

# Three-In-One Tags

by Nan Grantham



## Materials needed:

- luggage or key tags from office supply store
- felt-tip markers
- yarn (enough for each tag to hang around a person's neck)

## Object of games:

To teach musical symbols in a game setting

## Procedure:

- Draw different music symbols on the tags (but put the same symbol on BOTH sides of each tag).
- String each tag on yarn to tie around the neck.

## Games:

### #1 Music Basket Turnover.

Seat the children in a circle, with a chair for each child EXCEPT one in the center of the circle who is the leader. The leader will ask two symbols to trade places (as "whole note" and "quarter rest"), trying to get one of the chairs while empty, leaving the extra child as the new leader. On occasion, the leader may call "Music basket turnover" and all must move. (Recognize this as the musical version of "Fruit Basket Turnover?" You are right!!!)

### #2 Zip Zap.

Children are seated in a circle, with a chair for each child except the one in the center who is the leader. The leader will walk around and suddenly point at a child. If the leader says "Zip," the child must name the symbol on his or her right. If the leader says "Zap," the child must name the symbol on his or her left. If he or she cannot do this before the leader counts to 10, then he or she must become the leader. (Recognize this as a musical version of "Zip/Zap"?" You are right!!!)

### #3 Rhythm.

Children are seated in a circle, with a chair for each child. The adult leader establishes a slow and steady beat rhythm, patsching legs twice and then clapping hands twice. When all are doing this together, the leader then calls out his or her music symbol on the patschen and then the symbol of a child on the next set of patschen. That child must then call out his own symbol on the next set of patschen and that of another child on the next set, as:

		patsch	patsch	clap	clap	
(all)	:	x	x	x	x	:
(leader)		"quarter	note"	—	—	
		"half	note"	—	—	
(child)		"half	note"	—	—	
		"bass	clef"	—	—	
(next child)		"bass	clef"	—	—	
		etc.				

There probably will be enough excitement trying to keep the beat going, without using numbers and removing people and chairs when mistakes are made. Certainly you will be able to determine the capabilities of your group.

What does this tell you? Think back to games you played as children. Can they be adapted to what you are teaching today? Probably so! Give it a try!