

PizzIMMERSION

Professional Development Activities

Mini lesson plan

Title

The Shopping Game

Year level suggested

Years F-6

Useful for

Brain breaks

Memory

Concentration

Sense of pulse

Rhythm

Materials

A clear space in the classroom

[Food rhythms handout](#)

Learning intention

To engage the students in rhythmic play and memory building (potentially for rhythmic notation learning)

Steps

1. Have everyone sit or stand in a circle
2. Nominate someone to start and state in which direction the game will be played
3. The person beginning says the following: *"I went to the supermarket and I bought..."*
4. Using the six food rhythms, this person choose a fruit to finish the sentence: *"I went to the supermarket and I bought a pear."*
5. The next person repeats this, whilst also adding another fruit: *"I went to the supermarket and I bought a pear and an apple."*

This continues until everyone has added a fruit to the list

 - a. This is a great way for everyone to practise the six food rhythms
Variation: substitute stating the fruit you bought with **only** clapping the rhythm of that fruit
 - b. Make sure sufficient pause is left between each grouping of claps
eg: Clap – Pear (pause); Clap Clap – Apple (pause); Clap Clap Clap – Pineapple (pause)

Curriculum links

Music

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

Capabilities:

- Personal and Social
 - Social Awareness and Management, Collaboration