

PizzIMMERSION

Professional Development Activities

Mini lesson plan

Title

Poison Rhythm

Materials

A clear space in the classroom

Year level suggested

Years 3-10

Useful for

Brain breaks
Rhythm
Pulse
Leadership
Concentration

Learning intention

To engage students through call-and-response fun, and rhythmic practice

Steps

1. Everyone stands up with the leader standing in front of the group
2. The leader claps a rhythm pattern which is the 'Poison Rhythm'
 - a. When choosing a rhythm, it is easier if it is relatively short (4 beats is a good length to start with, though could be extended to make it increase difficulty)
 - b. It is also very helpful to put words to the rhythm to make it more memorable
3. The leader then claps different rhythms, and the group claps them back in a call-and-response style
4. The leader may clap the poison rhythm at any time - any student who copies this rhythm is 'poisoned' and sits down
5. The game continues alternating between rhythms and the poison rhythm until there is one group member standing

Extension

- Lengthen the number of beats in the rhythms (ie 8 beats)
- Students close their eyes so they can't copy other students
- Students turn to face different sides of the room/look away from the leader
- Students stand in funny ways, eg. stand on one leg, close one eye, clap over their heads, clap around their back, clap between their legs
- A second rhythm could be identified at any point during the game; this is the 'antidote' rhythm. Students who are out may hear this rhythm and clap it back. In this way they are 'revived' and re-join the game, which helps them be included and still engaged

Curriculum links**Music**

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

Capabilities

- Personal and Social
 - Social Awareness and Management, Collaboration

Need support?

Email *PizzASSIST*, education@mso.com.au
and quote *PizzASSIST* in the subject line