

# **Frantic Music Games!**

**For Foundation Stage**

**by**

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**SAMPLE PAGES**

# 1. HELLO, CHARLIE MONKEY!



Charlie: Hello, everybody!

All: Hello, Charlie Monkey!

Charlie: How are you today?

All: We're OK.

Charlie: (stopping at child) Who is this?

All: This is *Janki*.

Charlie: Will you sing or play?

Child: I'll *sing* today.

GROUP: Whole class or large group

AIM: To allow children solo singing and/or instrumental playing opportunities.

PROPS: A soft toy monkey, or other favourite animal toy (eg. Edward Teddy, Desmond Doggy!), and a small selection of classroom instruments.

GAME/RULES: Children sit in a circle. The teacher walks around the circle singing Charlie Monkey's part of the song. The class sing back, as above. The teacher chooses a child nearby to whom to sing "Who is this?" The class answer with the child's name. Then Charlie asks the child to either sing a song of their own choosing to the rest of the class, or to come in to the middle of the circle to play some music on an instrument. If a child is particularly shy, they may choose a friend with whom to sing or play.

After they have played or sung a song, Charlie Monkey gives the chosen child a kiss... for providing the class with such lovely music! And the game then starts again! A child may like to become the leader, singing Charlie Monkey's part.

## 6. TEN LONG, PINK WORMS



Ten long, pink worms,  
Wriggling in the garden,  
Robin stole one for his tea... "Yum!"  
And didn't say "pardon!"

Nine long, pink worms,  
Wriggling in the garden,  
Sparrow stole one for his tea... "Yum!"  
And didn't say "pardon!"

Eight long, pink worms,  
Wriggling in the garden,  
Blackbird stole one for his tea... "Yum!"  
And didn't say "pardon!"

(Invent birds to eat nine worms!)

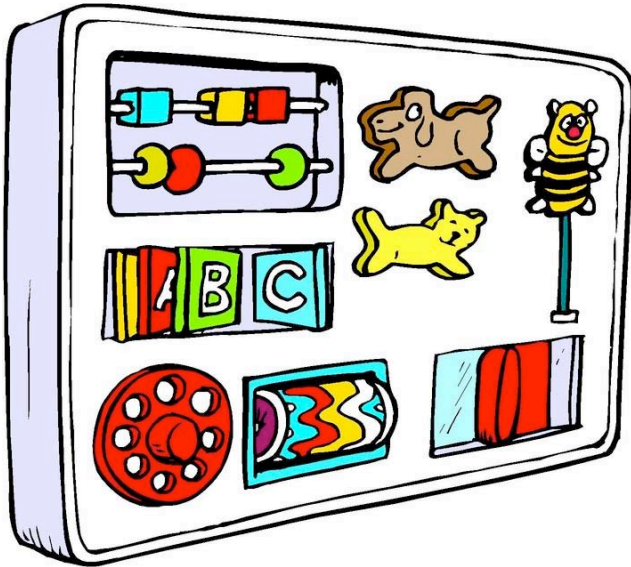
One long, pink worm,  
Looking for his brothers,  
"Don't think I shall hang around... Gulp!"  
And end up like the others!" Phwit!"



("Gulp!" - he's scared. "Phwit!" - he quickly dives into the other hand, which is shaped like a fist)

- GROUP:** Whole class or smaller group
- AIM:** A counting song where the children can make up their own verses, whilst also learning about different kinds of birds.
- PROPS:** Just ten wiggly fingers!
- GAME/RULES:** The children learn the song and sing it together, inventing new verses to include birds of their own choice. They can pretend to be the birds and 'eat' one of their 'wiggly worm' fingers in each verse, until the last worm gets away.

