

# MELODIC RHYTHM GUESSING GAME



## Preparation

Create and post a list of well-known songs (optional).

## Game Play

1. Have the students sit with you in a circle on the floor. Clap or tap the rhythm to a well-known song, and invite students to raise their hands if they think they can guess the song.
2. Allow the first student who raises his/her hand to guess the name of the song. If the student guesses correctly, allow him/her to clap or tap a melodic rhythm for the others to guess. (To make this game more physical, have students hop the melodic rhythm.)

## Training Tips

- Some students will be “quicker on the draw” than others. Make sure each student gets to tap or clap a melodic rhythm at least once.
- This game is harder than it sounds. While you have the song in your head, all the listeners have to go on is the melodic rhythm. Clap the first few bars of *Happy Birthday*. Do the same for *The Star-Spangled Banner*. They sound pretty similar, don't they? You may wish to post a list of well-known songs and have the students choose their melodic rhythm exclusively from this list. Here's a list to help get you started:

*Twinkle, Twinkle, Little Star*

*London Bridge*

*Frère Jacques*

*Happy Birthday*

*The Star-Spangled Banner*

*The Itsy Bitsy Spider*

*Down By the Bay*

*Oh, Susanna!*

*Yankee Doodle*

*Jingle Bells*

*Hickory, Dickory, Dock*

*This Old Man*

*I've Been Working on the Railroad*

*We Will Rock You*

# FERMATATA FREEZE



This game has a couple of great educational benefits. First of all, it teaches that a fermata over a note or rest means to hold that note or rest. But just as importantly, *Fermata Freeze* nurtures the all-important ensemble skill of watching the conductor.

## Preparation

Print the fermata sign, found on the mixed-media CD, onto cardstock. Consider laminating it for durability.

## Game Play

1. Have the students stand in rows (choir-style) facing you. Lead them through the singing of a well-known song, such as *Twinkle, Twinkle, Little Star*. As the students sing, invite them to walk in place to the steady beat (or sway if the song is in  $\frac{6}{8}$ ).
2. At any point during the song, hold up the fermata sign. The students must immediately hold whatever note (and word) they are singing, as well as whatever pose their bodies are in.
3. When you put down the fermata sign, the students continue singing the song. Remind the students that you may hold up the fermata sign at any point in the song.
4. If time allows, give each student a chance to hold up the fermata sign during a song.

# RHYTHM TELEPHONE



This game is similar to the old party favorite, *Telephone*.

## Game Play

1. Have the students sit with you in a circle on the floor and close their eyes.
2. Choose one student to open his/her eyes and tap a one- or two-measure rhythm on the back of the hand of the student to his/her right. This student then taps the same rhythm on the back of his/her neighbor's hand. (Students may open their eyes *only* when tapping the rhythm, otherwise they must keep their eyes closed.)
3. Students continue in this manner until the rhythm has made it all the way around the circle, to the original student. That student must determine if the original rhythm made it all the way around the circle.
4. If it did, have the next student in the circle start a new rhythm through the "telephone." If the rhythm changed on its way around the circle, help the students discover how that happened (see Training Tips below).
5. Give each student an opportunity to start a rhythm around the circle.

## Training Tips

- Possible reasons why the original rhythm changed as it traveled around the circle include: the rhythm was a bit too long; the rhythm was syncopated; a slip in concentration from one of the students.
- You will know best if a student is simply not concentrating, or if he/she is having difficulty tapping a rhythm accurately. You may choose to help some students tap the rhythm accurately so that it can make it around the circle successfully.