

PizzIMMERSION

Professional Development Activities

Mini lesson plan

Title

The Name Game

Materials

A clear space in the classroom

Year level suggested

Years 2 – 10

Useful for

Concentration

Rhythm

Sense of pulse

Team building

Coordination skills

Learning intention

To engage students by encouraging them to work together in maintaining a steady beat, and interact with their fellow students.

Steps

1. Group sits in a circle and taps steady beat with actions - thighs, thighs, clap, rest.
2. Add each person saying their own and their neighbour's name whilst continuing to clap beat above rhythm eg: "Issac to Cindy" etc.
3. Names are fit into one beat ie: during thigh slap "Isaac", thigh slap "to", clap "Cindy", rest.
4. Once the group can keep this going without disturbing the beat, they can then send their name to anyone in the circle.
5. This means everyone has to be alert in case their name is called. A competitive version can be played where people are out if they can't think of a name or go out of rhythm. With more familiar groups names can be replaced with sounds or made up names.

Curriculum links**Music**

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

Capabilities

- Personal and Social
 - Social Awareness and Management, Collaboration