

41

CATEGORY

vocal

AGE

12+

NUMBER
OF PARTICIPANTS

3-15

DURATION

approx. 20 min.

WORKING METHOD

- group work

MUSICAL ABILITIES
OF THE TRAINERS

1 2 3 4 5 6

COMPETENCES

- creativity
- improvisation
- attention
- collaboration
- cooperation
- social sensitivity

Hunt the Object

Facilitating orientation with vocal sounds in the form of a short game, following different vocal changes in space.

Vocal version of „The seeker“, rhythmic and instrumental game (40).

AIM

The goal of the game is to learn how vocal sounds can be used in many different interpretations, and how to navigate with their help. It helps them learn how to express their feelings, how to improvise, how to enjoy music and develop this within a group that develops social skills and teamwork.

DESCRIPTION

The instructor shows the participants the object to hunt that can be anything (e.g. a coin). One participant goes out of the room for a few seconds. While he/she is there, the group hides the object somewhere, then they invite her/him back to the classroom.

The group makes a long 'La' sound while the participant is hunting for the object. They can vary their 'La' sound according to pitch (high pitch means close, low pitch means far) and dynamics (loud means close, quiet means far away). So if he/she is close to the object, they should sing 'La' at a higher pitch and louder. If he/she is far away, they sing 'La' at a lower pitch and more quiet. By listening to them, the hunter should be able to find the hidden object.

Participants can also use a song or melody while one of them is trying to find the object.

