Play & Sing

A New Song

Songs and Games
for
Early Primary

By Stuart Gillard

About the Composer

Stuart Gillard graduated with Merit from the Sydney Conservatorium of Music in 1990 after completing a Bachelor of Music Education degree. Stuart also holds the Australian Kodaly Certificate. He had 4 years experience teaching Secondary Music in Sydney before seeing the light and moving to Queensland and becoming a Primary Classroom Music Teacher. Stuart was on the 2002 Queensland Arts Syllabus implementation team for the Wide Bay and on the 2012 ACARA "Engagement " team trialing the Draft National Curriculum. Stuart has been a presenter at music conferences and workshops . Stuart composers mainly for primary school choirs, primary school string orchestras and classroom music.

About this Book

This book is a collection of simple songs that are suited to early primary students They are easy to sing and play on recorder or tuned percussion. All the songs are in alphabetical order for easy finding.

Each song contains a brief analysis of the melody and rhythm with some teaching points, ideas & games.

The back of the book contains some useful indexes with songs grouped in different categories and resources for playing the games.

Happy playing and singing.

Stuart Gillard

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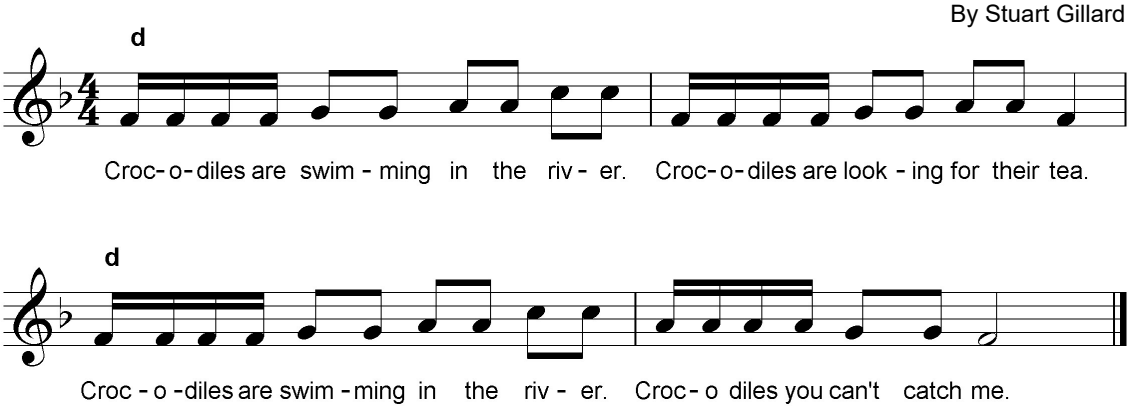
Song Name	Rhythm set	Tone set
Ants	♩ 𝅗𝅥	***d*** *r*
Bounce the Ball	♫ ♩ 𝅗𝅥	*m* ***s*** *l*
Clown, Clown	♫ ♩	***m*** *s l*
Cricket Game	♫ ♩ 𝅗𝅥 𝅝	***d*** *r*
Crocodiles	𝅘𝅥𝅯𝅘𝅥𝅯𝅘𝅥𝅯𝅘𝅥𝅯 ♫ ♩ 𝅗𝅥	***d*** *r m s*
Fishing	♩ Z	***d*** *r m*
Flying to the moon	𝅘𝅥𝅯𝅘𝅥𝅯𝅘𝅥𝅯𝅘𝅥𝅯 ♫ ♩	***d*** *r*
Frog in Space	𝅘𝅥𝅯𝅘𝅥𝅯𝅘𝅥𝅯𝅘𝅥𝅯 ♫ ♩	***d*** *r m s*
Kookaburra Laughing	𝅘𝅥𝅯𝅘𝅥𝅯𝅘𝅥𝅯𝅘𝅥𝅯 ♫ ♩	***d*** *r m s l*
Let's Play Hide and Seek	♫ ♩	***m*** *s*
Marching to Town	♩ 𝅗𝅥	***d*** *r m f*
More Ants	♩ 𝅗𝅥	***d*** *r m*
One Little Frog	♫ ♩ Z	***m*** *s*
Rain Drops	♩ 𝅗𝅥	*s l t* ***d'***
Robbers, Robbers	♫ ♩	***m*** *s*
Running Fast	𝅘𝅥𝅯𝅘𝅥𝅯𝅘𝅥𝅯𝅘𝅥𝅯 ♫ ♩	***m*** *s*
Scary Music	♫ ♩	***m*** *s*
See The Witch	♫ ♩ Z	*d* ***m*** *s l*
Shark Attack	♫ ♩ 𝅗𝅥 𝅝	***t*** *d'*
Skiing	♫ ♩ 𝅗𝅥	***d*** *r m f s*
Tip Toe	♫ ♩	*s l t* ***d'***
The Mouse Trap	♫ ♩	***m*** *s l*
The Train	𝅘𝅥𝅯𝅘𝅥𝅯𝅘𝅥𝅯𝅘𝅥𝅯 ♫ ♩ 𝅗𝅥 𝅝	***d*** *r*
Worms	𝅘𝅥𝅯𝅘𝅥𝅯𝅘𝅥𝅯𝅘𝅥𝅯 ♫ ♩ 𝅗𝅥 𝅝	rhyme

