

PizzIMMERSION

Professional Development Activities

Mini lesson plan

Title

Pass the clap and sound effects (SFX) game

Materials

A clear space in the classroom

Year level suggested

All year levels

Useful for

Brain breaks

Rhythm

Body coordination

Concentration

Team building

Musical composition

Learning intention

To engage the group by creative quick-response games using rhythm and sound

Steps

1. Group stands in the circle
2. One person sends a single clap around the circle
3. See how fast the clap can travel
4. Designate people to be direction/sound changers
5. Replace the clap with voice sound effects (SFX) or add an action, and pass these around
6. Divide into groups of 4 or 8. Each group creates their own 4 or 8 beat SFX sequence using the same passing method
7. Assign a number to each member of the group – then each member says their own number consecutively around the circle. 1, 2, 3, 4 etc.
8. Each member replaces their number with their SFX.
9. Each group rehearses, then performs their sequence

Curriculum links**Music**

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

Capabilities

- Personal and Social
 - Social Awareness and Management, Collaboration