

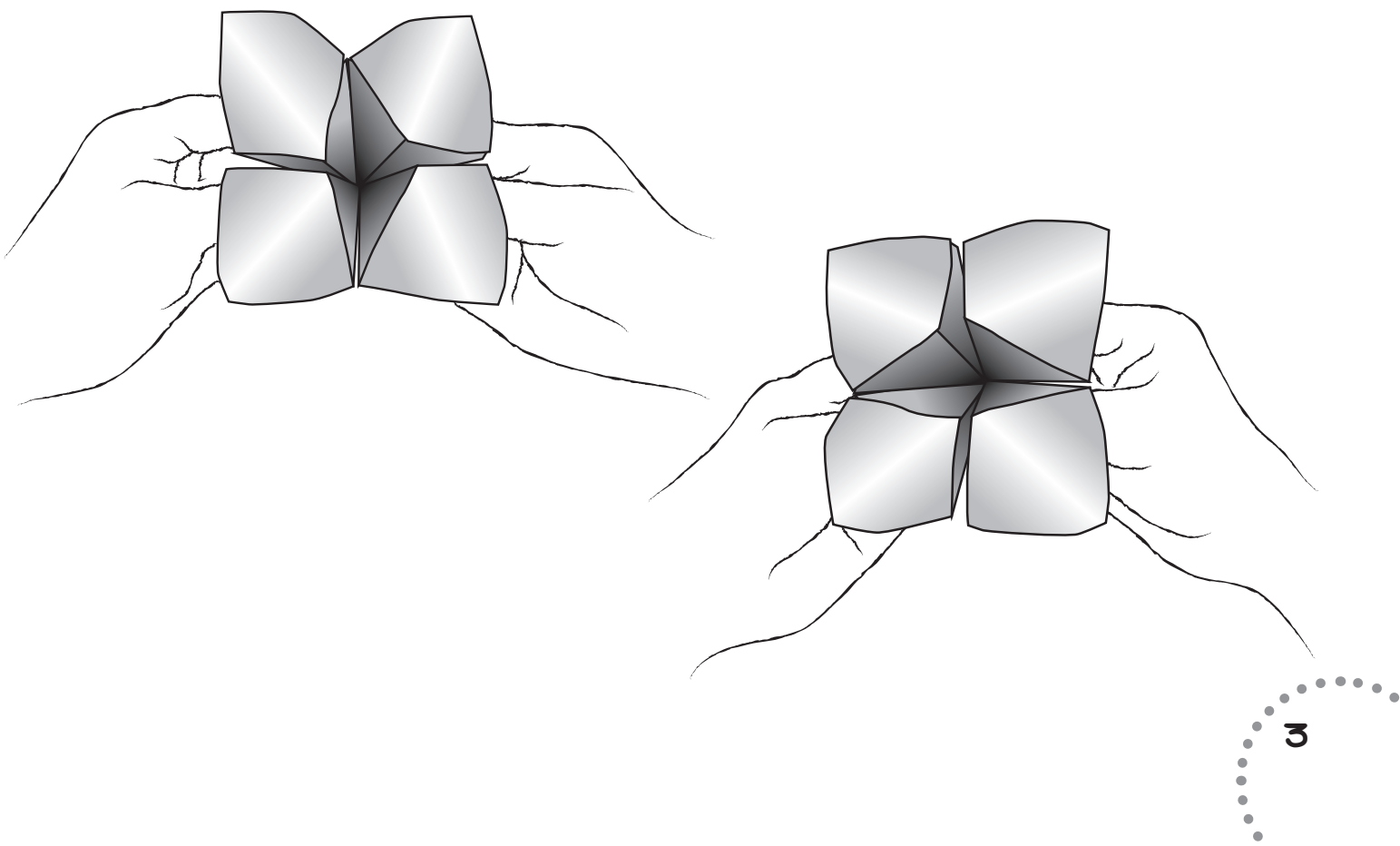
How to fold the fortune teller

Your students will probably be familiar with how to make these, but just in case it has been a while since you made one, here are some directions:

1. Color and decorate your Music Fortune Teller. Cut along the dotted lines. Don't forget to cut along the four, short dotted lines that go into the square.
2. Flip over your fortune teller so that the printed/colored side is face down.
3. Fold the paper along the diagonal and crease. Unfold the paper and fold along the other diagonal. Unfold the fortune teller.
4. Pull the top edge down so it touches the bottom and fold it in half. Crease the paper and then unfold. Turn the paper 90 degrees and repeat.
5. Take one corner of the square and fold it in to the center of the square. (This is the spot where all of your crease lines meet.) Repeat for the other three corners.
6. Turn over your fortune teller. (You should see the title of your chosen fortune teller in the center.) Carefully fold each flap in to the center point, and crease along the fold. Repeat with each flap.
7. Turn over the fortune teller again. Pull the top edge down so it touches the bottom and fold it in half. Crease the paper and then unfold. Turn the paper 90 degrees, fold, and crease (but do not unfold). Your fortune teller is now a flat rectangle with two flaps on each side. One of the long edges is open; the other is folded.
8. With the folded edge at the bottom, insert your thumbs under each of the two flaps facing you. Insert your index fingers under the flaps on the other side of the fortune teller. As you pinch the thumb and index finger of each hand together and towards each other, the fortune teller will take shape.

