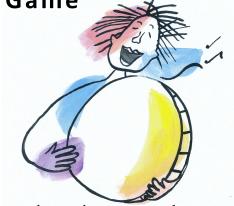




Move It & Groove It! NAME Game

Activity Goals and Outcomes

- steady beat
- community building
- · active listening skills
- focus and concentration
- spontaneous composition
- collaborative problem solving



Mary's Viewpoint

Our name is our unique identity in the world and finding fun and creative ways to learn names is always an adventure! This name game is the perfect way to begin the new school year in rhythm, movement and song! I like to stand with older students and adults but I prefer a crisscrossed seated position on the floor with younger students.

Materials:

Body Percussion & Voice

Activity Outline:

Begin in a standing or seated circle. The leader models their name with several variations to show the possibilities for rhythmically saying your name with different rhythmic patterns and with varied movements.

• Body Percussion:

Legs	Cross	Legs	Cross	Clap	It	Up	4
Legs	Cross	Legs	Cross	Clap	It	Up	4

• Entire group chants:

Name	Game	Name	Game	Let's	All	Play	Can/you	
Play/me	Your	Name	In/a	Brand	New	Way?	-	ĺ

• Each participant has 4 beats to create a fun way to move & groove their name:

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| Ma Ma Ma/ry -
| clap clap wave hands high in the air |
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• Group repeats the movement and name of each student

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| Ma Ma Ma/ry - | clap clap wave hands high in the air |
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• When everyone has shared their name, close the game with the chant.





Objective

To feel a strong pulse in the body while becoming tuned in to others in the room.

Skills and Concepts

Steady beat, synchronicity, awareness of others, listening, tempo.

Materials

Sticks or drums (optional)

Room Setup



ACTIVITY OUTLINE

Leader claps or plays a medium steady beat while students walk on the beat for 4 steps.

Participants stop and clap their own hands for second group of four beats.

Walk 4 more beats, mixing it up about the room.

Participants stop walking and clap a partner's hands for the fourth set of four beats.

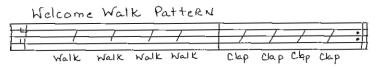
Walking around the room, participants move to a new partner each time they walk 4 beats, working with a new partner each time.

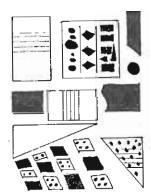
Instructor hums a tune on the "walking" 4 without clapping or tapping, and the group claps 4 beats in response to the tune.

Participants can hum their own created tune as they walk 4 counts, then stop and clap.

Now speed up the beat.

This is an excellent "get acquainted" activity.





The Nothing Song

Population: Pre-school, Primary grades

Benefits:

- Introducing musical concepts:
 - Quick/Slow
 - Loud/Soft
 - Crescendo
- Introducing the mathematical process of substitution
- Listening skills
- Group interaction

Materials: Drums and Small percussion instruments

Setting the Space: A circle or space where the children can move.

Step by Step:

- Sing the song and ask them to repeat after you.
- Sing it several times before asking them what they could do other than "Nothing."
- Give out drums and percussion toys that the students can play and move with (frame drums, bells, shakers, wooden instruments).
- Playing a steady beat on your drum, invite the students to go for a walk, playing their instruments while singing:

Walking, walking, walking walking walking. walking, walking song Walking, walking, walking, walking How'd you like my walking song?

• Play a faster beat on your drum, inviting the class to join you in a *Running Song*, singing and playing a little louder.

Extension:

- Ask for other movement/playing ideas from the students.
 - $\circ\hspace{0.4cm}$ Have half the class on larger drums that they have to sit down to play.
 - o Have the other half on percussion toys doing the movements.

Nothing Song

