

# PizzIMMERSION

## Professional Development Activities

### Mini lesson plan

**Title**

Hide the item game

**Year level suggested**

Years 2-6

**Useful for**

Brain breaks

Teamwork

Listening skills

**Materials**

1 classroom item (something small, ie: whiteboard duster, eraser, pen)

**Learning intention**

To engage students by working together as a group to enable the 'finder' to reach the goal of finding the object through musical ideas

**Steps**

1. Two students are selected – one is a 'hider' and the other is the 'finder'. The rest of the class are the 'tappers'
2. The 'finder' student stands to one side of the room with their eyes closed, whilst the 'hider' hides the classroom object somewhere in the classroom. The rest of the class sits silently at their desk/on the floor, observing where the object is hidden.
3. Once the object is hidden, the 'hider' sits back down and the game begins!
4. The 'finder' then moves about the room, trying to locate the object. The 'tappers' give the 'finder' information about item's location by changing the volume of the tapping (on legs/desks). If the 'finder' is close, tapping is louder; if far away, tapping is softer. (It is helpful to remind the 'finder' to use their ears to listen, rather than their eyes to look. Prompt with suggestions like "Where were you when the sound was loudest?")

**Curriculum links**

Music

- Explore and Express ideas
- Music Practices
- Present and Perform

Capabilities:

- Personal and Social
  - Social Awareness and Management, Collaboration