

I'm Teaching MUSIC?!!

Tips for Primary/Junior Teachers

Heather Healey
B.Mus.Ed/B.Ed.

hhealey@queensu.ca

JK -Gr.2

- minor 3rd songs and games
- pitch/basic rhythm
- simple movement with music
- songbooks with a story
- simple rhythm games
- steady beat and free-play Orff instruments
- sounds-in-our-world appreciation
- basic folk dances
- creative listening (music appreciation)
- lumni sticks



Gr.3-6

- composer studies (Susan Hammond Classical Kids Units)
- basic theory (notation in treble clef; note values) *games
- composition and performance with Orff instruments and homemade instruments
- improvisation (drama and instrumental)
- more complex folk dances
- local symphony programs (Grade 4 specifically)
- lumni sticks, recorder, bucket drumming (5/6)
- individual performance (5/6)

"Must-Haves" for Every Music Teacher:

- patience
- variety
- flexibility
- willingness to participate with the students

Workshop Activities



Below is a summary of the mini-lessons that we covered in the workshop. Please do not hesitate to contact me if you have any questions about these or other activities!

- 1. Finding our Voices (JK-2): Question/Answer; Magic Singing Scarf**
- 2. Second Story Window (JK-4): Improvising in groups (or individually in a circle) to come up with Nursery Rhymes and ending each with "Second Story Window" song; add in hand drums to include for free play during chorus and creative inclusion during nursery rhymes (drum for candlestick in Jack Be Nimble, for example)**
- 3. Sounds in our World (JK-2): Using "Touch the Sound" app on ipad, teacher rotates throughout groups as students take turns identifying the sounds they are hearing**
- 4. Circle Games (1-6): "Button and Key" game requires one student to leave the circle (detective) while teacher picks one student to have the button and one to have the key. The detective returns and with back turned to the circle sings his/her questions: Who has the button?**

4. (continued) Who has the key? Students respond (singing) to each and the detective guesses who it was. "Music Detective Rhythm Game" requires one student to leave the circle while teacher picks one student to be the maestro (leader). A steady beat is led (using consistently changing actions) by the maestro as the 'orchestra' follows by watching each other across the circle; detective guesses

5. Rhythm on the Move and Punchinello (JK-2): After teaching ta (quarter note), ti-ti (eighth notes), and shh (quarter rest), the students take their new found knowledge out into the halls! Each rhythm has a different movement with it and the teacher leads. "Punchinello" - comes up with steady beat using a fun action that others follow.

6. Rhythm Repeat / Erase (1-6): 8 bars of 4/4 rhythm to be repeated and erased one note/rest at a time; performed in canon afterwards

7. Drama (3-6): Building Comfort Level = LOOK, Platform - Who/What/Where, RID Blocking (reject/ignore/deny); Time Machine (role playing with movement); Freeze; Basketball Theatre (Spring/Fall)

8. Folk Dance Fun (1-6): "Dances Even I Would Do!" (Canadian Intramural Recreation Association of Ontario)

9. Lumni Sticks (1-4): In circle (warm-ups); CDs available with instructions; ostinato (common 8 beat rhythm that is repeated) and improvisation (making up as they go for 8 beats)

10. Bucket Drumming (5-6): Introduction to Bucket Drumming (basics to prepare for Intermediate playing) - "Bucket Music" Olivier Cutz (Guelph, Ontario)