methodologies

 Show details

1.4.12.B.3 Determine the role of art and art-making in a global society by analyzing the influence of technology on the visual, performing, and multimedia arts for consumers, creators, and performers around the world.

VPA.1.2.12	All students will understand the role, development, and influence of the arts throughout history and across cultures.
VPA.1.2.12.A	History of the Arts and Culture
VPA.1.2.12.A.1	Determine how dance, music, theatre, and visual art have influenced world cultures throughout history.
VPA.1.4.12	All students will demonstrate and apply an understanding of arts philosophies, judgment, and analysis to works of art in dance, music, theatre, and visual art.
VPA.1.4.12.A	Aesthetic Responses
VPA.1.4.12.A.1	Use contextual clues to differentiate between unique and common properties and to discern the cultural implications of works of dance, music, theatre, and visual art.
VPA.1.4.12.A.2	Speculate on the artist's intent, using discipline-specific arts terminology and citing embedded clues to substantiate the hypothesis.
VPA.1.4.12.B	Critique Methodologies
VPA.1.4.12.B.3	Determine the role of art and art-making in a global society by analyzing the influence of technology on the visual, performing, and multimedia arts for consumers, creators, and performers around the world.