As this is a sample it contains only a few of the songs listed here

Crocodiles

Words & Music
By Stuart Gillard



Game

- Have children in two lines facing each other spread wide apart like they are standing on opposite sides of a river bank.
- Select four children to be crocodiles, who swim up and down the river moving their arms like the jaws of a crocodile while the song is sung.
- At the end of the song the crocodiles chose any student on the river bank to be eaten and the child sits down and is out. The crocodiles don't need to select students who are closest, because crocodiles are very sneaky and can suddenly jump out of the river from any direction.
- Game ends once all students have been eaten!

Sample

TONE SET	***d*** r *m* *s*	**SCALE**	*do* Tertratonic
FORM	A B A C	**CSP**	G
TYPE OF SONG/GAME			
RHYTHMIC ELEMENTS	𝅘𝅥𝅯𝅘𝅥𝅯𝅘𝅥𝅯𝅘𝅥𝅯 ♫ ♫ ♫	𝅘𝅥𝅯𝅘𝅥𝅯𝅘𝅥𝅯𝅘𝅥𝅯 ♫ ♫ ♩	𝅘𝅥𝅯𝅘𝅥𝅯𝅘𝅥𝅯𝅘𝅥𝅯 ♩ ♫ 𝅗𝅥
MELODIC ELEMENTS	*dddd-rr-mm-ss*		*dddd-rr-mm-d*
	mmmm-rr-d		
APPROPRIATE AGE LEVEL	Grade 3	**THEME**	Animals

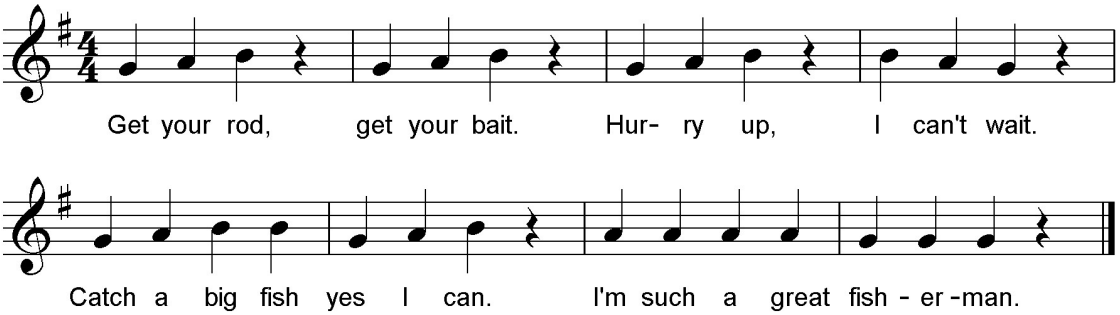
TEACHING PURPOSES

Practise 𝅘𝅥𝅯𝅘𝅥𝅯𝅘𝅥𝅯𝅘𝅥𝅯

Practise *re*

Fishing

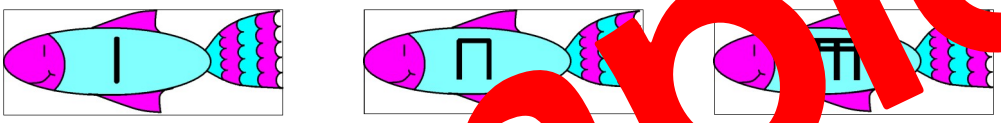
Words & Music
By Stuart Gillard



Game

For this game you need to make a Fishing Rod with a magnet attached to the line.

You also need small fish flashcards with known rhythm patterns written on them.
See Appendix page 30-34



A paper clip is needed to be attached to the flashcards so the fishing rod can pick the flashcard up.

