



# Waterbeach Community Primary School

## Curriculum Capture for Year 1

### Music: Singing Playground Games

#### Key Knowledge

#### Playground games using songs, rhymes and chants - Circle Games eg, Charlie Over the Ocean



The children form a seated circle. One child( Charlie) walks around the outside of the circle sing the solo part with the rest of the group immediately repeating each phrase. On line 3, 'Charlie' can invent things to catch, eg, a wellie boot, a whale, a shark, a teapot etc , which the class then repeat. At the end of the song 'Charlie' drops a beanbag behind one person who jumps up and chases them. 'Charlie' must try and get back to the chosen one's place without being caught. Now the person who was chased becomes the next 'Charlie.'

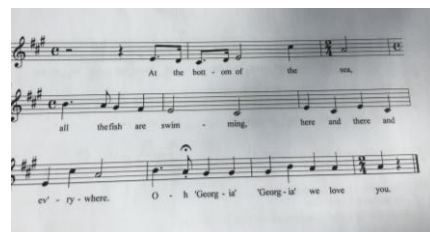
#### Playground games, songs and chants- Longways Sets eg, The Grand Old Duke of York

*"Oh, the grand old duke of York, he had ten thousand men, he marched them up to the top of the hill and he marched them down again. And when they were up they were up, and when they were down they were down, and when they were only half-way up they were neither up nor down!"*

The children form a longways set, facing a partner( ideally about 6 pairs to a set) On 'Grand old Duke....he had ten thousand men'- the top couple hold hands and skip down the middle to the end and back again. On 'He marched them up...marched them down again'- the top couple peel off with their lines following them, stopping at the other end of the line to form an arch. On 'And when they were up' etc for the rest of the song- the others join hands in their pairs, go through the arch and back to their places, where they swing their partner until the end of the song. There should now be a new top couple and the game continues.

#### Playground games, songs and chants- In a Space eg, At the Bottom of the Sea

The children sit on the ground, scattered around the space, pretending to be seaweed on the ocean floor. One chosen child is the fish who walks (swims) in and out of the seaweed. On 'Oh...' the fish chooses a child and everyone sings that child's name then claps on 'we love you.' That child then goes behind the leader with their hands on the leader's shoulders. Throughout the game the fish gets longer and the seaweed diminishes. Eventually there is one long conga-type line of fish.



#### Vocabulary

A chant	The repetitive speaking or singing of words or sounds, often primarily on one or two main pitches (notes).
A rhyme	A repetition of similar sounds (usually, exactly the same sound) in the final stressed <b>syllables</b> and any following <b>syllables</b> of two or more words.
Pulse and beat	A <b>pulse</b> is the <b>heartbeat</b> of the <b>music</b> that you hear - and feel - when listening to <b>music</b> and this is what people usually tap along to when listening. The <b>beat</b> is the repeated note value of the time signature. They can often (and are usually) the same thing, or at least they cross over.
Tempo	Whether the beat of the music is fast or slow.



#### Key Skills

- Learning to sing rhymes, chants and songs while playing games
- Learning to move to the pulse of the music
- Learning to listen carefully to and follow game instructions