

PATTERNS AND SEQUENCES

THE SWAMP

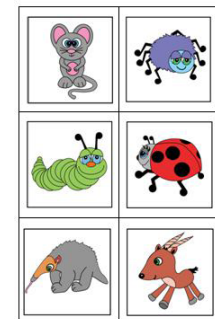
L.I. - To be able to correctly identify notated rhythmic patterns from auditory cues.

20 min

- ♪ Using chalk, or non-permanent marker, draw a circle on the floor and draw or place a crocodile in the middle.
- ♪ Seat the children around the edge of the 'swamp'.
- ♪ Explain the game.
- ♪ Each child should be given an animal picture.
- ♪ The crocodile is hungry, so the teacher asks: "Who would he like to eat?"
- ♪ Tap out an animal rhythm and the children with the corresponding rhythm, should put their card into the crocodile's tummy. Yum!
- ♪ Repeat until all the animals have been eaten.
- ♪ Once all the animals are in the tummy, you can reverse the exercise by asking: "The crocodile is now feeling a bit queasy, he's had too much lunch. Which animal is the crocodile going to throw up?"
- ♪ Sounds disgusting, but the children will love it.

RESOURCES

- ♪ Animal flashcards,
- ♪ Crocodile toy or picture.
- ♪ Floorchalks or non-permanent marker.



TEACHER'S NOTES / Date

Assessment / Extension / Links

- ♪ Extend this exercise with notation cards.