



# Recharge the Recorder!

**Presented by  
Tim Wiegand**

**For the Mississippi Music  
Educators Association**

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**To contact Tim go to:  
[www.viegansong.com](http://www.viegansong.com)**



## 2. Recorder Games (A great tone quality makes teaching recorder fun!)

Let's  
Review

### The Fermata Game

Accompany students with the guitar or piano in the key of G. Call out a note and have students play and hold it as long as they can. Encourage students to get air when they need it, but don't jump back in too loud. Call out a new note, then change your chord pattern to match the new note students are holding.

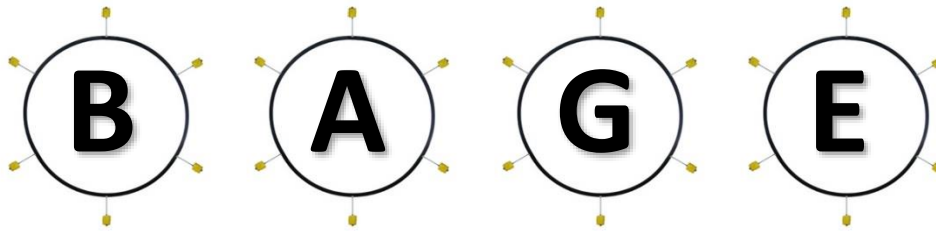
Tell them you don't want to know when they are out, or when they are breathing. They should sneak back into the game and open wide when they breath so they don't make any loud breathing noises.

Consider switching to E Minor when adding Low E to the game.

## 3. Hula Hoop Recorder Conductors (Creating a good Tone)

Quality  
Tone

- Place four different colored hula hoops on the floor in a straight line
- Add a groovy beat as an accompaniment (consider chording on a guitar)
- When teachers stands in each hoop students hold the correct pitch (see below)



Consider using an electric back beat for an accompaniment while playing guitar and standing in the hula hoops.

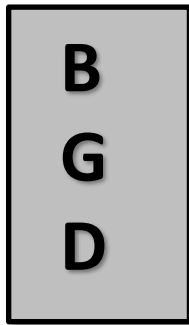
## 4. The Quarter Note Game (Creating a good Tone)

- Play the Hula Hoop Recorder Game as written
- Instead of holding the pitch play quarter notes
- Then, students play all eighth notes
- Then, students play half notes
- Finally, have students play whole notes
- Consider changing the note values as you go
- Consider adding a fifth hula (Low D)
- Consider adding C' prime and D' prime for advanced groups

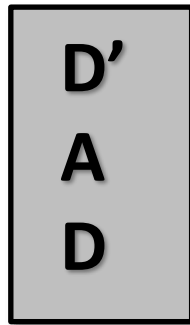
## 5. The Pitch Stack Game (Creating harmony)



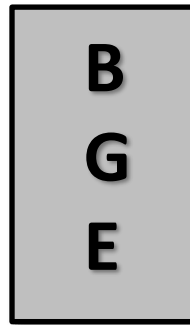
- Play the Hula Hoop Recorder Game as written
- Play the Quarter Note Game as written
- Display four numbered pitch stack cards (see below)
- Break class into three groups (top pitch, middle pitch, and bottom pitch)



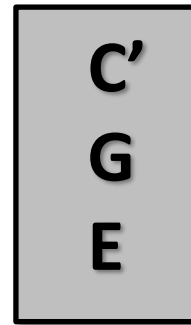
#1



#2



#3



#4

- Add a groovy beat as an accompaniment
- Consider chording on a guitar: Box 1 G, Box 2 D, Box 3 e minor, and Box 4 C
- Call out a note value and a number
- Students play that their pitch with the correct note value

## We Got it in the BAG

CD Track  
27 & 28

Tim Wiegand

The audio for We Got it in the BAG is available free at:  
<https://www.youtube.com/@recorderrevolutionsonline>

**let's  
Review**

## **The Recorder Doctor**

**Take any song in Recorder Revolutions and put students into partner groups. One student is the Doctor the other is the Patient. Have all the Patients play together while all of the Doctors sit directly in front of them. Doctors then listen and watch to give them advice to cure them. Then have them switch jobs.**

**Typical Advice:**

- 1. Blow softer with warm air**
- 2. Cover the holes completely**
- 3. Use your tongue like you're saying "Do"**
- 4. Put your left hand on top**

**let's  
Review**

## **The Hoover Dam**

**When explaining to the students how to use their tongues to play rhythmic patterns on recorder hold up a white piece of paper and tell them it's the Hoover Dam. Ask them what would happen if it were removed, then put back in place. Then explain that the tongue is used in the same way, it blocks the air to start the sound and stops the sound by returning it to its spot at the roof of their mouths.**

**let's  
Review**

## **Helicopter Fingers**

**Get a small toy Helicopter and show it to the students. Pretend it is trying to land on top of a small target. Explain that if the Helicopter is directly above the roof and comes straight down it will land just fine. Then show them what would happen if the Helicopter tries to land, but isn't directly above it's target (make a lot of squealing sounds as it crashes with a huge explosion!) Explain that the Helicopter is like their fingers hovering above the recorder holes. Students tend to not have fingers ready to land.**

**Tell the students they must land the pads of their fingers right on the holes and seal them shut, or their sound will crash and burn.**

## 6. Adding Percussion (Keeping students motivated requires variety!)

CD Track  
37 & 38

# Ice Age

**Play  
Time!**

Tim Wiegand

The musical score is arranged in six staves, all in 4/4 time. The first staff is for Soprano Recorder. The second staff is for SG/AG/SM/AM. The third staff is for SX/AX. The fourth staff is for Triangle. The fifth staff is for Bongos. The sixth staff is for Conga. The score consists of four measures, each ending with a repeat sign. The melody is simple and repetitive, with various rhythmic patterns for the percussion instruments.

**Play  
Time!**

**Xylophones, Metallophones, and Glockenspiels oh my!**  
When you see a song with the "Play Time" button, it's time to get out those percussion instruments and put together an arrangement. Consider playing guitar along with the students, starting on a minor switching to e minor.

**Introduction/Interlude - Guitar (a minor/e minor strum)**

**A - Just Recorder**

**B - Recorder, Unpitched Percussion and Drums**

**C - Recorder, Barred Instruments, Unpitched Percussion and Drums**

**Final Performance: Intro - A - Interlude - B - Interlude - C**

Thank you so much for attending this session to contact Tim Wiegand go to: [www.viegansong.com](http://www.viegansong.com)