



# CLIBURN IN THE CLASSROOM

## WHAT'S THE SCORE?

A Fantasy Football-style Playoff at the Piano

### CLASS ACTIVITY: Music Class Baseball Grade Level(s): 2-5 Subject Areas: Music

#### OBJECTIVE

The purpose of this game is to reinforce music reading and notation fluency (rhythm and/or pitch), along with basic ear training through engagement in a baseball game.

#### SPACE AND EQUIPMENT CONSIDERATIONS

You will need enough space for students to run safely between the bases. Borrow bases from your school's PE teacher or create and laminate your own. Pre-select rhythmic or pitch patterns of progressive difficulty based on grade level and create a series of flash cards to be placed at the appropriate bases. For added fun, if playing outdoors, add a baseball or softball and bat for students to take a real swing before running to base.

Prepare for this activity by creating laminated rhythm and/or pitch sequence flash cards. Length and difficulty can be determined by grade level. Each base of this game increases in difficulty, with first base being the most basic and home plate the most advanced.

#### MUSIC TO EXPLORE

To use as walk-up music as students take the plate:

COPLAND	Suite from <i>The Red Pony</i> (3b. Circus March)
REVUELTAS	<i>Ocho por Radio</i>
ADAMS	<i>Short Ride in a Fast Machine</i>

#### ACTIVITY

1. Divide the class into two teams for scoring purposes. Students are the batters; the teacher is the pitcher. Students take turns being "at bat." Allow the batter to select whether they want to swing for first, second, or third base, or try for a home run.
2. Pitcher claps a rhythmic pattern or sings/plays a pitch series. The batter echoes the pattern as a "practice swing," then searches for the matching rhythm/pitch series at the appropriate base. If the batter makes the correct selection, they remain on base and the next student on their team is at bat. Runners advance after each successful batter. If the batter makes the wrong selection, they are "struck out." Scores are based on how many runners make it to home base, just as in a regular baseball game. After three strikes, the teams switch.
3. To increase the difficulty further for older grades, add a time limit to each base. Students must find the appropriate card in the stack within the allotted time or their ball is "caught" and they are out.