

42

CATEGORY

vocal
rhythmic
instrumental

AGE

12+

NUMBER
OF PARTICIPANTS

5-20

DURATION

approx. 20 min.

WORKING METHOD

- group work

MUSICAL ABILITIES
OF THE TRAINERS

1 2 3 4 5 6

EQUIPMENT
AND INSTRUMENTS

- optional: any type of instrument

COMPETENCES

- improvisation
- creativity
- memory
- collaboration
- attention
- cooperation
- concentration
- sense of rhythm

Bead String

Short funny game to develop musical creativity and memory.

AIM

The goal of the game is to develop musical creativity, to promote thinking that always presents new and variation possibilities during the game. Musical memory improvement affects learning abilities in all other areas as well.

DESCRIPTION

The participants stand or sit in a circle. The facilitator provides instructions on the game and which set of sounds can be used during the play.

First participant sings or play a sound.

After that the next participant repeats the sound and adds one.

The next repeats the 2 sounds and adds another sound.

And it goes round the circle

The goal is to make the longest line of sounds, longest "string of bead."

LEVEL UP!

If the group's level of knowledge and experience allows it, the game can also run to the point where a common piece can be created.

COMMENTS FOR FACILITATORS

During the activities be care of the steady beat.

