

# Starter Activities for Music Lessons

## Hide the key

Suitable for 9-12 year olds.  
Volume awareness

Choose two pupils in the class. One is to go outside while the other hides a key somewhere. The pupil outside now enters and is guided to the key by the volume of a humm produced by the class. Ensure that the volume increases as the pupil approaches the key, not the pitch.

## 8 beat circle game

Suitable for 9-13 year olds  
Beat and rhythm

This is a good game to reinforce the importance of beat. Stand in a large circle and tell pupils to do exactly what you do. Stamp on the 1st beat of 8 and keep repeating this about 8 times. Keep the other 7 beats empty for now. Add a second stamp on beat 2 and repeat about 8 times. Keep adding the following until quite a complex pattern is built up

Beat 1—Right Stamp  
Beat 2— Left stamp  
Beat 3—Clap  
Beat 4— Clap  
Beat 5—Touch shoulder of pupil on right  
Beat 6—Touch shoulder of pupil on left  
Beat 7— Bend to touch the floor.  
Beat 8—Empty

This can be developed by asking pupils to make up their own 8 beat game.

## Name rhythm game

Suitable for 7-15 year olds  
Beat and rhythm

This is a game used to memorise names, always something that is very difficult in music lessons! There are two variations of the game which can be played consecutively.

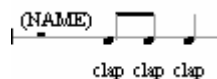
### Version 1

Stand in a circle. Pupils say their own name in rhythm. Explain that the syllables need to be broken up. Here are some examples of pupils' names.

Mar - tin  
A-bi-gail  
Ro-bert  
Fran-ces-ca  
Mo-ham-med

Go round the class making sure they know how to say their own name in rhythm.

Start again, but this time insert the rhythm



### Version 2

In this version, each pupil chooses another pupil's name and says it in rhythm followed by everybody clapping the rhythm



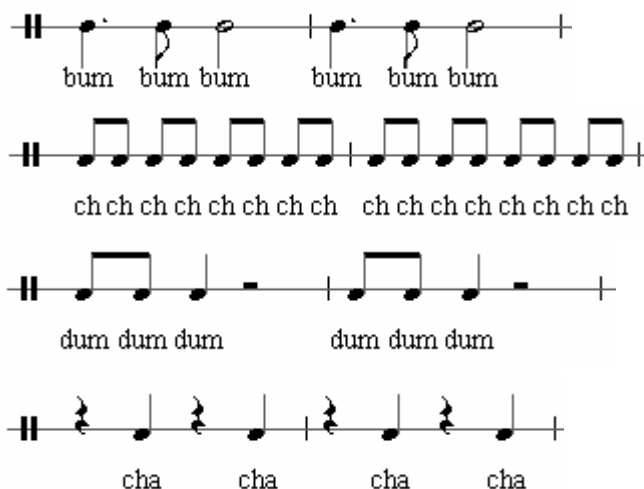
The pupil whose name has been chanted now selects another pupil and so on. This is a very good game for getting to know pupils names and for them to get to know each other. Handy at the beginning of the school year.

### Match up

Two sets of cards are required. One of terms and one of definitions. Pupils simply put them on the table and match up the term with the definition for each card. On the back, the number code tells pupils if they have matched up the correct terms and definitions. The cards are given on the next pages. Copy the pages double sided and laminate them, then simply cut out the cards.

### Conductor

Split the class up into 4 groups and allocate rhythmic sounds to each group. Here are some examples :



A conductor is appointed to control the 4 groups.

- Point—start
- Clench fist—stop
- Raise palm—louder
- Lower palm—quieter

There are many variations of this game. Try using very free sounds and pitches for some interesting effects.

Match up cards set 1 side 1

beat

The basic unit of time  
in music

rhythm

The pattern of beats in  
a piece of music

tempo

The speed of the beat

dynamics

How quiet or loud the  
music is

*pp*

Play very quietly

*ff*

Play very loudly

Match up cards set 1 side 2

1

1

2

2

3

3

4

4

5

5

6

6

Match up cards set 1 side 1 cont

<p>round</p>	<p>A song in which the voices sing the same melody over and over but begin at different times</p>
<p>#</p>	<p>SHARP A symbol indicating that a note is to be raised</p>
<p><i>b</i></p>	<p>FLAT A symbol indicating that a note is to be lowered</p>
<p>coda</p>	<p>The ending section of a piece of music</p>
<p>staccato</p>	<p>Notes that are played in a short, spiky way.</p>
<p>legato</p>	<p>Notes that are played in a smooth way</p>

Match up cards set 1 side 2 cont

7

7

8

8

9

9

10

10

11

11

12

12

<b>ostinato</b>	A rhythm or melody pattern that repeats itself over and over
<b>harmony</b>	The sounding of more than one note at the same time
<b>decrescendo</b>	Gradually getting quieter
<b>crescendo</b>	Gradually getting louder
<b>unison</b>	Playing or singing the same notes at the same time
<b>Graphic Score</b>	A piece of music written using pictures to represent instruments

