

Music Activities		
K-2	Stage 2	Stage 3
<p><b>Nursery Rhymes : Telling Stories</b> Students explore and develop confidence in performing nursery rhymes using pitch, rhythm and text. Students contribute ideas for their own compositions in song, movement and instrumental accompaniment. Students improvise on Nursery Rhymes</p>	<p><b>Calypso: Sounds and Rounds</b> Using a simple round, students develop singing, instrumental and movement skills, as well as the ability to listen attentively and make constructive responses to their own work and that of their peers.</p>	<p><b>Vocals</b> Students pick a song and practice singing to the correct tempo, beat, and pitch as the original song. Perform to an audience member.</p>
<p><b>Nursery Rhymes: Game Songs</b> Students explore and develop confidence in performing nursery rhymes using pitch, rhythm and text. Students contribute ideas for their own compositions in song, movement and instrumental accompaniment.</p>	<p><b>Esther the Cat: Create and Respond</b> Students use the music of a string quartet (or any instrumental song) to develop instrumental performance. Students to create body percussion arrangements. Students practice composition and arranging skills to create soundscapes using the elements of melody, rhythm, beat, timbre, structure and texture, as well as develop graphic scores of their work.</p>	<p><b>Scat Canon: Jazz Vocals</b> Students explore a simple jazz piece (or any instrumental music) to develop vocal techniques and arranging skills incorporating melody, rhythmic accompaniment, beat, form and structure. Students practice listening skills, providing constructive responses to encourage performance.</p>
<p><b>**The Lonesome Boatman**</b> Students create musical ideas using words, sounds, symbols, movement and interactive digital media to compose and play a soundscape inspired by The Lonesome Boatman, played by the ensemble, Pastance.*</p>	<p><b>**Mairi's Wedding**</b> Traditional arr. Pastance Students will engage in a series of activities which focus their listening on understanding the structural features of this Scottish folk song, singing the story, exploring movement possibilities, the instruments used and creating a drumming pattern accompaniment.</p>	<p><b>**Kele Meyrem**</b> This module uses traditional Turkish dance repertoire as performed by the group Mara! to develop:</p> <ul style="list-style-type: none"> <li>• Instrumental performance, singing, and dance</li> <li>• Student responses to focused listening and viewing using music terminology</li> <li>• Compositional and arranging skills</li> </ul>

\*\* denotes that online resources are required.\*\* Use the Musica Viva login and password details to access resources.

Simply visit [musicavivainschools.com.au](http://musicavivainschools.com.au) and log in using the credentials provided to gain access.

**Username:** musicassentials@musicaviva.com.au  
**Password:** musicaviva

### K-6 Sports Grid

Choose an activity to play with people at home. How many can you do?

<p><b>Balance Game:</b> Walk along a line or low beam. Students change height and direction. As a variation, students repeat the movements balancing a beanbag on their Head, shoulder, arm or hand.</p>	<p><b>Balancing Shapes:</b> Work in pairs in their own space to explore different partner balances, for example, ways of combining and balancing on two body parts, three body Parts.</p>	<p><b>Fundamental Movements:</b> How many Star jumps can you do in one minute?  Can you beat your score you got yesterday?</p>	<p><b>Play Simon Says:</b> With other people in your home play the game Simon Says?  One person is Simon and others have to copy what Simon says to do.</p>	<p><b>Sergeant jump</b> Children take turns to perform a vertical jump and, at the peak of the jump, make a chalk mark on the wall. Pairs should rotate so that both students get a turn. Students try to beat their previous best mark.</p>	<p><b>Marker Jump</b> The students take turns to arrange a jumping path for their partner. Students set up their markers so that their partner Jumps in different directions and over different distances. Swap roles.</p>	<p><b>Obstacle Course</b> Using your equipment you have at home, make a course which you can do.  You build things to to climb, run, jump, crawl, hop and skip through.</p>
<p><b>Keep it up:</b> Using a blown up balloon, try and keep the balloon off the floor pay passing, catching and throwing to your family.</p>	<p><b>No Go Zone:</b> Create a zone which is out of bounds. One Player sits on one side, another [player sits on the other, Throw and catch a ball back and forth. If you throw it in the No Go Zone the other player gets a point.</p>	<p><b>Hop Scotch:</b> Draw a hop scotch grid and play with some of your family.</p>	<p><b>Marvelous Mat:</b> How many ways can you move across the mat?  Roll, side roll, jump, crawl side?</p>	<p><b>Animal Antics:</b> Use your body to pretend you're a different animal  - Slither like a snake - Hop like a kangaroo - Jump like a frog. - Stomp like an elephant</p>	<p><b>Skipping:</b> Learn to skip in many ways.  Can you jump with a partner? Can you criss cross? Can you jump in? Can you jump backwards?</p>	<p><b>Red Light, Green Light</b> One person is in. When they say green light, you need to move closer to them. When they say red light you need to freeze. If you move on red light you are out!</p>