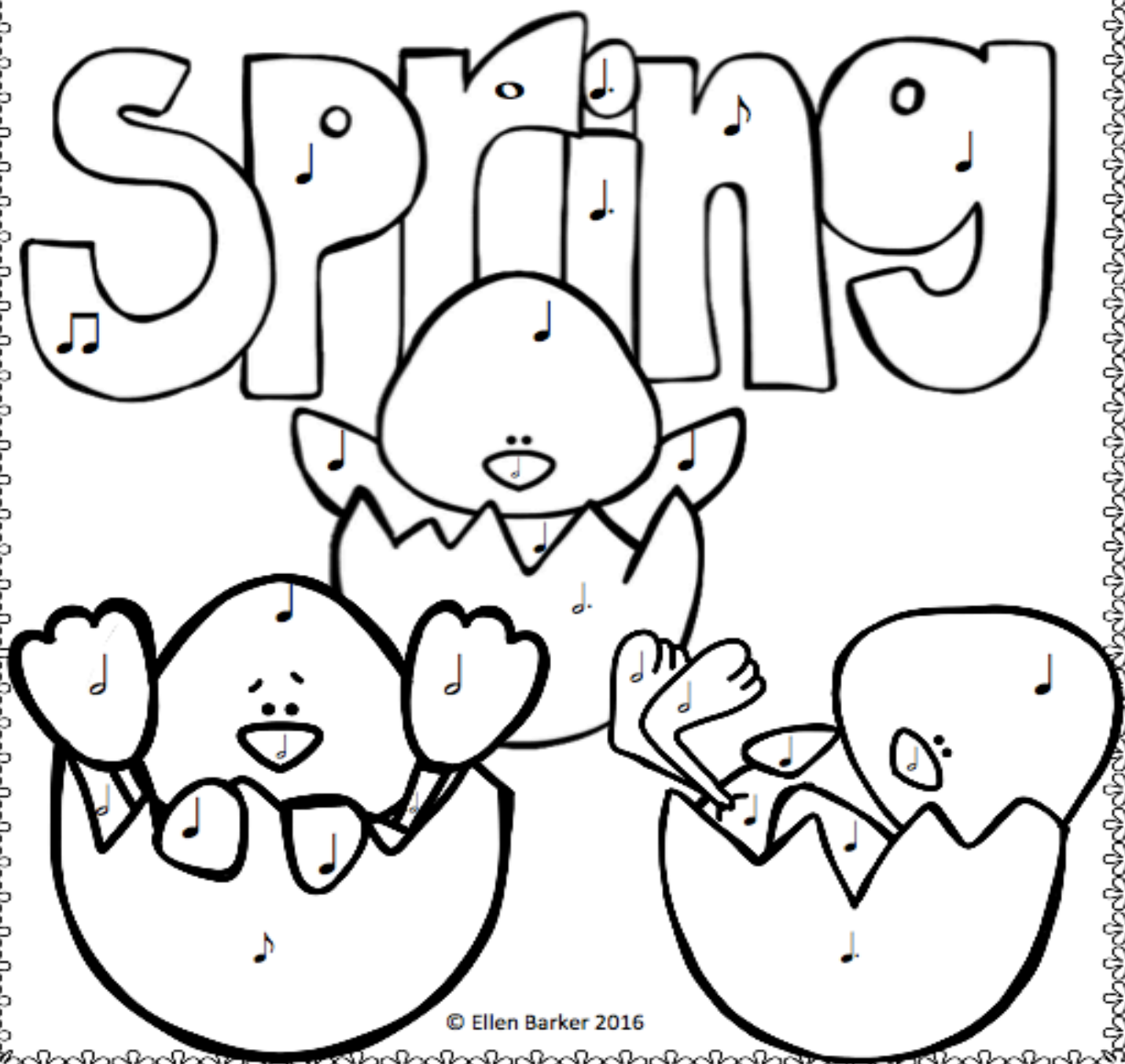


Identifying Note Review:

Name _____ Class _____



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♪ = yellow

♪ = light blue

♪ = orange

♪ = pink

○ = green

z = red

♪ = purple

♪ = brown

In each of your music packets, I'll be sending along the instructions to one of our classroom music games. These are for fun! Maybe someone else in your house would have fun playing these games with you! Keep each of these pages in a special place. Over the next few weeks, you'll have an entire collection of some of our favorite games! Play and enjoy as much as you want over the next few weeks!

 Mrs. Degenhart 

GAME 1:

Musical Hot & Cold

NEED:

2 or more players
Small object to be hidden
Familiar song to all

1. One person – the “Finder” - leaves the room or hides their eyes.
2. Another person hides the object somewhere in the room.
3. Finder returns or opens their eyes.
4. The rest of the players sing a familiar song to help the Finder find the object. The closer the Finder is to the hidden object, the louder the players should sing. The further away the Finder is from the hidden object, the softer the players should sing.
(Remember the musical words for loud and soft? Forte (pronounced “FOR – tay”) and piano!)

Musical Objective

This is a game using dynamics, which are louds and softs in music. See if you remember these other dynamics:

<i>ff</i>	(<i>fortissimo</i>)	VERY loud!
<i>f</i>	(<i>forte</i>)	loud
<i>mf</i>	(<i>mezzo forte</i>)	medium loud
<i>mp</i>	(<i>mezzo piano</i>)	medium soft
<i>p</i>	(<i>piano</i>)	soft
<i>pp</i>	(<i>pianissimo</i>)	VERY soft

Social Distancing Modification:

Video chat with a friend.

Find an object you can see in the room they're sitting in. Your friend needs to figure out what object you picked. Have your friend walk around, and the closer they get to the object you picked, the louder you sing! The further they are from the object, the softer you sing.