- Choose a child to be the first fisherman.
- While the class sings the song, the fisherman fishes for a card.
- Once four cards have been fished the class claps the rhythm pattern.

Sample

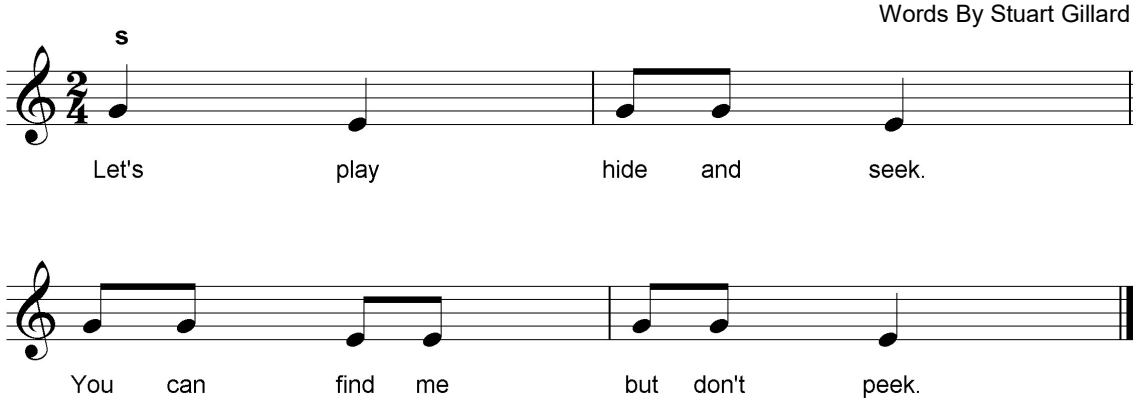
TONE SET	***d*** r *m*	**SCALE**	*do* Trichordal
FORM	A B	**CSP**	G
TYPE OF SONG/GAME			
RHYTHMIC ELEMENTS	♩♩♩Z	♩♩♩♩	
MELODIC ELEMENTS	*d-r-m*	*m-r-d*	
	d-r-m-m	*r-r-r-r-d-d-d*	
APPROPRIATE AGE LEVEL	Grade 3	**THEME**	Animals

TEACHING PURPOSES

Practise Z
Practise *re*
Game

Let's Play Hide & Seek

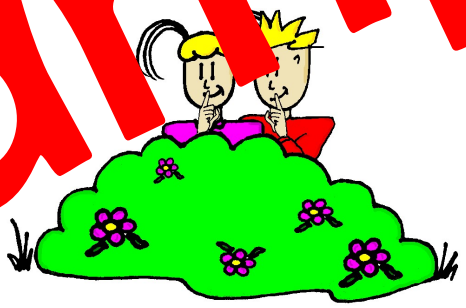
Traditional
Words By Stuart Gillard



Game

- Children sit in a circle with percussion instruments in front of them.
- One child is selected to be the *Seeker* and waits outside.
- The teacher gives another child a card with the *Let's Play Hide and Seek* icon on it to hide.
- The Seeker enters the room and looks for the hidden card.
- As the Seeker moves closer to the object the children play their instruments louder, as the Seeker moves further away from the object the children play their instruments softer.
- The game ends when the Seeker find the object.

Sample



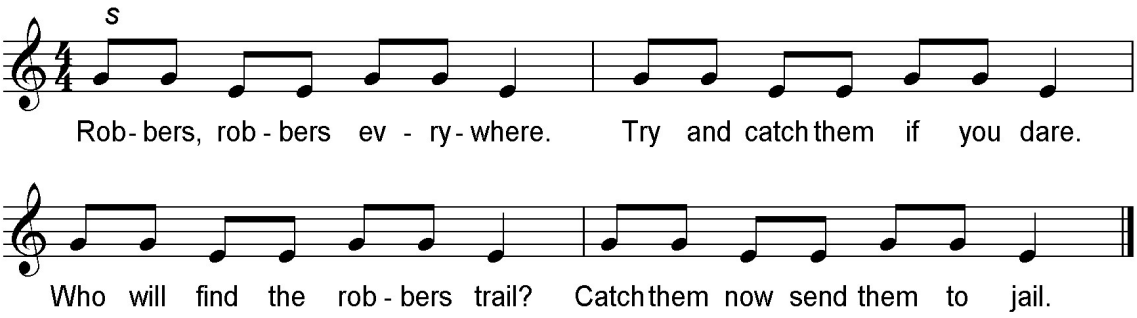
TONE SET	***m*** *s*	**SCALE**	Bitonic
FORM	A B	**CSP**	G - C
TYPE OF SONG/GAME			
RHYTHMIC ELEMENTS	♩♩ ♫♩	♫♫♫♩	
MELODIC ELEMENTS	*s-m-ss-m*	*ss-mm-ss-m*	
APPROPRIATE AGE LEVEL	Early Primary	**THEME**	

