CD Track 8 CD Track 9

ARTICULATION SKATE

Game Play

1. Ask your students to tell you everything they know about figure skating. Then, discuss how important music is to the figure skater's performance emphasizing that the music is chosen very carefully and the routine is created to match the music.

2. With the students seated around the room, have the students listen to Track 8, *Symphony No. 5, Movement 1* by Beethoven. Tell them to pay special attention to the way the music sounds. You may want to ask guiding questions, such as:
    - Is the music smooth and flowing?
    - Do you hear choppy sounds?
    - How does the music change as the piece progresses?

3. Discuss the sounds they heard in the music and introduce/review the terms *legato*, *marcato* and *staccato*.

4. Tell the students to listen to the track again, but this time they can move like figure skaters. Invite them to start "skating" around the room at a moderate tempo.

5. Track 9 provides a more challenging listening example. You could repeat the lesson using this track.

Variation 1

1. Once students have completed the exercise above, write the terms *legato, marcato,* and *staccato* on the board.

2. Choose one student to be the conductor, and divide the rest of the class into two groups: skaters and instrumentalists. Distribute barred instruments, set in a pentatonic scale of your choice, to the instrumentalists.

3. Instruct the conductor to point to an articulation while the rest of the class responds, either through movement, or by playing a melody with that articulation. The instrumentalists can improvise their own melodies.

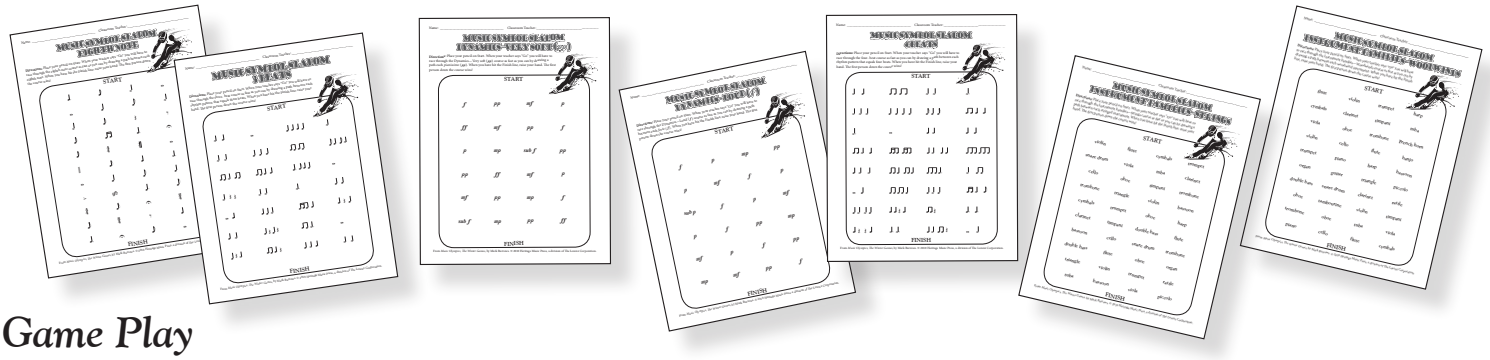
4. Switch roles and repeat as many times as you wish.

MUSIC SYMBOL SLALOM

There are many variations of the slalom event in The Winter Games. They all involve skiing downhill, and zigzagging from gate to gate. For those who may not be familiar with this term, gates are the poles that the competitors ski around.

Preparation

Make enough copies of a slalom course for each student. There are many courses to choose from. Some examples are printed on the following pages, but there are many other courses available on the mixed-media CD.

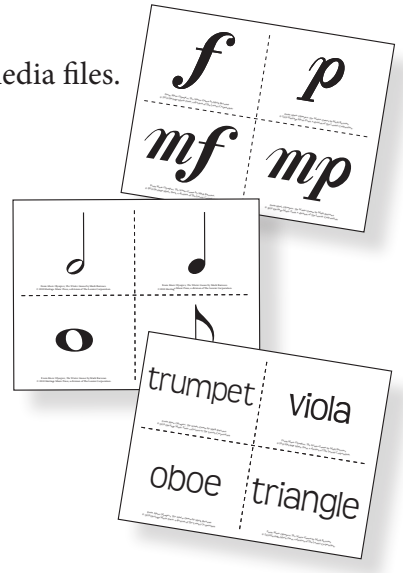


Game Play

1. Give each student a slalom course sheet and a pencil.
2. At the top of the sheet a category, such as Instrument Families, and an element specific to that category, such as woodwinds, is indicated.
3. Each student must place their pencil at "Start" at the top of the sheet. When you say "Go," the students must use their pencils to "ski" down to the finish banner.
4 . There are a number of lines in each course. Each line contains four examples. The students must identify the term or object on each line that corresponds with the specific element indicated at the top, in this case woodwinds. These corresponding examples are the "gates."
5. The students must use their pencils to zigzag from gate to gate. They must not miss any gates on the way down. Also, they must not zigzag to any of the examples that are not gates (not woodwinds).
6. The winner is the first student to successfully zigzag all the way down the slalom course.