# 11. VERY STRANGE TOY



I've got a very strange toy,  
And every time I press it  
It goes.....  
(solo makes sound) **Boing!**  
(all make sound) **Boing!**

**GROUP:** A whole class or smaller group

**AIM:** To encourage children to create unusual sounds!

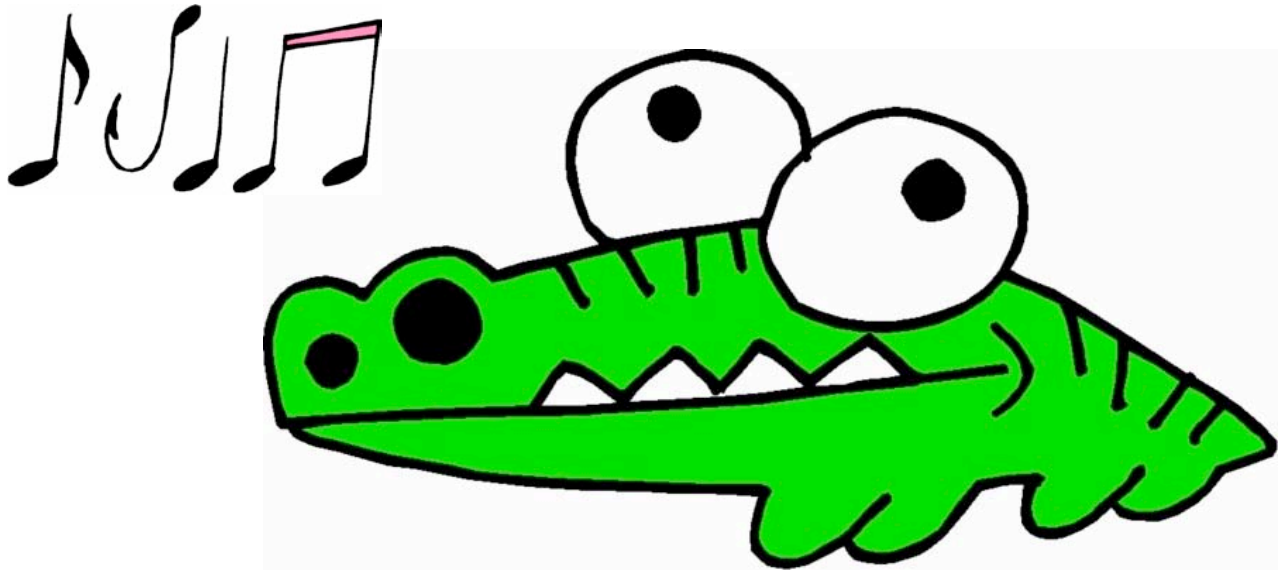
**PROPS:** A multi-sound baby's toy (borrow from someone's baby sibling or the nursery!) This is optional, though may give the children some good ideas for sounds.

**GAME/RULES:** The children sit in a circle. Demonstrate the funny sounds that the strange toy makes and share a few 'funny sound' ideas before playing the game properly.

One child, the 'presser', stands on the outside of the ring behind the first participant. (Choose a confident child to begin with.) All chant the rhyme, and on the words "It goes..." the presser presses gently on the head or shoulder or nose or tummy of the child in front of them. The child who has been pressed makes a funny sound, and everyone else copies them.

Repeat the chant and the presser moves around to the next child in the circle who makes their own funny sound, and so on until everyone has had a turn. The 'presser' can be changed after an agreed number of turns.

## 34. MUSICAL SNAP



**GROUP:** Whole class or smaller group

**AIM:** To name and recognise the sounds of classroom instruments

**PROPS:** Two identical sets of six classroom instruments, a cloth screen or a table laying on its side.

**GAME/RULES:** The two sets of instruments are laid out on either side of the screen. The teacher should make sure that all children know the names of the instruments and what they sound like.

Two children are chosen to play, and sit one either side of the screen, in front of the instruments. The class count to three and after three both children quietly pick up an instrument and play them together, at the same time. If they select different instruments the class call out "That's not snap!" If they select the same instrument the class call out "snap"! Each pair gets three turns at the game, before a new pair of children are chosen.

With older children, on "snap!", the first child of the two to call out the name of the instruments being played gets to stay and play against a new opponent.