



The Thrill of the Drill

Theory That's Fun!

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Note Values:

1. Chair Rhythms/Son of Chair Rhythms/Rhythm Remix

- *Chair Rhythms*: Four chairs represent a measure of music.
- Use children's bodies, seated in chairs, to represent note values. Begin with quarter notes and rests, divide beats into eighth notes. Show half notes, then finish with "whole note man!"
- *Son of Chair Rhythms* is played by displaying a variety of rhythm cards on the board. The teacher chooses one and assigns a child to place classmates into the correct chairs to form the rhythm pattern. A variation of this game is for the teacher to place students (notes) into the measure (chairs) and have another student find the rhythm card that matches.
- *Rhythm Remix*: One child in each chair, representing a single beat. Teacher claps pattern, student must pick up note or rest card to show what is on their beat.

2. Note Value Practice to Recorded Music

Using music of your choice, approximately 120 beats per minute, hold up note value cards for the students to perform. Add rhythm instruments if desired. Consider four groups of students, each with an appropriate rhythm instrument.

3. Note Values with Super Stretchy

Using a large stretchy band, design movements for each note value. Practice each note value to a recorded accompaniment. Example: Whole notes= 4-count "waves," moving hands up for four beats, then down for four beats, Half notes=Super Stretchy above head, stepping half notes, Quarter notes=shakes to the quarter beat, Eighth notes=shakes to the eighth note value, with hands moving up and down separately.

4. Note Value Study Guides

Fold 1/2 piece of paper into "hot dog fold." Fold into four boxes. Draw whole, half, quarter and eighth notes on front. Label. Draw corresponding rests inside. Cut front doors.

5. Rocky Mountain (American Folk Song)

Teach melody, showing the direction with hand levels. Discuss the four note values to be reviewed. Clap whole notes while singing the A section. Ask students how many occurred. Repeat with other three note values. Perform entire song with clapping game: Pat the value on your own lap, move one leg to the right, then your own lap again, then one leg to the left. During each B section sing only, with no movement. Transfer clapping to drums. It is helpful if teacher displays a visual of each note value as it is performed.

6. Take it Off

Game for two teams. Students roll dice to determine how many beats to take off the apple tree. Excellent for reviewing note and rest values. Team 1 controls the dice until a mistake is made, then play passes to Team 2. Keep score on board.

Rhythm Patterns:

7. Rhythm Fishing

Make clip art fish, draw rhythms on reverse side. Buy toy fishing pole and attach magnet. Attach metal paper clip to each fish. At beginning of class review all rhythms, throwing the fish into the sea (middle of children's circle on the floor) after clapping correctly. Divide children into two teams for fishing game. To earn points student must clap and say pattern correctly to a steady beat.