

PATTERNS AND SEQUENCES

THE CLAPPING GAME – Level 1. (Exact Copies)

L.I. - To be able to collaborate in a group activity and observe a set of game rules. To be able to identify repeated patterns and demonstrate the appropriate response.

- ♪ This is great as a lesson opener or a brain gym exercise. The children love it and it will soon become really competitive. It is surprising how much it helps to develop their sense of rhythm.
- ♪ Start by asking everyone to stand. The teacher claps a **four-beat** rhythm.
- ♪ Start simple, using just mouse and spider, for example: mouse – mouse – spider – mouse.
- ♪ The children copy.
- ♪ The teacher then claps a different rhythm, again, the children copy.
- ♪ This continues until the teacher repeats the **SAME** rhythm for a **SECOND TIME IN A ROW**, this time the children must **NOT** repeat the rhythm, instead they must fold their arms.
- ♪ Later, if you want to make it more competitive, the children who get caught out could be asked to sit down for a turn.
- ♪ Note: Some children will try to pre-empt and will fold their arms early - warn them that these children will also be 'put out' for a turn.
- ♪ Stress that the game should be carried out without talking as they can often end up arguing about which child made a mistake! Insist that this is also a game of honesty and so even if they make a small mistake, they should sit out for a turn.

10 min

RESOURCES

- ♪ No special equipment required.



TEACHER'S NOTES / Date

- ♪ Use any part of the body. The visual aspect will help the weaker children to differentiate. But remember that the children are listening/watching for exact copies in this version of the game ie, same rhythm, same body part.

Assessment / Extension / Links