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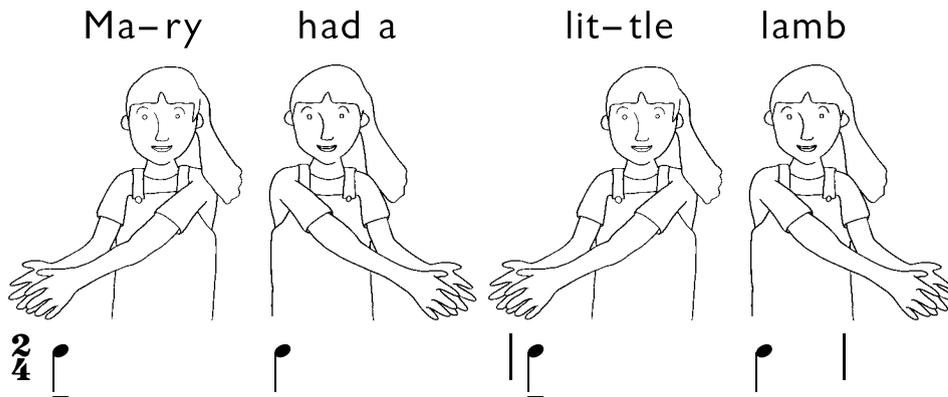
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Variation B: With A Song (How Meter And Rhythmic Pattern Fit Together)

The teacher demonstrates a 2-beat measure by clapping beat 1 to the left side and beat 2 to the right side of the body. The students imitate. Once the movement is well established, the teacher begins to speak or sing a song in 2-beat measure. The students follow.

SUGGESTION: “Mary Had a Little Lamb”



Other songs: “Old MacDonald,” “Hickory-Dickery-Dock,” “Jack Sprat,” and “There Was an Old Woman.” It’s fun for children to create their own words, rap, and poems while clapping in 2-beat time. The claps mark the timing, the movement of the arms mark the meter, and the words mark the rhythmic pattern—three basic levels of music making.

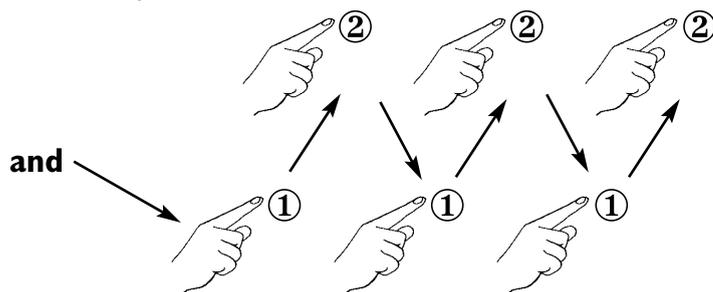
Game 2-2 CONDUCTOR AND ORCHESTRA

PURPOSE: To teach the conductor’s arm beats in duple meter; to explore the relationship between leader and group.

FORMATION: Students seated.

DIRECTIONS:

1. The class is asked to find two points on the floor, on their desk, or in the air with either hand.
2. The students touch the points and count:



Students are asked to point first to the lower dot saying, “ONE” as a strong sound, then to the upper dot saying, “TWO” as a lighter sound.



Note: Practice this with arms separately and then together so that both hemispheres of the brain receive the information.



Note: The notes “vous” and “Dong” can be held by the same student for 2 beats (♩) or sung as a beat + a silent beat (♩♩). In the latter case, the silent student must mime a silent clap.

Game 5-9 RHYTHM VS. BEAT

PURPOSE: Turning beat awareness from external to internal hearing and feeling.

FORMATION: Students sitting in a circle.

DIRECTIONS:

All students sing a song together, clapping the beats while they sing the rhythm. On teacher’s command, students continue the song but stop clapping. On teacher’s command, students resume singing and clapping the beat. Continue this way until the song is finished.

Game 5-10 BACK AND FORTH

PURPOSE: Inner hearing (a concentration on two things at once: being able to listen while engaged in an activity).

FORMATION: Students sitting in a circle.

DIRECTIONS:

All students sing a song together without clapping. On teacher’s command, students stop singing and switch to clapping the rhythm pattern of the words (not the beat). On teacher’s next command, students return to singing without clapping. When the song is finished, the teacher may end the game or allow it to repeat again.

Game 5-II ON AND OFF

PURPOSE: To develop hearing, self control (turning on/turning off); to sense when to listen, to speak, to act.

FORMATION: Students sitting in a circle.

DIRECTIONS:

All students sing a song together without clapping. On teacher’s command, students stop singing but keep their place in the song by speaking it silently. On teacher’s command, students resume singing the song at the correct location in the song where they would be had they not stopped singing. Repeat the song several times without stopping.

