

PizzIMMERSION

Professional Learning 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, rest.
2. In the rest, say your own name – go around the circle until everyone has been introduced

Extension

Set up the beat again. This time, tap thighs twice, clap then rest.

Add each person saying their and their neighbour's name whilst continuing to clap beat above rhythm eg: "Issac to Cindy" etc.

Names are fitted into one beat ie: during thigh slap "Isaac", thigh slap "to" clap "Cindy", rest.

Once the group can keep this going without disturbing the beat, they can then send their name to anyone in the circle.

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 disrupt the steady beat. 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

Need support?

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