

Got to Go Short Lesson Breaks

<p>1. Memory game: cumulative rhythms</p> <p>Using long and short sounds: e.g: $\overline{\quad}$ $\overline{\quad}$ $\overline{\quad}$ $\overline{\quad}$ $\overline{\quad}$ long long short short long</p> <ul style="list-style-type: none">● Number 1 to 4 around the circle● All keep a steady beat on knees● Person 1 claps and speaks their rhythm. Class echoes● Person 2 performs the 1st rhythm then their own rhythm. Class echoes● Person 3 performs rhythms 1 and 2 and adds their own. Class echoes● Person 4 performs rhythms 1,2 and 3 and adds their own. Class echoes● Begin again for the next group of 4● Extension: Put 2 groups together to memorise an 8 bar rhythm	Beat Aural memory Rhythm and listening
<p>2. Memory game: cumulative movements</p> <ul style="list-style-type: none">● Discuss locomotor and non locomotor movements● Consider the use of different body parts● Make a short list of each of the above● Standing, number 1 to 4 around the circle● Each movement will take 4 beats. All clap a steady beat● Person 1 performs a movement. Class imitates.● Person 2 performs movement 1 and adds their own. Class imitates. Don't forget-each movement is 4 beats.● Person 3 performs movements 1 and 2 and adds their own. Class imitates.● Person 4 performs movements 1,2 and 3 and adds their own. Class imitates.● Begin again for next group of 4.	Beat Move
<p>3. Long and short water sounds</p> <ul style="list-style-type: none">● Put the following under the correct headings: Long Short Individual raindrops, splash, the shower, stamp in puddle, breathing out under water, kicking feet in puddle, waterfall, pouring tea.● Add any others you can think of <p>Now, next to each one write what kind of sound you will use to create this. You can write a word or some letters (e.g sshhh) or draw a picture.</p> <ul style="list-style-type: none">● Write each sound on a card <p>Creating a soundscape using your sounds as above</p> <ul style="list-style-type: none">● Sequence the sounds. Which order?● PPut the cards in the order you've decided upon● ePerform and evaluate.	Listen Create Sequencing