

Name/Title: Shoot the Whole Notes

Academic content: Music

Purpose of Event: Students will practice underhand throwing skills, identify values of musical notes, and add values of notes (adding fractions)

Prerequisites: Students should be familiar with the names of notes and their values in 4/4 time. ie: whole note =4 beats, half note =2 beats, dotted half note =3 beats, quarter note =1 beat.

Suggested Grade Level: 3-5

Materials Needed: (for every three students): 8 hula hoops, 2 cards with a picture of a quarter note on each card, same for whole, half, and dotted half notes (8 cards total). Balls (4-6) or other throwing items that are light enough not to move hula hoops when thrown at them. Pencil/paper to report score.

Physical activity: Underhand throwing

Description of Idea

Students are placed in groups of three with eight hula hoops per group. Hoops can be arranged in various ways depending on the throwing ability of the students. This activity is played and scored similarly to the arcade game of skee ball. Possible arrangements for the hoops include from top to bottom, in a straight line with the quarter notes placed in the closest hoop (bottom) to throw to, while whole notes are placed in the hardest hoops (top) to throw to. Other hoop arrangements include left to right, diagonals, varying distances between the hoops and varying note combinations (mix up the note values). All teams should have a boundary or line that they have to stand behind and throw. Teammates take turns throwing the balls into the hoops until all of the balls have been thrown. One person from each team must collect his/her team balls while another person from the same team keeps track of each ball in each hoop and what kind of note value (score) they receive. Students then add up the values of all of the notes and this is their total for that round. Usually several rounds can be played in one class period. Students will eventually learn to shoot for the whole note in order to gain a higher score for their team.

Variations:

Hoops can be placed in a circle formation in the center of the room with whole notes in the middle of the circle, students will still need a distinct boundary from which to throw.

Use different items for throwing such as yarn balls, bean bags, tennis balls, soft balls, and have teams switch throwing items between rounds so that students have to re-adjust aim and throwing technique.

Reduce the number of hoops from 8 to 4 for more difficult aim but easier scoring.

Add hoops with the four corresponding rests, and make each one of those rests -1, -2, -3, or -4 points.

For K-2: have each hoop be called a "beat" and write lines instead of notes, for example -, --, ---, ----. Students will then be aiming for one sound to the beat, two sounds to the beat, three sounds to the beat, etc. Instead of scoring, the instructor will use some sort of instrument to play between 1 and 4 sounds, and that is the hoop that the students will aim for.

Use boxes instead of hoops for easier visual (note marked on the box) and more difficult aim.

Game can also be readjusted for long and short sounds, visuals would be _ or _____, long sounds could be worth two points and short sounds worth one, or students can throw towards whichever sound the teacher plays.

Assessment Ideas:

Give students a music worksheet where they have a variety of notes and have to identify the value of each note in the music.

Have students clap out the rhythm of a simple tune such as "Farmer in the Dell" to determine if they understand the note values learned in the throwing activity.

Submitted by **Cynthia A. Blagg** in Wichita , KS . Thanks for contributing to PE Central! **Posted on PEC: 5/23/2000.**

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