TEACHING PURPOSES

Prepare/Present/ Practise ♫ ♩
Prepare/Present/ Practise *s* and *m*
Game – Loud and Soft

Robbers Robbers

Words & Music
By Stuart Gillard



Game

- Children sit in a circle
- While the song is being sung the teacher places the Robber and Policeman Icon Cards faced down in front of the children.
- There can be as many Robbers as the teacher likes.
- At the end of the song the children look at their cards without anyone else looking and then place it back on the floor faced down in front of them. They must keep their card a secret.
- Select a child to begin.
- The first child chooses another student and sings ***"(Name) are you a robber?"***
- If they have a Police card they sing ***"I'm not a robber!"*** and turn their card over showing the picture. They then choose another student with a card in faced down.
- If the person chosen is a robber they sing ***"Yes I'm a robber"*** and turn their card over showing the picture The game continues till all the robbers are caught.

Sample

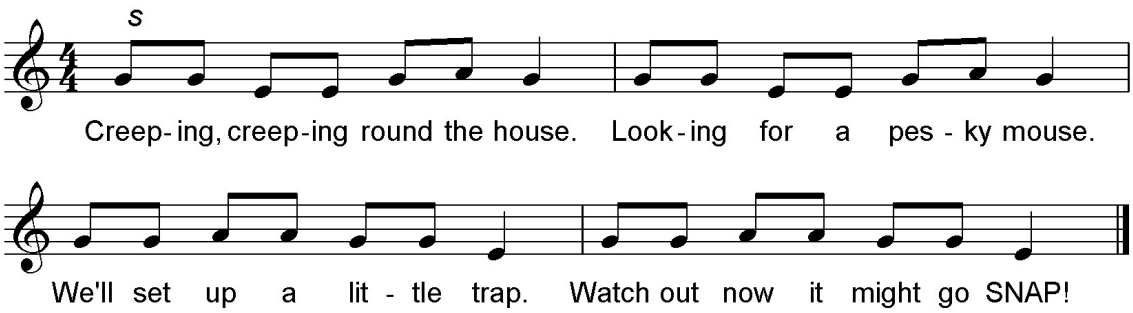
TONE SET	***m*** *s*	**SCALE**	Bitonic
FORM	A A A A	**CSP**	G - C
TYPE OF SONG/GAME	Individual Singing		
RHYTHMIC ELEMENTS	♫ ♫ ♫ ♩		
MELODIC ELEMENTS	*ss-mm-ss-m*		
APPROPRIATE AGE LEVEL	Early Primary	**THEME**	Robbers

TEACHING PURPOSES

- Practise ♫ ♩
- Practise *s* and *m*
- Game – Individual Singing

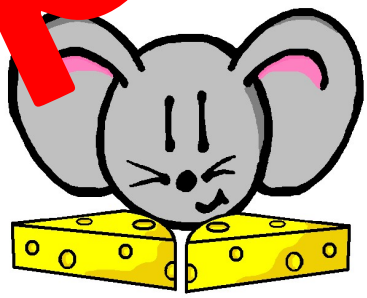
The Mouse Trap

Words & Music
By Stuart Gillard



Game

- Children stand in a circle
- Choose two children to be the "Trap". They face each other and hold hands making an arch.
- The other children (the mice) creep around the circle and sing the song, creeping under the "trap".
- On the word "SNAP!" the mice stop and the Trap children bring their arms down and catch a mouse.
- The mouse who is caught can finds a friend and makes another trap on the other side of the circle..
- The game continues till all the mice are caught.



Sample

TONE SET	***m*** *s l*	**SCALE**	Tritonic
FORM	A B	**CSP**	G – C'
TYPE OF SONG/GAME	Circle Catching Game		
RHYTHMIC ELEMENTS	♫♫♫♩		
MELODIC ELEMENTS	*ss-mm-sl-s*	*ss-ll-ss-m*	
APPROPRIATE AGE LEVEL	Grade 1-2	**THEME**	

TEACHING PURPOSES

- Practise ♫♩
- Practise *l*
- Game