

# New Music Alive!

## Lesson Four

### Musical Games



**Strand:** *Listening and Responding*

**Strand Units:** *Exploring sounds; Listening and responding to music*

**Curriculum Objectives:**

- explore a range of sounds that the singing voice and the speaking voice can make
- make sounds using body percussion
- show greater control of pulse (steady beat) and tempo
- perform with increasing understanding and control of pitch and extended vocal range
- perform as a group

**Linkage:** *Performing – Singing*

**Concept Development:** *Pulse, duration, tempo, timbre, texture*

#### Warm-Up: *My Loony Bun*

10 mins

*Stand in a circle and cast a magic spell to conjure up a “loony bun”.*

To begin your magic spell,

Face over your right shoulder and say: “Sshh Sshh Sshh Sshh”

Then face over your left shoulder and say: “Ts Ts Ts Ts” *[Force these sounds out in short, sharp bursts]*

Now throw your hands forward and say: “Ff-TSCHff-TSCHff-SCH” *[Sounds like cracking a whip]*

And the cake magically appears on the floor!

*Pick it up hold it out with one hand. It looks good!*

Rub your belly with your other hand and say: *mmmmmmmmmm* *[Slide up and down the full range of the voice]*

It’s hot! “Mmmmm mmmmm!” *[Blow on it with short bursts of breath]*

That’s better. Now we can eat! *[Chew your food!]*

Swallow it whole! “GULP!”

Trace it with your finger as it goes all the way

down to the bottom of your belly: “ngng ngng” *[All the way from high to low. Sounds like the end of the word “sing”]*

But the spell hasn’t worked—the cake is foul! *ngngng* *[All the way from low to high]*

Follow it again as it comes back up: “ngngng”

Out it comes! “BLEAGH!” *[Stick out your tongue in disgust]*

Oops! Better try again...!

#### Click-Cluck-Clap

15 mins

*This is a concentration game for the whole class, standing in a circle.*

- ▶ Let each person in the circle click their fingers one after another. See how fast you can send the click around the circle.
- ▶ Play again but this time, if you clap your hands once instead of clicking your fingers, the click travels back around the circle in the opposite direction. Only one clap allowed per person each time you play.
- ▶ Play again. This time each person in the circle must click their fingers on one hand, then cluck their tongue, and then click their fingers on the other hand. You can still clap once to change the direction in the circle.
- ▶ Play one last time. Now everyone must rub their hands together while the same sounds make their way around the circle. Only stop rubbing if it is your turn to click, cluck or clap and then continue rubbing your hands immediately.

#### One Clap, Two Clap, Three Clap, Four...

15 mins

- ▶ Divide the class into two groups. The boys and the girls for example, or those wearing jumpers and those wearing shirts. Let everyone stand in a circle in any order. Point at each person in turn. Clap once when pointing at someone in the first group, and then rest. Clap twice when pointing at someone in the second group, and then rest. So if the order of people is, for example, boy/girl/boy, then the rhythm is CLAP–rest /CLAPCLAP–rest /CLAP–rest etc. Just be sure to keep a steady beat throughout!
- ▶ Now you can add more rules. *Suggestions: ...three claps if they have glasses...four claps if they are wearing red...*
- ▶ This game can also be performed as a piece of music.



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## Supplementary Notes

### Warm-Up: *My Loony Bun*

Teach one or two lines of this game at a time, to help the students to memorise it.  
The opening magic spell can be done a number of times by itself, getting faster each time.  
The same can then be done with the whole exercise.  
These short, sharp bursts teach breath control and exercise the diaphragm.  
The other lines all exercise a different muscle or vocal chord.

🖨️ This warm-up can be printed off as a handout.

### Click-Cluck-Clap

This is another concentration game which is always good fun—especially when it starts getting faster!  
It uses “body percussion” the rhythmic sounds we can make with our bodies.  
This piece only uses hands and voices. If the students pick up the game very easily, try adding more rules, like skipping one person in the circle if someone stamps their foot.

### One for a Girl, Two for a Boy...

Develop this game into a composition by splitting the class into two groups, both playing to the same beat, at the same time. The music builds up as the two groups clap in different places.

If the class can master that, you can add new sounds like stamping your feet or shouting “Hey!” in each rest.  
If both groups play in time to the same beat, this can make for a really impressive performance!  
More advanced students might like to add drums to the rhythm.  
These exercises can be recorded and put on a class CD later.

This is a musical concentration game which happens to create an interesting composition at the same time, filled with exciting rhythms. The rhythmic groupings of one, two or three beats, each separated by a single beat’s rest, are also simple and effective compositional tools that the students can use when writing their own music.