

Music lessons

Kindergarten - Lesson 22 (February Week 3)

Save paper and ink! Just read the PDF and don't print it.
All the instructions are given in the module on
www.musicplayonline.com.

Concepts: articulation, beat, dynamics, expression, middle-high-low, play along, rhythm, solfa, tempo, timbre of instruments

Objectives:

- I can make up my own melodies
- I can move and dance to music
- I can show beat and rhythm
- I can show short and long sounds through movement

Songs/Activities:

- Sing the echoes in #1 "Welcome to School"
- Sing to Melody the Elephant - vocal improvisation
- #96 "Wallaby Hop" - create a dance
- #95 "Kangaroo" - play a bordun, play game, interactive rhythm activities
- Listening - Kangaroo Carnival of the Animals, Dramatize
- Review as time permits #97 "Hey There Friend" - play singing game (modify as needed)

Teaching Procedure

Activity #1: Sing the echoes in "Welcome to School"

Sing the echoes in "Welcome to School"



Activity #2: Sing to Melody the Elephant

Practice distinguishing between speaking and singing voices by introducing a toy elephant named Melody.

Melody the elephant will do what the children tell her, if they tell her in a "singing voice." If they speak, she does nothing.

Tell Melody to "jump up and down" using a speaking voice.

Melody won't move. Then sing to Melody to "jump up and down" and make your elephant jump.

Invite the children to sing to Melody what to do. (The demo that follows will show how to do this)



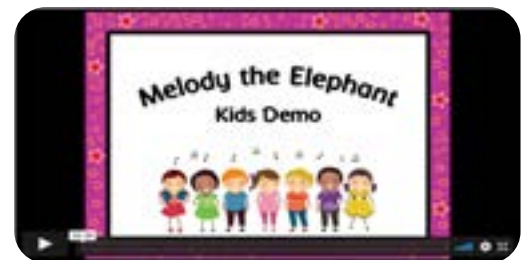
Activity #3: Optional: Watch the demo of the class singing to Melody Elephant

This is a preschool class with children ages 3-4-5.

A few children in this age group were able to sing to Melody, but many needed help.

Keep bringing your "Melody Elephant" back to class until your students can sing to her!

Substitute whatever stuffed animal you have - Melody Monkey would work just as well!



Activity #4: Dance to song #96 "Wallaby Hop"

Copy the movements for the dance.

Or have the students create their own!



Activity #5: Learn to sing #95 “Kangaroo” and play the singing game

Listen to the song.

Play the video again and sing along.

This is a guessing game. Choose a “kangaroo” and a “hunter.”

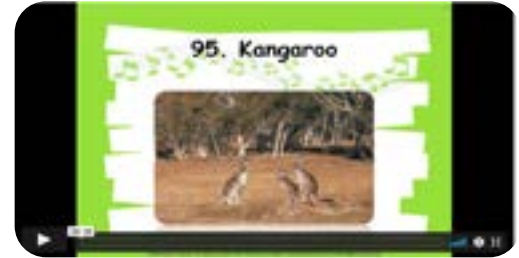
The “kangaroo” covers eyes.

The class sings the question and the “hunter” sings the last line alone.

The “kangaroo” guesses who the “hunter” was.

Zoom: play as suggested.

In-person: If you aren’t allowed to sing, play the recording for the first 3 phrases, then have the “hunter” say instead of sing the last line.



Activity #6: Point to the beat as you sing

In this activity children learn to point to the beat. As well, they practice tracking from left to right.

A beat pointing page will soon be available for this song.

Children benefit from tapping the beat on the pointing page manipulative even more than they do from watching the projected visual. Project the visual first so you can model how to point to the beat.

Then, copy the pointing page for each child and they can tap the beat themselves.

[Launch Interactive](#)

Activity #7: Take beats away and sing the song, “in your head”

The purpose of this exercise is to help children develop “audiation” or “inner hearing.”

Click on some beats. The children won’t sing out loud on those beats. They’ll sing them “in their head”

I like to keep taking away beats until the children sing just the first and last note.

[Launch Interactive](#)

Activity #8: Optional: Clap the rhythm of the Kangaroo song

If you have had your students tap the beat many times, they may be ready to learn about rhythm.

In Musicplay, rhythm is defined for littles as “the way the words go.”

Sing the song and clap the words. (if not allowed to sing, say the words)

[Launch Interactive](#)

Activity #9: Optional: Is there one or two sounds on a beat?

Clap (and sing) the words in a box and ask your students, “Is it one sound or two”

This is preparing the children to learn that one sound on a beat is a quarter note. (ta or du)
Two sounds on a beat are eighth notes. (ti-ti)

Use the rhythm names that you prefer in naming the notes.

[Launch Interactive](#)

Activity #10: Watch “Kangaroo” from Carnival of the Animals

While the children listen, ask them to think about whether the notes are long or short.



Activity #11: Dramatize a story with “Kangaroos”

Ask the children to pretend they are a mama kangaroo who’s lost her baby.

When they hear “jumping” or short sounds they jump to where they think they see their baby.

When they hear “looking” or long sounds, they look for baby.



Activity #12: Review #97 "Hey There Friend"

- watch the kids demo of this singing game
- while watching think about ways to modify for Zoom or in-person



Activity #13: Play the game, "Hey There Friend"

Adapt the game for your situation.

Zoom: Ask the children at home to find a stuffed animal to be their partner!

If they find 2 stuffies, they could even switch partners.

In-Person: The teacher chooses a student to be the "partner" for all in the class.

All students do the movements towards this person, but stay in their place.

(or have kids choose a distanced partner - but encourage them to be inclusive!)

You might invite kids to discuss what makes a good friend, and how they can be a good friend to others.



Activity #14: End our class by singing "Sinnamarink"

Sing and move to #10 "Skinamarink"



Teacher's Notes: