

Frantic Music Games!

For Key Stage 2

SAMPLE PAGES

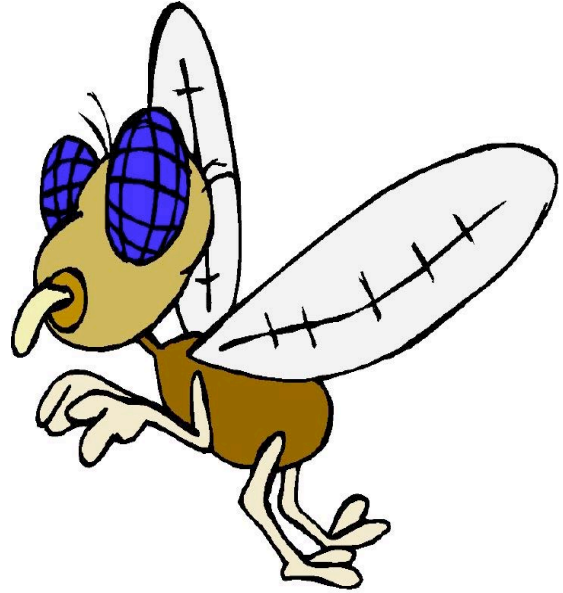
4. MOSQUITO'S JOURNEY

GROUP: Whole class or smaller group

AIM: A musical game of concentration, that requires the controlled use of long vocal sounds

PROPS: None

GAME/RULES: The children stand in a circle. The idea is to pass a long, unbroken vocal sound around the circle without leaving any silent gaps.



The first child holds up a forefinger, pretending that on the end is a mosquito. The child waves the 'mosquito' around, making patterns in the air, whilst also making a continuous vocal 'buzzing' sound. (The sound of the mosquito's buzz may change pitch to fit the actions ie. as the mosquito flies up high, so does the pitch.) The child should continue the sound for as long as they wish or are able, without having to take a new breath.

Before the child runs out of breath he or she has to pass the mosquito to the child on their right. This must be done by touching fingers with the next child, but without causing any break in sound. Therefore, the second child must start buzzing before the first one stops.

The mosquito is passed around the circle from finger to finger until it ends up with the first child again.

5. A LOT IN COMMON



Leader:

Sit down if you don't have blue shoes,
Sit down if you don't like Eastenders,
Sit down if you don't eat mushrooms,
But stay standing if you do!

Children, standing:

We must be your kind of people,
We must be your kind of friends,
We have a lot in common,

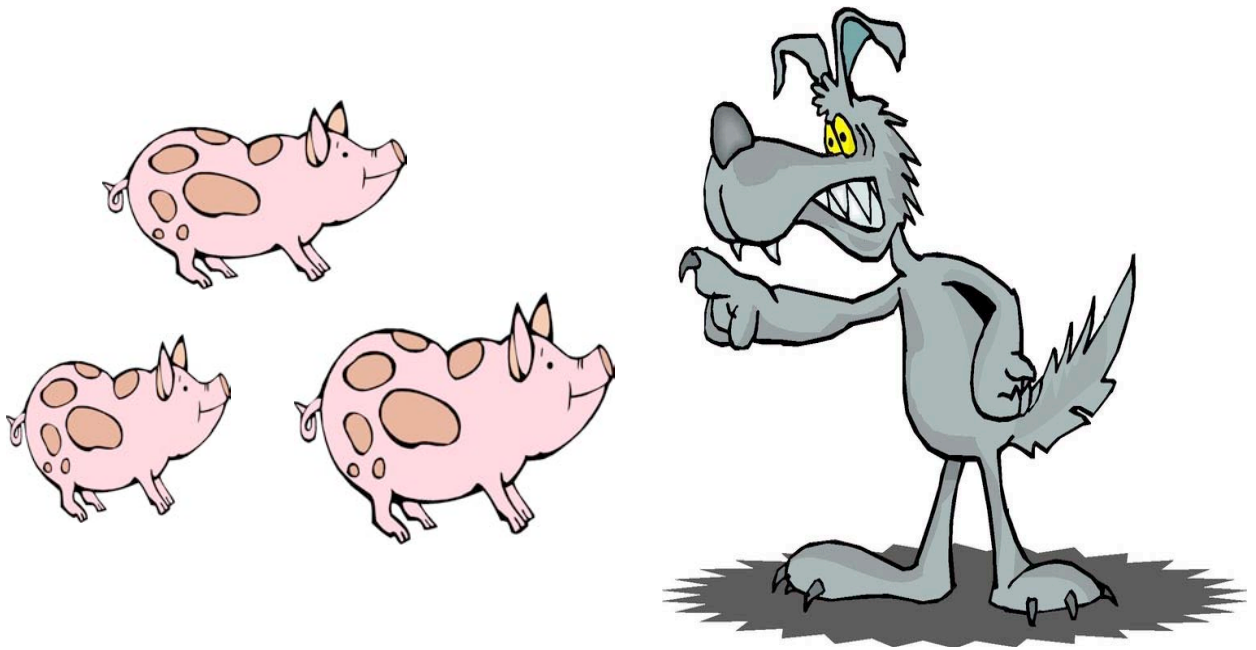
All:

