

## Hide the Note Game

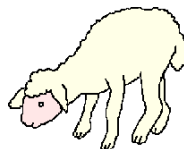
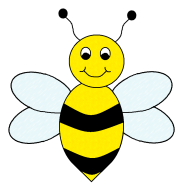
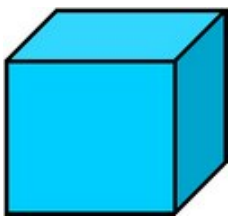


This is simple way to encourage singing a song or verse again and again without anyone complaining about it. Draw an eighth note on a small note card. Ask someone to be the one who hides it and someone to be the one who searches to find it. The Finder is asked to step outside the room for a moment while the “note” is hidden. Then the Finder comes back in ready for the search. The class begins singing the song softly. The singing will get louder when the Finder approaches the hiding place. The song leader will direct the children to get louder or softer in order to help the Finder find the “note.”

**CAUTION** – This game can easily get out of hand. Best to use it only on songs that are lively in character, definitely not for quiet reverent songs.

## Roll the Dice

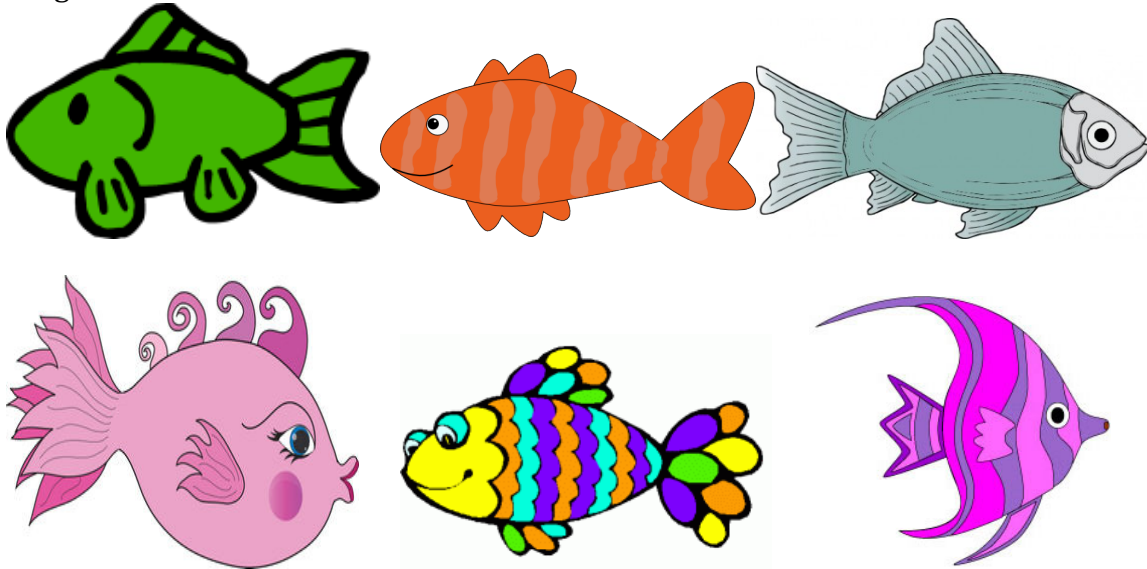
Create this game by building or finding a cube shaped box a little smaller than a soccer ball. Place images on each of the six sides representing “how to sing” the song. **Humming** (Bee), **Boys sing** (Boy), **Girls sing** (Girl), **Loud** (Lion), **Soft** (Lamb), **Actions** (Tigger *figure moving*). Have a child come roll the die to determine how to sing the song. Repeat as long as time permits, or until all the goals are accomplished, or until the game gets out of hand.



**Actions** may include conducting the music, marching, clapping, hand motions, ASL signs, shaking egg shakers, playing chimes or hand bells, or following the leader.

## Go Fish

You will need at least six “fish” shapes with paperclips attached, and a long dowel or broom handle with a length of string attached with a magnet tied onto the end. Assign a song for each of the fishes and spread them on the floor. Choose a child to go fishing to catch one of the fish. Then sing the song. Repeat until all the fish are caught.



Occasionally I have used other shapes such as starfish, sea horse, octopus, an old can, or an old boot.

