

## 25

## CATEGORY

vocal  
rhythmic

## AGE

12-24

NUMBER  
OF PARTICIPANTS

8-12

## DURATION

approx. 35 min.

## WORKING METHOD

group work

MUSICAL ABILITIES  
OF THE TRAINERS

1 2 3 4 5 6

## COMPETENCES

- collaboration
- attention
- concentration
- movement coordination
- sense of rhythm

## Rhythmic Game with Eight Notes

*A rhythmic game that focuses on concentration and at the same time develops a sense of rhythm without being noticed.*

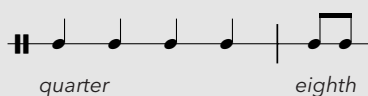
## AIM

In addition to the participants' steady beat, this task is suitable for the development of many competencies through improvisation and quick, yet accurate reaction. It helps to develop musical skills and competencies, i.e. sense of rhythm, concentration, patience, and assistance to practising improvisative chamber music.

## DESCRIPTION

1. Participants are standing in a circle and each of them claps a quarter note at a steady beat.
2. From the participant who halves this period and claps eighth notes, the process reverses and starts to move in the opposite direction.
3. The participant who makes a mistake is eliminated from the game.
4. The game ends when only two group members remain.

The tempo can be changed per game to a faster or slower tempo in every turn.



## COMMENTS FOR FACILITATORS

Percussion instruments can be used during the rhythmic games, e.g. drums, percussion eggs, wood maracas, rhythm sticks, bells or castanets.

During the activities be care of the steady beat! The dynamics of the activities can be changeable.