Now, stand up, the rest, let's play it again!

- GROUP:** Whole class or larger group
- AIM:** An opportunity for solo singing, and also development of social skills
- PROPS:** None
- GAME/RULES:** The children are asked to think of something they like to wear, something they like to do (watching a special TV programme, a hobby, a trip etc.), and something they like to eat.

Everyone stands up, either in a circle or together in a group, as long as each child has space to sit down. One child, the leader, stands in front of the class and sings the first verse above, putting in their own 'likes'. The children (or child) who are left standing at the end of the leader's verse, sings the second verse back to him. The leader then chooses a new leader.

8. CAN YOU GUESS THE STORY?



GROUP: Any number of children

AIM: To improvise short vocal and 'body percussion' sound pieces based on well-known stories

PROPS: None

GAME/RULES: The children are grouped in threes or fours. In their groups, they choose a well-known story eg. a fairy tale, a story from a well-known children's book, a story from a film etc. They then brainstorm sounds (not words) that might be heard in the story eg. in *The Three Little Pigs* you might hear 'piggy squeaks', 'twiggy' wood sounds, growling etc. Using their voices and 'body percussion' (sounds made using parts of the body eg. clapping, stamping) the group must put together a short sound piece describing that story.

The class come back together and sit in story groups in a circle. Each group takes it in turn to perform their sound piece. The other children have to guess their story.

The sounds need not be put together in story order - in fact it will be harder for the others to guess the story if the sounds are performed out of sequence, or overlapping or two at a time.

14. MRS McCaULAY'S MUSIC CLASS



Mrs McCaulay's music class
Are naughty girls and boys!
They never, ever listen...
Just make a lot of noise!

Child 1: Pah! Pah!
Pah-pah-pah pah!
Pah pah-dah,
Pah-dah!

All: Pah! Pah!
Pah-pah-pah pah!
Pah pah-dah,
Pah-dah!

GROUP: Any sized group

AIM: An add-on singing game

PROPS: None

GAME/RULES: The children will need to learn the song first. They then stand in a circle and sing the first part ie. the repeated section, together. A child is chosen to be the first solo, and invents some noisy music or sounds that lasts for 8 beats eg. in the case above, on a pretend trumpet (listen to CD Track 11). They can also add an action, as if playing on their invisible instrument. The whole class imitates the action and the sound immediately afterwards.

All sing the repeated section again. The next child in the circle invents another sound on another pretend instrument or sings in an unusual way. The class copies them and adds the first person's sound. The song goes on, each person in the circle adding a new idea.

24. MODELS



**All: Here come the models
Down the middle of the catwalk,
Here come the models
Down the middle of the line,
New York, Paris,
Milan and London...**

**Models:
What a creation!
And looking fine!**



- GROUP:** Whole class or smaller number, in pairs
- AIM:** To provide opportunities for individuals to sing and create interesting movement sequences
- PROPS:** None
- GAME/RULES:** The children stand opposite a partner, forming two facing lines with a walkway between them (ie. the 'catwalk') which should be wide enough for two children to pass side by side. Decide which end of the line is the 'top' of the catwalk.

Pairs of children, starting with the top pair, take it in turns to walk down the catwalk, posing as they go. They stop at the bottom of the catwalk to sing their solo lines, and then join on the end of their respective lines. The next pair at the top then take their turn to travel down.

Encourage the children to use spins, turns, high and low actions, joint actions with their partner if they wish, interesting ways of walking, good posture, trendy poses etc! Have fun!