How to move your fortune teller

Pinch your thumb and index finger together then gently move them out to the side, which will open the center. Bring the four fingers back together. Now, hold your thumbs together and your index fingers together and move them apart. Alternate this out and up motion.



Suggestions for use

Encourage your students to play one of the following games.

Partner Game

1. Make your fortune teller.
2. Find a partner.
3. Ask your partner to pick a number between one and ten.
4. Move your fortune teller that many times.
5. Ask your partner to pick A, B, C, or D.
6. Read the definition on the corresponding flag and identify the music term it's defining.
7. Ask your partner if he thinks you're right or not. If not, ask your partner what he thinks the answer is.
8. Lift the flap and see who's right!
9. Switch roles and repeat.

If you want to keep score, award one point for every term you identify when you're the "teller." Your partner earns one point for correctly identifying your answer as right or wrong; a second point may be earned by giving the correct term. If your partner says your answer is wrong and it's right (or vice versa), he loses one point.

Variation

1. Make your fortune teller.
2. Find a partner.
3. Ask your partner to pick a number between one and ten.
4. Move your fortune teller that many times.
5. Ask your partner to pick A, B, C, or D.
6. Read the definition on the corresponding flag and ask your partner to identify the music term it's defining.
7. Lift the flap to see if she is correct.
8. Switch roles and repeat.

If you want to keep score, award one point for every question that is answered correctly. If the partner is correct, she can go again. You could also deduct points for incorrect answers or allow the opportunity for the "teller" to steal the turn if she disagrees with the given answer.

Self-Assessment

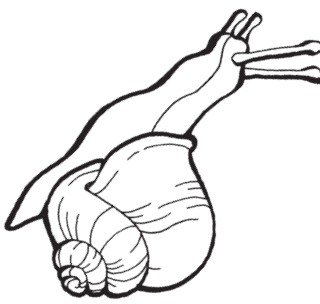

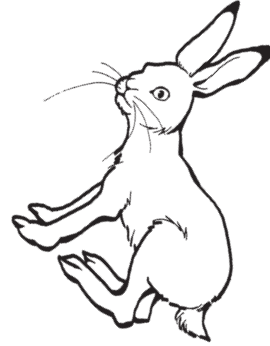
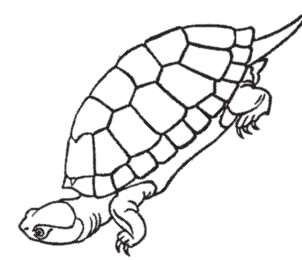
1. Make your fortune teller and a spinner.
2. Spin the spinner.
3. Move your fortune teller that many times and look at the corresponding flap.
4. Read the definition or question and identify/answer it.
5. Lift the flap to see if you are correct.
6. Repeat.

Directions



1. Color and decorate your fortune teller.
2. Fold your fortune teller. Ask your teacher or a friend if you need help.
3. Play a quick quiz game with a partner or by yourself. Ask your teacher for ideas or create your own game and rules.



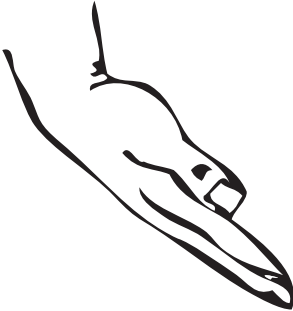

Tempo Terms

	The tempo term that means "quickly."	The tempo term that means "fast."	
A	Allegro	B	Presto
The tempo term that means "walking."	Andante	Moderato	The tempo term that means not too fast or too slow.
A	Andante	B	Moderato
The tempo term that means "slowly."	Largo	Presto	Which is faster, presto or allegro?
D	Largo	C	Presto
	The speed of a piece of music.	Which is slower, allegro or andante?	
D	Tempo	C	Andante

Directions



1. Color and decorate your fortune teller.
2. Fold your fortune teller. Ask your teacher or a friend if you need help.
3. Play a quick quiz game with a partner or by yourself. Ask your teacher for ideas or create your own game and rules.

	<p>Jumping over many pitches is called a what?</p>	<p>What type of melodic movement is shown on the staff below?</p> 	
<p>Going from <i>do</i> to <i>mi</i> is an example of what type of melodic movement?</p>	<h1 style="text-align: center;">Melodic Direction</h1>		<p>A span of eight pitches is called what?</p>
<p>When notes move in order up or down the staff, we say they are moving by what?</p>			<p>The shape of a melody is called its _____.</p>
	<p><i>Do, re, mi, fa, sol</i> is an example of what type of melodic movement?</p>	<p>What are three ways a melody might move?</p>	