

Shake up! Singing games

Let's warm up!

It's important you feel relaxed before you start. Try these muscular stretches, followed by the last exercise, to loosen your vocal cords.

1 Shoulder rolls

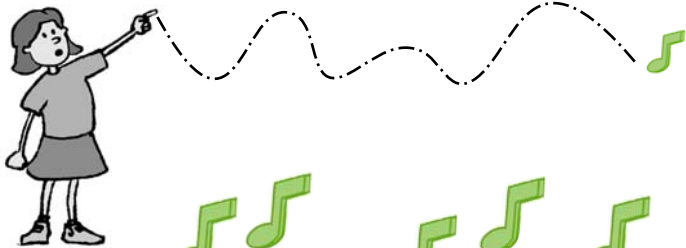
Roll your shoulders forwards. Do it gently and slowly, beginning with small movements the size of tennis balls. Then, make the circles bigger – think of footballs. And finally, make the largest rolling movement you can – beach balls! Repeat this, but roll your shoulders backwards this time.

2 Stretches

Stretch both arms above your head and join your hands by linking fingers. Now turn your hands 'inside out' so that your palms are facing the ceiling. Gently push your hands upwards three times, stretching arms, shoulders and neck. Now undo your fingers and bring your arms slowly down, still stretching until they reach your sides. Finally, shake your arms to get rid of all the tension.

3 Voice patterns

Draw a curved line in the air with your finger, like a rollercoaster track. Draw it again and try singing 'ah...', making your voice go higher and lower to match the shape of the line. Work in pairs, singing your partner's line, or choose a 'conductor' so that everyone follows the same pattern.



Build that Ark



An echo song with actions.

Sing to the tune of *Frère Jacques*.

Words

Find a forest
Choose your tree
Cut it down with axes
Carefully!

Shape the timber
With your saw
Gotta put a roof on
Build a floor!

Noah's ready
So's his boat
Feel those heavy raindrops
Time to float!

Actions

Hands over eyes, gazing out
Arms make a trunk, fingers as branches
Chopping actions
Chopping actions

Fingers trace the shape of a plank of wood
Sawing action
Fingertips touch, making a roof shape
Hands move horizontally

Thumbs up
Hands wide apart showing a really large boat
Look up; hands held out to feel raindrops
Hands make wave patterns



Frère Jacques is in the Song Bank

- invite other singers to be the leader too!

Animal echo rap

This chant will help you practise making really clear lip shapes, ready for singing. This kind of chant or poem is called a 'kenning'. Guess the name of each creature and have a go at inventing your own 'kennings'. Invite new people to lead too.

Keep a strong beat throughout, adding clicks, claps or moving from foot to foot to keep everyone in time! Perform the rap several times making each version different: for example, quieter, faster, higher, whispered.



Leader: Jaw snapper!... Echo: Jaw snapper!

Leader: Tail wagger!... Echo: Tail wagger!

Leader: Grass chomper!... Echo: Grass chomper!

Leader: Flower hopper!... Echo: Flower hopper!

Leader: Woolly bleater!... Echo: Woolly bleater!

Leader: Tree swinger!... Echo: Tree swinger!

Leader: Sky swooper!... Echo: Sky swooper!

Leader: One more time!... Echo: One more time! (Final line 'Last time!')



Sing up...

Time to sing *The animals went in two by two*
Sing Up CD track 5.

Listen to the song and notice the bouncy 'oom cha' rhythm of the introduction. Join in with 'Hurrah' each time it comes. Remind each other of the changing lines, for example, '*The elephant and the kangaroo ... the wasp, the ant and the bumblebee*'.

Sing the song lightly, making the words really clear and when it's really familiar, split into two groups, one singing the main storylines and the other providing the 'Hurrahs'. Try swapping the groups over for alternate verses.

Other Song Bank songs about animals, building or counting:

The bear went over the mountain, Building, The counting backwards song, Five fine bumble bees, Five little ducks.

Animal antics

Another action song – sing it to the tune of *Heads, shoulders, knees and toes*. This one's in the Song Bank too.

How to play the singing game

- 1) Sing the words through to the well-known tune.
- 2) Practise the actions slowly until they're really familiar.
- 3) Put the actions to the song but don't sing it too quickly.

Now for the game:

It's just like playing *Heads, shoulders, knees and toes*.



First time: sing every animal's name

Second time: miss out 'moose' but do the action

Third time: miss out 'moose' and 'monkey' but do the actions

Follow this pattern until no animal's name is sung; speed up this verse and perform the actions really quickly.

Moose, monkey, kangaroo, kangaroo!

Moose, monkey, kangaroo, kangaroo!

And worm and owl and butterfly and flea,

Moose, monkey, kangaroo, kangaroo!

Actions

Moose: Put both hands on your head and stick out your fingers to be antlers.

Monkey: Make scratching actions by your ribs.

Kangaroo: Hands held in front (as if you're holding a horse's reins) and jump three times.

Worm: Wiggle one index finger.

Owl: Make circles with each thumb and index finger and place around your eyes.

Butterfly: Put hands together with thumbs touching and make flying wings by bending your fingers.

Flea: Put your index finger on the other palm; make it 'jump' up in the air.