

# PizzIMMERSION

## Professional Learning Activities

### Mini lesson plan

**Title**

The Shopping Game

**Materials**

A clear space in the classroom  
Food rhythms handout – link here

**Year level suggested**

Years F-6

**Useful for**

Brain breaks  
Memory  
Concentration  
Sense of pulse  
Rhythm

**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