

RHYTHM GAME

Everyone performs together this body percussion pattern:

Finger Snap

Hand Clap

Slap

Rsnaps

Lsnaps

(Mrs. Oakes)

(Jo - ey)

After pattern is established, teacher begins game by calling out their own name on the R snaps and a student's name on the L snaps. As the pattern continues, the student then calls out their own name on the next set of R snaps and a new student's name on the L snaps. Continue pattern/game until someone gets *OUT*. *OUT* students come to sit **quietly** beside the teacher and pattern/game begins again until only one student remains and is named the *WINNER*!

Rules:

1. Students may call the teacher's name on any turn.
2. Students may call the name of any student who is not out, including the name of the student who called their name.
3. If the student called fails to say their name exactly on the next R snaps, they are *OUT*.
4. If the students called fails to say another student exactly on the next L snaps, they are *OUT*.
5. If the student calls a student who is already out, they are *OUT*.

Things I do to make the game easier in the beginning:

1. Slow, steady tempo.
2. Play several trial rounds before calling anyone *OUT*.
3. Guide the students by calling along with them until they get the hang of it.

Things I do to make the game more challenging as we go along:

1. Speed up the tempo.
2. Change to ONE slap, clap, R snap, L snap.
3. Use last names instead of first.

Source: Oakes' version of the traditional