Week: One & Two

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| Anticipatory SetTime: 5-10 min  | Freeze Dance w/ motion cards  |
| Activity BlockTime: 15 min | **Rhythm Games:** -Pop-pop-pizza (Duck-duck-goose with rhythm syllables) -Rhythm Baseball with flashcards  |
| Activity Block Time: 15-20 min  | **Drumming/Rhythm Sticks:**- Questions & Answers - Echo the leader  |
| Activity BlockTime: until the end  | **Motion Train** (Moving to different songs with different kinds of motion: marching, skipping, hopping and gliding).  |

Materials: Rhythm cards set C & D, Rhythm Dice, Bingo Cards, bingo chips, etc.

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| Anticipatory SetTime: 5 min | Meet the Woodwind Family—Students will sit on the floor briefly after entering the space. I will greet them, and then we will greet the members of the woodwind family by introducing the flash cards and saying a few things about each of the instruments  |
| Dance PartyTime: 5-10 min | Freeze Dance w/ motion cards  |
| Activity BlockTime: 10-15 min | Treasure Hunt1. Lay out clues in pairs before students walk into the space. There should be two of each clue envelopes (ex: Clue #1, clue #2, etc.)
2. Explain to students that you are going to send them on a mission to find one member of the woodwind family that got lost on their family trip. Students will have to go around the space looking for clue envelopes, and collect them all.
3. Suggest that they find all of the clues first, then bring them back to the area where they can sort them out.
4. Once they have gathered all of the clues, encourage them to work together to find the missing instrument (flute). Students will have to sort out the clues to find all of the characteristics that are specific to the flute. The other ones will have to be matched with the remaining members of the woodwind family.
5. Once students have matched all of the odd clues to their corresponding instrument, they can earn the final clue to find the case that has the flute in it. This is the only clue that will be given orally by the teacher.
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| Activity Block Time: 5-10 min | Demonstrate the flute for the children, and give them a chance to play/blow into the instrument.  |
| Activity Block Time: Remainder of session time | Game Activities: Musical Charades, Hide and Seek with rhythm instruments, Clues and Answers, Freeze Dance, etc. but let the students vote.  |

Materials: Flashcards, scarves, small whiteboards/erasers, Charade cards, freeze dance cards, Story of the Orchestra book, nametags, CD, woodwind family cards, clue cards in envelopes.

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| Anticipatory SetTime: 5 min | **Motion Activity:** Streamers with the Toreador Song from Carmen (Following Along with the Listening Map)  |
| Big Motion BlockTime: 15 min  | **Freeze Dance (normal procedure)** **Flow and Freeze** * Display stick people, and decide on an order.
* Students take 8 beats to *flow* to the shape of a statue, *freeze* in that shape for 8 beats, then *flow* to the next shape.
* Let students create their own stick people to display, or ask them to rearrange the poses for the next try. Change the number of beats.  Have the class try it in canon, or have one half of the class go from 1-8, and half of the class go from 8-1 at the same time.
* You can count (or not), tap on the posters in time (or not), or model (or not) according to the abilities of your students.

**Magic Triangle Game*** Students move to the music.
* When the triangle sounds, they freeze in an interesting shape.
* When the triangle sounds again they can continue to move.
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| Rhythm/Beat BlockTime: 10-15 min | **Pop-Pop-Pizza** **Keeping the Steady Beat with the instruments to multiple songs** * Count on Me (Bruno Mars)
* Uptown Funk (Mark Ronson/Bruno Mars)
* Raining in my Heart (Slim Harpo)
* Africa (Toto)

**Poison Rhythm**  |
| Activity Block Time: Remainder of Session  | Game Activities: Musical Charades, Hide and Seek with rhythm instruments, etc. but let the students vote. |

Materials: Rhythm Flashcards, scarves, charade cards, freeze dance cards, Story of the Orchestra book, nametags, CD player, aux cord, assorted hand-held percussion instruments