

Singing Games Children Love

Volume 4: Grades 3-6

Compiled by Denise Gagné

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Themes & Variations

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4. Find the Basket

drm sl

CD 4

D. Gagne

Find the pret - ty bas - ket hid - den in the room.
You can find it if you try. You will find it soon.

The image shows two staves of musical notation in G major (one sharp) and common time. The first staff contains the melody for the first line of the song, and the second staff contains the melody for the second line. The lyrics are written below the notes.

Game Directions: Choose one child to hide the Easter basket and another child to look for it. The child who is going to hunt for the Easter basket leaves the room while the hider hides it. When the finder returns, the class sings the song, singing softly when he/she is far away from the basket, and singing louder as he gets closer to the basket. The basket must be hidden in plain sight. The game continues until everyone in the class has had a turn to hide the basket or to find it.

5. Pass the Pumpkin

drm sl

CD 5



















D.G.

Pass the pump - kin 'round the room. Keep the beat while pass - ing.
When it stops you take a turn. Clap it if you can!

The image shows two staves of musical notation in G major (one sharp) and common time. The first staff contains the melody for the first line of the song, and the second staff contains the melody for the second line. The lyrics are written below the notes.

Game Directions: Enlarge and cut up the rhythms from the following page that your students are reading, and put them into a pumpkin. The rhythms will need to be large enough to be seen by the entire class. (If you prefer, use rhythm flashcards. Visit www.musicplay.ca to view a set of rhythm flashcards that can be used in this game.) As the students sing, they pass the pumpkin. At the end of the song, the child who has the pumpkin pulls a rhythm from the pumpkin and claps it. The student who clapped the rhythm becomes #1 in a rhythm chain. He goes to the front of the room, holding his rhythm card and the class claps the rhythm he is holding. Play again, and the student selected this time becomes #2 in the rhythm chain. This time the class claps both rhythm cards. To challenge your students, have the students with the rhythm cards turn around so the class cannot see the cards. Have them clap the rhythms without seeing them. Continue adding students until your class can no longer remember all the rhythms. Play the game with a pumpkin at Halloween, and change containers for other times of the year. A basket could be used at Christmas or Easter, or a lunch bag could be used any time of the year.



10. Alabama Gal

s,l, drm s

CD 10

Traditional, arranged D.G.

Two staves of musical notation in treble clef, key of D major (one sharp), and common time (C). The melody consists of eighth and quarter notes. The lyrics are written below the notes.

You don't know how, how. You don't know how, how.
 You don't know how, how, Al - a - bam - a gal.

2. I'll show you how, how, ...

3. Ain't I rock candy? ...

4. Come through in a hurry, ...

Dance Directions: Form longways sets with 4-6 pairs in a set, with partners facing one another.

Verse 1: Head pair joins hands and sashays to the foot of the set and back again.

Verse 2: All pairs hook right elbows for an 8 count turn, then left elbows for another 8 count turn.

Verse 3: Head couple peels the orange: they lead their line to the bottom of the set forming an arch at the bottom of the set.

Verse 4: The other participants follow the head pair, joining hands at the bottom of the set and coming through the arch to begin the dance again with a new head pair.

There are many variations on this dance. A video of this variant is found in the Musicplay 5 Digital Resources and on www.musicplayonline.com.

11. Ma Ku Ay

drmfs

CD 11

Maori stick game

Two staves of musical notation in treble clef, key of D major (one sharp), and 3/4 time. The melody consists of quarter and eighth notes. The lyrics are written below the notes.

Ma ku ay Ko ta o We ku e Tan o
 Ma ku ay Ko ta o We ku e Tan o

Game Directions:

First Time:

tap floor, tap own sticks together, tap right sticks with your partner

tap floor, tap own sticks together, tap left sticks with your partner

Say: floor, own, right, floor, own, left

Second Time:

tap floor, tap right sticks with your partner, tap left sticks with your partner

tap floor, tap left sticks with your partner tap right sticks with your partner

Say: floor, right, left, floor, left, right

Third Time:

tap right stick on floor then flip the stick, catching it at the other end, and tap other end on the floor

tap left stick on floor then flip the stick, catching it at the other end and tap other end on the floor

Say: tap, flip, tap, tap, flip, tap

Fourth Time:

tap floor, tap own sticks together, toss right stick to your partner as partner tosses his right stick to you

tap floor, tap own sticks together, toss left stick to your partner as partner tosses his left stick to you

Say: floor, own, toss, floor, own, toss