

Mad House

PURPOSE:

To reinforce rhythmic identification skills

SUGGESTED AGE GROUP:

2nd – 4th Grade

MATERIALS:

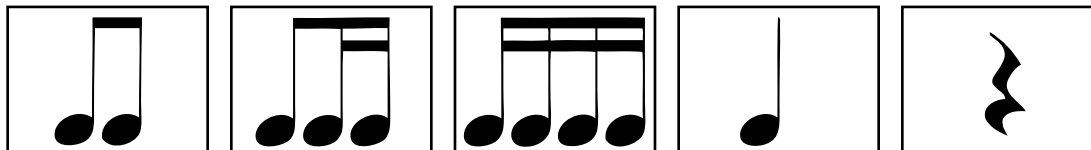
- Single-beat name tags (use templates in Appendix C)
- 4-beat rhythm cards (Appendix A)

To make name tags:

For the following activities, you will first need to make a rhythm name tag for each student.

- For one time use, use large mailing labels, or stick-on name tags
- For more permanent solution, use 3" x 5" cards and yarn.

Punch one hole in the top-left corner of the 3" x 5" card and another hole in the top-right. Cut 2 feet of yarn and tie an end in each hole to create a necklace-style name tag. On each child's name tag (necklace-style or stick-on), write any combination of notes or rests that totals one beat. This particular part of the instructions is left purposefully vague so the instructor can vary the activity based on the ability level and knowledge of the students. Examples:



Most 4-beat rhythm patterns contain more quarter notes than other notes so it would be advisable to make more quarter note cards for this activity.

SETUP/ACTIVITY

Select two students as "its." The "its" stand behind a designated starting area and all other students (wearing name tags) are spread out in the room. Show a 4-beat rhythm card to ONLY the "its" (the rhythm card may not use a rest or other symbol—if the class sees this, the "rest students" will know that they are in no danger of being tagged). At the starting signal, the "its" begin chasing and (hopefully) tagging the necessary students to correctly spell the rhythm. Once tagged, the students must go to the starting area of the "it" who tagged them.

Example: The rhythm card (Ta Ta ti-ti Ta) shows three quarter notes and one pair of eighth notes. The first "it" with four students (wearing the appropriate name tags) in their waiting area and standing in the correct order is the winner. The winning "it" gets to choose to play again or may pick another student to be "it." If the winner chooses to play again, the other "it" must pick a new "it."

- ★ This game can be chaotic as a great number of people are simultaneously avoiding two to four taggers. Be sure to remind students to run with caution. It is also best to have a certain sound (whistle or drum beat) that indicates the students are to immediately freeze.