BACK TO SCHOOL

MUSIC THEORY ACTIVITY PACK

GRADE 5 - 8





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ACTIVITYPACK

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Welcome!

ICEBREAKER ACTIVITY – GROUP ACTIVITY

Copy Cat Jack and Wild Wolly

Let's start with rhythm. This will be a call and response activity.

Equipment: No equipment required.

Steps...

1. Place the class in a circle with you as part of the circle
2. [As the teacher you must] Face the person on your left-hand side and give them a rhythm they must copy. Feel free to use various parts of the body to make it more interesting
3. The person to your right must mimic the rhythmic pattern as accurately as possible.
4. Once they've mimicked you, they will turn to their left and give the next person a rhythm to copy.
5. The aim is to go around the whole circle mimicking the person who went before you.
6. At random times, you as the teacher can call out "Wild Wolly" and give the whole class a rhythmic pattern to mimic altogether.

TAKE IT UP A NOTCH
Setting a metronome and speeding up the tempo of the rhythm patterns is one way to increase the fun in this activity

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ICEBREAKER ACTIVITY – INDIVIDUAL ACTIVITY

Copy Cat Jack

Let's start with rhythm. This will be a call and response activity.

Equipment: No equipment required

Steps...

1. Ask the student to stand and face you
2. Pat/tap/clap out a pattern for your student to mimic. Make this as easy or challenging as you'd like
3. Ask the student to mimic the pattern then ask them to respond with a rhythmic pattern of their own which you then must mimic
4. The aim is to create more challenging rhythm patterns as you go along

TAKE IT UP A NOTCH

Setting a metronome and speeding up the tempo of the rhythm patterns is one way to increase the fun in this activity

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EXERCISE 1 – GROUP ACTIVITY

Sounds like...

Equipment: You will need to play the suggested songs below to complete this activity.

Steps...

1. Gather the class in a circle
2. Ask one person to step into the middle and close their eyes.
3. Ask them to spin carefully in the middle with their eyes closed and their finger pointed out
4. Ask them to stop at a random point and the person their finger lands on must identify the time signature
5. Play any song from the suggested playlist given or a song of your choice
6. The person they landed on must listen to 30 seconds of the track and identify the time signature they can hear
7. The aim is for the class to correctly guess as many symbols as possible

Suggested Playlist...

1. Ain't Nobody - Chaka Khan
2. Fell On Black Days - Soundgarden
3. If I Ain't Got You - Alicia Keys
4. Feeling Good – Muse
5. You've Got To Hide Your Love Away (From Help!) - The Beatles
6. I'm Not The Only One – Sam Smith
7. Wildest Dreams – Taylor Swift
8. Kind Hearted Woman Blues – Robert Johnson
9. The Bean – Peter Huntington (Rockschool Drums Grade 7)



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EXERCISE 1 – INDIVIDUAL ACTIVITY

Sounds like...

Equipment: You will need to play the suggested songs below to complete this activity.

Steps...

1. Play any song from the suggested playlist or any alternative song of your choice
2. Take out your timer and ask your student to identify the time signature in the song being played as quickly as possible
3. The aim is for your student to accurately identify the time signature as quickly as possible

Suggested Playlist...

1. Ain't Nobody - Chaka Khan
2. Fell On Black Days - Soundgarden
3. If I Ain't Got You - Alicia Keys
4. Feeling Good – Muse
5. You've Got To Hide Your Love Away (From Help!) - The Beatles
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EXERCISE 2 – GROUP ACTIVITY

Chord Cliques

This activity works well with a group that can be placed in multiples of 3.

Equipment: A visible clock or timer

Steps...

1. Select a scale that the class can sing and play
2. Assign each student with a note. You can assign this as a number or the note.
3. Then set a 30 second timer. The students will have 30 seconds to form groups of 3 that would make a chord.

TAKE IT UP A NOTCH

Change the scale to a more challenging scale for your class. Also creating four-note chords (or tetrads) as well as triads adds to the fun!



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EXERCISE 2 – INDIVIDUAL ACTIVITY

It's A Mode Thing

This activity will require you to play the seven modes of a major scale.

Equipment: Modes flashcards

Steps...

1. Play the Ionian mode in any key that suits your student
2. Ask your student to repeat this mode either by singing or playing this mode
3. Introduce the Dorian mode and ask your student to repeat this mode after you
4. Play the Ionian mode again to remind them of the first mode
5. Introduce the Phrygian mode and ask your student to repeat this mode after you
6. Then use the modes flashcards in the activity pack and play either the Dorian, Phrygian or Ionian mode to your student and ask them to identify which mode you are playing

TAKE IT UP A NOTCH
Add the rest of the modes if you'd like to challenge your student further



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EXERCISE 3 – GROUP ACTIVITY

Find The Beat, Play The Beat

Equipment: Note Value Flashcards / Metronome

Steps...

1. Ask the class to form a circle facing each other
2. Play a metronome at 80bpm
3. Flash the note value cards at the class and ask the class to clap or tap out the note value they see together
4. Ask the class to stop but keep the metronome playing in the background
5. Flash a note value flashcard to the class and nominate one student to start off the chain. This student must clap or tap out the note value that they see, then nominate another student by pointing to them.
6. Once a new student has been nominated, you will flash another note value to them to clap or tap out
7. The game ends once all students have tried to clap or tap out the flashcard they were given

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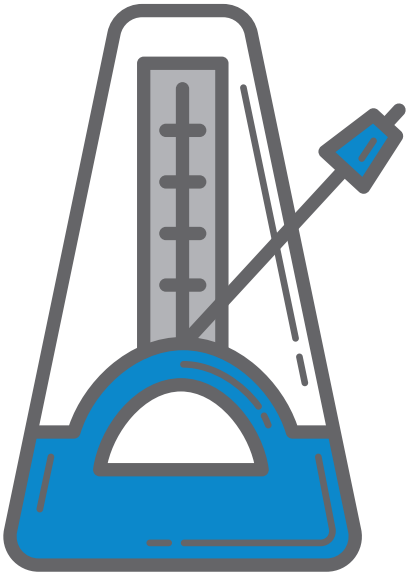
EXERCISE 3 – INDIVIDUAL ACTIVITY

Find The Beat, Play The Beat

Equipment: Note Value Flashcards / Metronome / Timer

Steps...

1. Play a metronome at 80bpm
2. Flash the note value cards at your student and ask them to clap or tap out the note value they see
3. To increase the fun, set a 60 second timer and challenge your student to clap or tap out as many flashcards as possible



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SEMIBREVE



Whole note
4 beats

MINIM



Half note
2 beats

CROTCHET



Quarter note
1 beat

QUAVER



Eighth note
1/2 beat

SEMIQUAVER



Sixteenth note
1/4 beat

DEMISEMI QUAVER



Thirtysecond note
1/8 beat

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SEMIBREVE REST



Whole rest
4 beats

MINIM REST



Half rest
2 beats

CROTCHET REST



Quarter rest
1 beat

QUAVER REST



Eighth rest
1/2 beat

SEMIQUAVER REST



Sixteenth rest
1/4 beat

IONIAN

DORIAN

PHRYGIAN

LYDIAN

MIXOLYDIAN

AEOLIAN

LOCRIAN