



Starts with a B: Rhythm Game Beethoven 6 Ecossaises, WoO 83

CLASS ACTIVITY: RHYTHM DETECTIVE

OVERVIEW

In this activity, students will work on modeling and responding to rhythm patterns.

SPACE CONSIDERATIONS: Students will need space to sit in a large circle on the floor.

ACTIVITY

In this episode, Buddy models a common rhythm that can be heard multiple times throughout the piece (01:15–01:30). This is the rhythm students will be modeling for each other in this activity.

Have students sit in a large circle on the floor. Start by clapping the rhythm, having students join in after they have heard it a few times. Once they are comfortable with the rhythm, choose one student to act as the “rhythm detective.” Have the detective step out of the circle and face away from the group. Next, secretly pick a “leader.” The goal of the leader is to not be caught by the rhythm detective. The leader will model the rhythm through different forms of body percussion (i.e. clapping, patting legs, tapping floor, snapping, etc.), changing the method of modeling every few seconds. The rest of the group will copy whatever the leader does, while trying to keep the identity of the leader a secret. The detective will then have 3 guesses as to who the leader is.

Once the detective chooses correctly, or after their 3 guesses are up, the leader now gets to leave the circle to become the new rhythm detective for the next round. Secretly choose a new leader and repeat the activity. This can be played for a short period of time or repeated until every student has had a turn as the leader.

OPTIONAL

Have the class choose a new rhythm and repeat the activity.