



CATEGORY

vocal instrumental

AGE

15 +

NUMBER OF PARTICIPANTS

5-30

DURATION

approx. 30 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

- individual responsibility
- creativity
- attention
- cooperation
- concentration
- singing together



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Conductor

The game draws attention to the challenges and excitement of a leadership role, such as that of a conductor

AIM

The activities provide participants with the opportunity to learn first-hand certain musical characteristics: tempo, dynamics and timbre. For all of this, we have chosen a suitable and easy melody as an example, which can be easily sung by participants who are not familiar with music.

DESCRIPTION

The first task is to find the song that the majority of the group knows well, sing it several times so that everyone knows it confidently.

One participant is chosen to be the conductor (the instructor can be the conductor for the first time to show the group what to do). They can choose a song, e.g. *Oh I'm going to sing*.

The instructor explains that when the conductor raises his arms higher in the air, he wants the participants to sing louder. If the conductor holds his arms lower, the group should sing more softly. In addition, the conductor can indicate start (e.g. thumbs up) and stop signals (e.g. flat hand towards them). The group can agree on which notation to use for slowing down and speeding up the tempo. So, you can freely expand the instructions and markings.

LEVEL UP!

Once the participants are familiar with this activity, we can let the group, the "band", use body instruments or rhythm instruments. We could also divide the participants into groups of similar instruments, where the conductor controls the dynamics of each group when he gets close to them.

