

26

CATEGORY

rhythmic

AGE

12+

NUMBER
OF PARTICIPANTS

5-12

DURATION

approx. 10 min.

WORKING METHOD

group work

MUSICAL ABILITIES
OF THE TRAINERS

1 2 3 4 5 6

COMPETENCES

- memory
- collaboration
- attention
- concentration
- rhythm recognition

Give me Rhythms!

Playful rhythmic exercise, which is a simple musical version of the well-known word game

AIM

The goal of the game is for the participants to acquire, in a playful way, unnoticed, musical basics and competencies that can serve as the basis of their interest in the future. And it has an extremely strong team-building effect, encouraging cooperation and mutual attention.

DESCRIPTION

Participants sit in a circle and choose a leader who claps a rhythmic formula and passes it to the person sitting next to him/her.

Everybody in the circle claps it individually. After the rhythm gets back to the leader, he/she will find out and start a new rhythmic formula and send it around.

This way the game becomes a two-part rhythm activity.

The leader can be different in every turn.

The two rhythm patterns can be played in different ways, for example with clapping and flicking.

COMMENTS FOR FACILITATORS

Adapting to the abilities of the group and the opportunities provided by the venue, you can also play with simpler melodies, the main thing is that only the next person in line hears the melody.

