

About The Scheme

Anyone Can Play

Anyone Can Play (ACP) is a Scheme of Work devised by the Music Unlimited team and developed from 30 years of classroom experience. This active team successfully continue to deliver curriculum music in Special Educational Needs settings.

Their inherently flexible scheme was conceived to empower the non-specialist teacher to deliver music to students from P1 to AT1. Its aim is to support a student throughout their school-life journey in music-making at any point on the learning-difficulty spectrum.

The scheme comprises 24 units and over 60 songs. Charanga has created a digital on-screen resource to reflect and enhance the delivery of Anyone Can Play.

- Primary and secondary use
- 24 clear, progressive unit plans
- Over 60 original and distinctive tracks
- Student-centred activities
- Differentiated by outcome
- Age-appropriate music

The Music

The scheme is built on a collection of original songs and pieces. The music provides a range of age-appropriate, accessible material to underpin and support students on their musical journey.

Teachers of younger students will appreciate the time and space that is built into the songs. Teachers of older students will appreciate that the music is not age-specific yet still allows for joining in.

The tracks have been specifically engineered to sound as if the vocalist is actually in the classroom and to allow everyone to still hear and feel the beat whilst they are playing.

The lyrics are written to be easy to enunciate and remember, and also to provide the main prompts for many activities.

The 'buzz' created by everyone in the room enjoying and taking part is central to the scheme's effectiveness and longevity. The songs are written in keys that will support staff in singing comfortably.

- A range of styles: Waltz, Garage, Jazz, March and more...
- Instrumental sections, allowing time and space for students to respond
- Catchy melodies

The Units

There are 24 topic-based units presented in groups of six. Each unit has been conceived to support a half-term of work. The digital on-screen resource reflects exactly what you will read in the documentation provided for each unit.

The units are broadly progressive from 1 to 24 but it is left to the teacher to decide at which point to start a group and whether to proceed in the printed order or devise their own pathway.

The progression of knowledge and skills is clearly documented, with areas of engagement listed and learning linked to the Sounds of Intent levels.

A more apt guide to the place to start might be the songs themselves. Staff are urged to listen to the tracks associated with a particular unit before making a decision.

An overview of all the units is detailed on the following pages. When a starting point has been decided upon, teachers should go back to 'Delivering the Scheme'.

"I love the songs...way above any other SEN resources out there."

"Wonderful ideas and resources, easy to follow and clear."

Units 1 - 6

	Unit	P level	Greeting	Coordination	Taking Turns	Solo	Goodbye
1	Introducing Instruments	1-3	Select an on-screen greeting song of your choice A, B or C.	Wake Up	This activity is introduced in unit 3	Can You Hear?	Select an on-screen goodbye song of your choice A, B or C.
2	Exploring Instruments	1-3	Select an on-screen greeting song of your choice A, B or C.	See What I Can Do	This activity is introduced in unit 3	Step Up	Select an on-screen goodbye song of your choice A, B or C.
3	Choosing Instruments	1-3	Select an on-screen greeting song of your choice A, B or C.	Can You Sway	Look In The Box	My Beat	Select an on-screen goodbye song of your choice A, B or C.
4	Introducing Sway	1-4	Select an on-screen greeting song of your choice A, B or C.	Can You Sway	I Can Choose	Hazy Sway	Select an on-screen goodbye song of your choice A, B or C.
5	Introducing March	1-4	Select an on-screen greeting song of your choice A, B or C.	Roly Poly	Making A Choice	Piccolo March	Select an on-screen goodbye song of your choice A, B or C.
6	Introducing Loud and Quiet	1-4	Select an on-screen greeting song of your choice A, B or C.	You've Gotta	Can You Play	Big/Soft Sound	Select an on-screen goodbye song of your choice A, B or C.

Units 7 - 12

	Unit	P level	Greeting	Coordination	Taking Turns	Solo	Goodbye
7	Contrast	3-5	Select an on-screen greeting song of your choice A, B or C	See What I Can Do	Look In The Box	Step Up	Select an on-screen goodbye song of your choice A, B or C
8	Imitation	4-5	Select an on-screen greeting song of your choice A, B or C	Wake Up	Listen To My Sound	Strolling Through The Jungle	Select an on-screen goodbye song of your choice A, B or C
9	Waltz	4-5	Select an on-screen greeting song of your choice A, B or C	Can You Sway	I Can Choose	Swaying	Select an on-screen goodbye song of your choice A, B or C
10	March	4-6	Select an on-screen greeting song of your choice A, B or C	Roly Poly	Making A Choice	Marching Band	Select an on-screen goodbye song of your choice A, B or C
11	Loud and Quiet	4-6	Select an on-screen greeting song of your choice A, B or C	You've Gotta	Can You Play	Big/Soft Sound	Select an on-screen goodbye song of your choice A, B or C
12	Boogie Train	4-6	Select an on-screen greeting song of your choice A, B or C	You've Gotta	Can You Play	Boogie Train	Select an on-screen goodbye song of your choice A, B or C

Units 13 - 18

	Unit	P level	Greeting	Co-ordination	Taking Turns	Solo	Goodbye
13	Instrumental Skills	5-6	Select an on-screen greeting song of your choice A, B or C	Wake Up	Big Noise	This Is How	Select an on-screen goodbye song of your choice A, B or C
14	Right Sound/Right Time	5-6	Select an on-screen greeting song of your choice A, B or C	Tropical Island	Under The Sea	The Whale	Select an on-screen goodbye song of your choice A, B or C
15	Playing in a Group	5-6	Select an on-screen greeting song of your choice A, B or C	Tropical Island	Under The Sea	The Jellyfish	Select an on-screen goodbye song of your choice A, B or C
16	Directing	6-7	Select an on-screen greeting song of your choice A, B or C	C'mon	Big Noise	March To The Ring	Select an on-screen goodbye song of your choice A, B or C
17	Shake-Tap-Ring	6-7	Select an on-screen greeting song of your choice A, B or C	I Can Move	Shake-Tap-Ring	Come On And Play	Select an on-screen goodbye song of your choice A, B or C
18	Shhh!	6-7	Select an on-screen greeting song of your choice A, B or C	I Can Move	Choosing	The Gorilla	Select an on-screen goodbye song of your choice A, B or C

Units 19 - 24

	Unit	P level	Greeting	Co-ordination	Taking Turns	Solo	Goodbye
19	Playing Quietly	7	Select Your Own Greeting Song If Age Appropriate	Can You Move	All Join In	Night Time	Boogie Woogie
20	Using Cue Cards	7	Select Your Own Greeting Song If Age Appropriate	Feel Your Whole Body Move	Anyone Can Play	African Instrumental	Boogie Woogie
21	Composition	7-8	Select Your Own Greeting Song If Age Appropriate	Whole Body Move	Do You Wanna	Latin Instrumental	Boogie Woogie
22	Patterns	7-8	Select Your Own Greeting Song If Age Appropriate	Select Your Favourite Co-ordination Song	Come On And Play	Swing Instrumental	Boogie Woogie
23	Pulse	7-8	Select Your Own Greeting Song If Age Appropriate	Select Your Favourite Co-ordination Song	Turn To Eight	Take It Slowly, Give Me The Beat	Boogie Woogie
24	Pitch	7-8	Select Your Own Greeting Song If Age Appropriate	Select Your Favourite Co-ordination Song	Choosing	Ups And Downs	Boogie Woogie