

RHYTHM AND MOVEMENT

RUN HOME

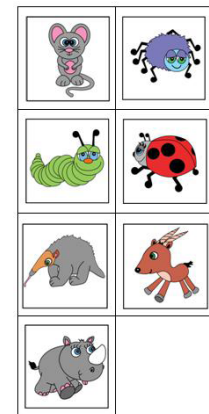
L.I. - To be able to collaborate as part of a group activity and to observe a set of rules. To be able to respond appropriately to a set of aural cues. To respond creatively through bodily movement, to a piece of recorded music.

- ♪ Prior to the start of the game, place an animal card or cards (either picture or notation) in a prominent position in each corner of the room. Make sure they are visible, but it's better if they are out of reach.
- ♪ Start by making sure the children are clear as to which rhythm is which.
- ♪ Explain the game.
- ♪ It will start like a normal game of musical statues, so when the music plays, the children move around the room – encourage them to move creatively rather than just running, but when the music stops, they should freeze and the teacher/T.A. will play an animal rhythm on a drum.
- ♪ As soon as they have worked out which rhythm it is, the children should go to the 'den' of the chosen animal and sit down.
- ♪ Reveal the correct answer.
- ♪ If you wish to make it more competitive, you could ask the last child to get to the 'den' to sit out for one turn.

15 min

RESOURCES

- ♪ Large room/gym.
- ♪ Picture/ notation cards.
- ♪ Music for movement.
- ♪ Drum or chimebar.



TEACHER'S NOTES / Date

- ♪ Try to use your imagination and invent a story around the game.
- ♪ Comment on how creatively the children are moving to the music.

Assessment / Extension / Links

- ♪ Start with one animal and gradually extend the exercise by using animal sequences.
- ♪ Start with animal pictures, then extend by using notation cards.