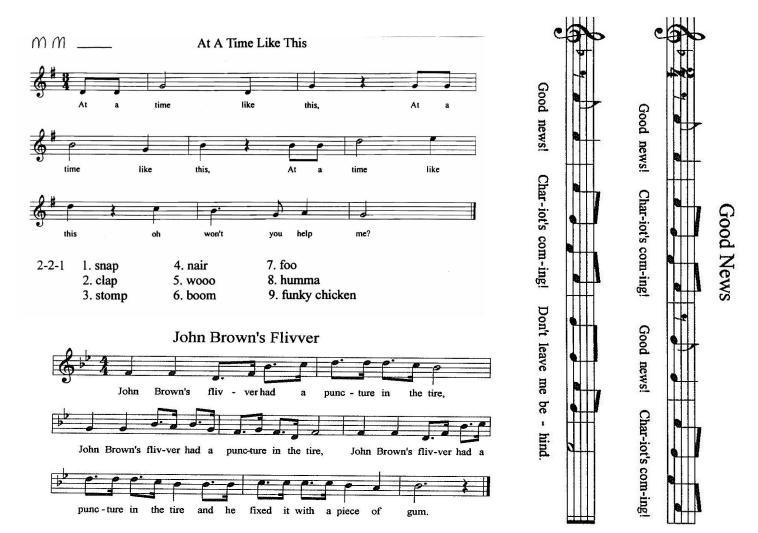


WE JOY SING



"GEMS with JO in a COVID19 WORLD"



This song is excellent for inner hearing. Once the song is known well, the class performs only the motions for the word below, singing all the other words. Add a new motion with each repeat.

Motions: Flivver - pretend to turn crank

Puncture - make hissing sound

Tire - draw circle with hands in front of body
Gum - swallow hard "gulp"

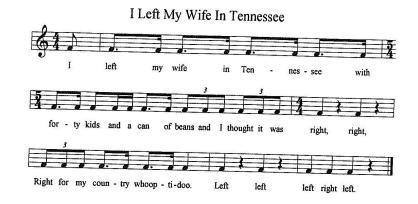
Increase tempo once the song is known well.

7 Jumps

Rhythmically Moving CD #2
Phyllis Weikart

Flash Card Crazy!!

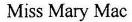
This is what I can do Listen then you do it too



(This piece is spoken.....not sung.)
Marching step: Left, right, left, right....
On "right, right, right for my country...." step hard on right foot, continue march step.
Step hard on right foot on "whoop," step light left foot as if hopping on "ti," step hard on right foot on "doo." Continue to march: left, right, left, right.

Clickety Clickety Clack



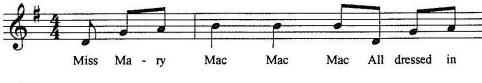


ty

e

click

ty







back back. but-tons but-tons all down her back but-tons

- 2. She asked her Mother, Mother, Mother, 3. It jumped so high, high, high, For fifty cents, cents, cents, To see the elephant, elephant, elephant, Jump over the fence, fence, fence.
- It touched the sky, sky, sky, And never came back, back, back, 'Till the Fourth of July lie, lie.

Traditionally, this is a hand clapping game. Here is another idea. Ask the children to repeat the last word that you sing, twice. Leader sings, "Miss Mary Mac." Class sings, "Mac, Mac." Leader sings, "All dressed in black." Class sings, "black, black." Continue this process throughout song. Children can tap rhythm sticks on their part. Create your own hand clapping game.

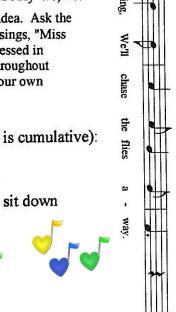
Add new body part at *, one at a time (song is cumulative):

- one hand
- 5. one leg 6. two legs
- 2. two hands
- 7. stand up, sit down
- one arm
- 4. two arms

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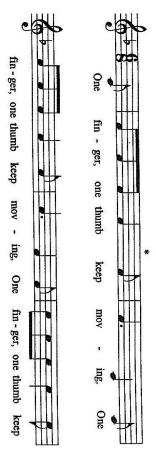


mov

again with the same rhythmic movements. The new child asks the questions at the next

The child joins the train at either the front (engine) or back (caboose). The game begins

train stop. The game continues until all have been chosen.



stops behind a seated person at the end of the song.

The "engineer" addresses the person

ne/she stopped behind:

"Would you like to join my train?"

may say "engine" or "caboose"

(if child has said "yes") "Would you like to be the engine or the caboose?"

"the way the words go."

Phrase I = Forward; Phrase 2 = Backward (reverse); Phrase 3 = Forward. The "engineer"

The "engineer" travels on the outside of the circle, stepping

Seated circle formation.

One Finger, One Thumb Keep Moving



AT A TIME LIKE THIS 2

AT A TIME LIKE THIS 2

AT A TIME LIKE THIS 1

OH WON'T YOU HELP ME?

SNAP BOOM

CLAP FOO

STOMP HUMMA

NAIR FUNKY CHICKEN

WHOO

Creating the BEST Learning Environment

1. JOYFUL

If it isn't JOYFUL, it's not worth doing!

JOY of Singing & Moving

Pleasure of the Game

Sheer Excitement of Group Experience



2. PLAYFUL

Instruction is "Informal,"
It Looks Like Play
"Informal Structured Music
Experiences"

3. SINGING

Main Mode of Musical Participation Kinesthetic, Child in Control and Feels

4. MOVEMENT

Child's Most Favorite Response to Music!!



Not all songs in the children's repertory should be chosen for strictly pedagogical

purposes. Some songs should be included because they have sood games, stell interesting stories or are otherwise particularly appealing.

In the early grades about 50% of the children's songs should be of wider range, I in meters not yet consciously known...and in modes other than do pentatone.

Lois Choksy The Kodály Method I



