



**Use it  
Monday!**

**Presented by  
Tim Wiegand**

**For the Mississippi Music  
Educators Association**

**January 19<sup>th</sup>, 2024**

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

# Use it Monday!

By Tim Wiegand

## 1. Dr. Frank's Activation Game (Getting older students moving)



Source of audio: "Monster Mash" Wolf Man Jack's Halloween Special Album

- a. Choose a student to stand in front of the class to become a "human prop"
- b. Teacher taps the "human prop's" body part and whole class creates pulse movement with the same body part. This is called activating. When tapped again, the body part deactivates
- c. Students partner up: one as "Dr. Frank" activating and deactivating, the other as the "Steady Beat Monster"
- d. After the first group of "Dr. Franks" has a turn they switch jobs. Consider adding locomotor motion if legs are activated
- e. Consider wearing a mad scientist costume

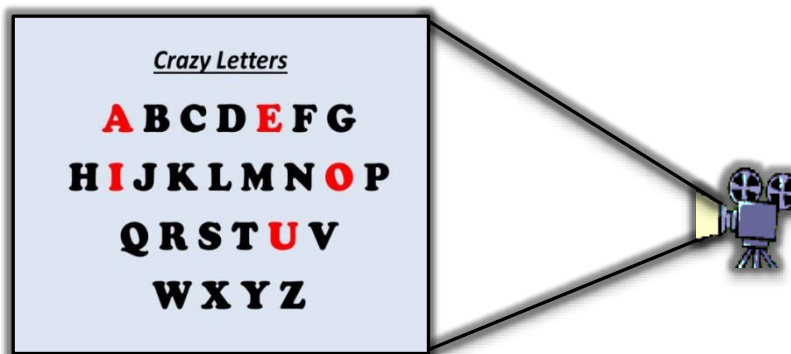
## 2. Pop Goes the Statue (Student led creative movement)

- a. Organize students into a big box
- b. Give each student a number 1-5
- c. Demonstrate appropriate movement to different styles of music
- d. Ask for one volunteer to enter the box moving creatively, have student make a high, low, or medium pose (consider popular music to make students feel comfortable)
- e. The next student will attach hand to hand, hand to head, or hand to foot in a different level (high, medium, or low)
- f. Continue this process until the entire box is gone and ALL students have entered into the center with creative movement ending with a connecting pose
- g. Return to the box, change song and call in groups (the ones, then the twos, etc.)
- h. Break into small boxes of students so each groups has 1-5
- i. Ring a bell for each number to perform the same game
- j. Experiment different ideas to organize the numbers
- k. Consider using dancing scarves

Using popular music is an easy way to get kids comfortable to the idea of getting up in front of their peers and moving expressively!

### 3. Crazy Letters (A quick way to get students playing instruments)

- a. Play a syncopated beat on a Conga or Electronic Device
- b. Display a visual of all the letters of the Alphabet
- c. Speak letters out loud to the pulse, students clap on vowels only
- d. Speak letters out loud to the pulse, students clap on consonants only
- e. Clap all the letters, but make the vowels loud and the consonants soft
- f. Clap all the letters, but make consonants loud and vowels soft
- g. Transfer to instruments or your choice (bars need to be in a pentatonic key matching the key of your accompaniment)
- h. Explore using only the letters that spell the name of your school
- i. Explore other words
- j. Rotate students to new instruments



### 4. Boomwhacker Conductor (Giving students more time to play)



- a. Send all students to both unpitched and pitched percussion in pentatonic C
- b. Spin hula hoop while all students watch and play pitched and unpitched instruments, have students react to what they see, when the hoop stops spinning they stop playing. If the hoop spinning slowly, then play slowly and so on
- c. Lay four hoops on the ground, each color represents wood pitched, metal pitched, unpitched percussion, and hand drums. Have a student stand in the center of the hoops and conduct the group. When their foot in the wood percussion, then those students play and so on
- d. Replace the hoops in the center of the room with the same color boomwhacker
- e. Four Student Conductors place their hands on the top of the tubes and the instrument players watch
- f. If the conductor's hand is on the boomwhacker students do not play, if off they create
- g. When they raise their arm way up high, students play louder, if it is close the ground they play soft, and if it is on the tube they stop and watch.

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