Music Symbol Slalom Full Body Version

1. You can do a much more physical version of this game.
2. Make sure you have lots of open space.
3. Print and copy, on cardstock, one of the Full Body cards found in the mixed-media files. You can choose from: Full Body Rhythmic Values, Full Body Dynamics, or Full Body Instruments.
4. Make ten copies so you can have ten lines with four items on each line.
5. Arrange the cards on the floor, similar to how they appear on the pencil-to-paper version.
6. Make sure there is one of each value on each of the ten lines.
7. Choose a student to stand at one end of the course.
8. Select a specific term and tell the student which one you selected.
9. Every card with that value is a "gate."
10. When you say, "Go," the student must zigzag from gate to gate until he/she has completed the slalom course. Of course, you will want to time the race.
11. Give each student a chance to ski the Music Symbol Slalom course.
12. Select a different term each time.

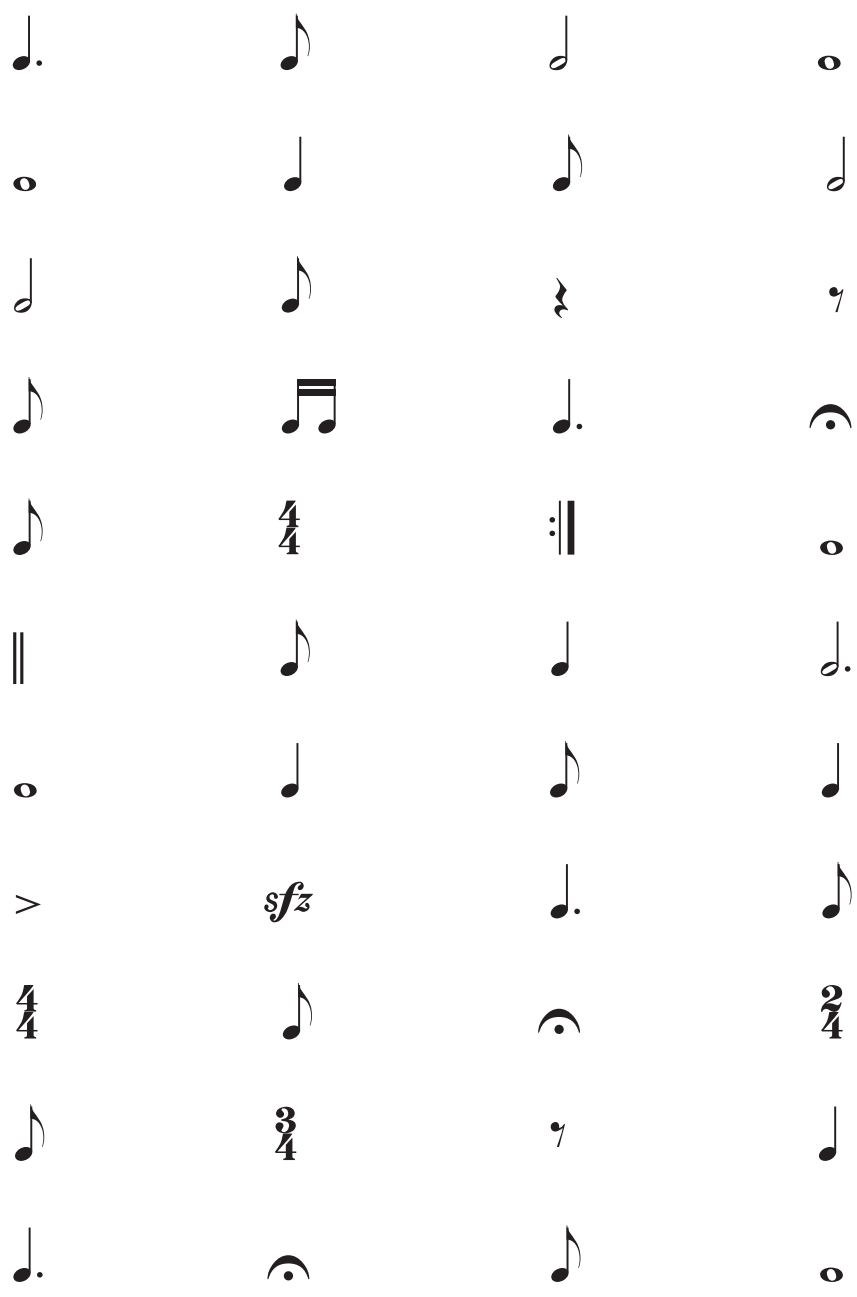


Name: _____ Classroom Teacher: _____

MUSIC SYMBOL SLALOM
EIGHTH NOTE

Directions: Place your pencil on Start. When your teacher says "Go" you will have to race through the eighth-note course as fast as you can by drawing a path between each eighth note. When you have hit the Finish line, raise your hand. The first person down the course wins!

START



FINISH

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