



CLIBURN IN THE CLASSROOM

LAUGH OUT LOUD!

Finding the funny in whimsical songs

CLASS ACTIVITY:

Name That Tune!

Grade Level(s): 2-4

Subject Areas: Music

OBJECTIVE

Students refine their performance and audience skills and reinforce music reading and fluency by playing a game of Name That Tune! using recorders.

SPACE AND EQUIPMENT CONSIDERATIONS

A music stand, a printed version of the “Easy Songs for Recorders” packet, a kitchen or sand timer, and classroom recorders are all of the equipment needs for this activity. However, students will need to have successfully passed recorder curriculum in order to enjoy this game.

To prepare, print the sheet music from the “Easy Songs for Recorders” packet, found on the [Dynamic Music Room Website](#). There should be one sheet per song, so that no student can see the next piece on the list. Decide in advance how much time each team gets to name the tune; younger classes can have more time, and older classes less to make this more challenging.

MUSIC TO EXPLORE

VIVALDI Recorder Concerto in C Minor, RV 441

ACTIVITY

1. Divide the class into two teams, A and B. Place a music stand at the front of the classroom, and place one song from the packet on it. Then, select one member from Team A to come to the front of the room and play the song on recorder. The title of the song should NOT be read to the class. Encourage good audience etiquette—they will need to listen carefully! If the other members of their team can correctly name that tune within the allotted time, they score a point. The team with the highest number of points by the end of class wins.

Note: As an alternative to sightreading in class, assign each student one piece from the packet to take home and practice. Remind them not to share the titles of the pieces or what they are playing with their classmates!

2. After the performance, listen to the Vivaldi Recorder concerto referenced above to demonstrate the recorder as a concert instrument.