Match up cards set 1 side 2 cont

13

13

14

14

15

15

16

16

17

17

18

18

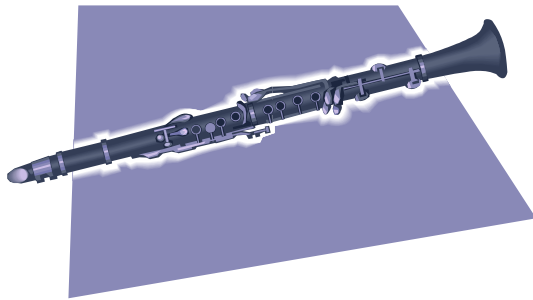




Harp



Double bass



Clarinet



Snare drum

Match up cards set 2 side 2

1

1

2

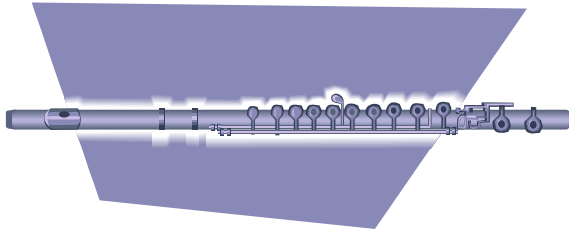
2

3

3

4

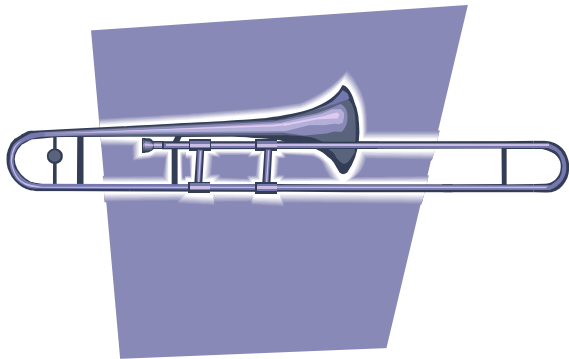
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Flute



French Horn



Trombone



Trumpet

Match up cards set 2 side 2

5

5

6

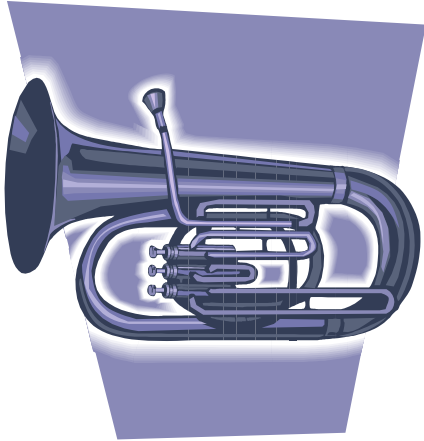
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7

7

8

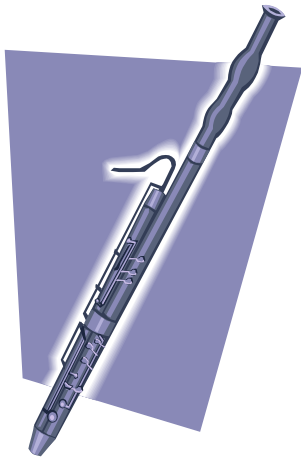
8



Tuba



Cymbals



Bassoon



Timpani

Match up cards set 2 side 2

9

9

10

10

11

11

12

12



Guitar



Violin



Oboe



Treble clef

Match up cards set 2 side 2

13

13

14

14

15

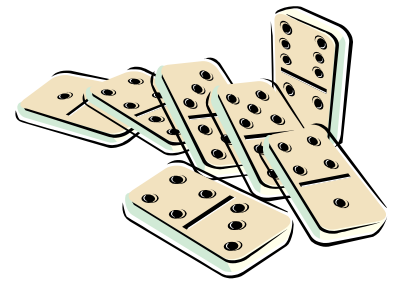
15

16

16



# Musical Dominoes



A good starter activity for 2-5 players.

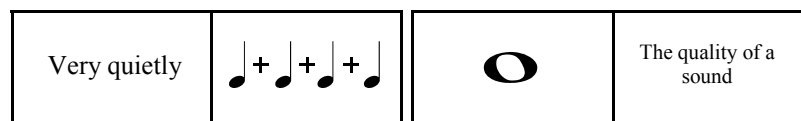
Cut out the dominoe cards on the next page. Laminate them for durability if required.

Before you start, make sure the pupils understand all the terms on the dominoes.

Divide up the dominoes equally to each player.

Player to the left of the dealer starts by putting down any dominoe

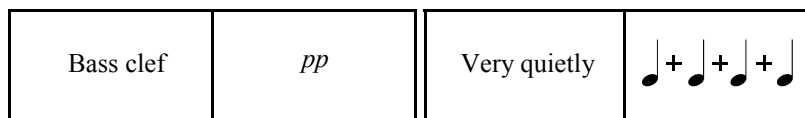
Next player lays down a matching dominoe. This must match either end, e.g.



1st player's dominoe

2nd player's dominoe

OR



2nd player's dominoe

1st player's dominoe


The 3rd player then adds a dominoe to either end, and so on.

If any player doesn't have a dominoe that will fit, s/he misses a turn.

The winner is the first to discard all their dominoes OR the player with the fewest dominoes left if nobody can find a dominoe to fit.



<i>ff</i>	
Gradually getting louder	
	<i>Crescendo</i>
Treble clef	Very loud
Bass clef	<i>pp</i>
Very quietly	
Gradually getting quieter	
Bowing the strings	<i>Decrescendo</i>
Plucking the strings	<i>Arco</i>
	The quality of a sound
Pitch	<i>Pizzicato</i>
Tone	High or low

<i>ff</i>	
Gradually getting louder	
	<i>Crescendo</i>
Treble clef	Very loud
Bass clef	<i>pp</i>
Very quietly	
Gradually getting quieter	
Bowing the strings	<i>Decrescendo</i>
Plucking the strings	<i>Arco</i>
	The quality of a sound
Pitch	<i>Pizzicato</i>
Tone	High or low