



# Engadging Games and Activites that Work!

**Presented by  
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**For the Mississippi Music  
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# Engaging Games and Activities that Work!

By Tim Wiegand

Opening  
Game

## Witch Witch

*Objective: Students will move accurately the steady beat.*

*Support Statement: Finding ways to engage the older students in pulse can be a challenge. This game will have the entire class subdividing the steady beat as they dance during part two of the game. Students will have extra incentive to sing a solo and lead the game. Students will sing in major and minor.*

-Teach the following folk tune by rote

Traditional

Witch witch fell in a ditch picked up a pen - ny and thought she was rich.

Are (Solo) you my child - ren? We (Response) are your child - ren.

Are (Solo) you my child - ren? We (Response) are your child - ren.

Are (Solo) you my child - - ren? No (Response) you old witch!

- Form a circle with one volunteer to be the 'witch' who stands in the center of the circle
- Students around the circle sing song, when the soloist sings all students respond and take one step closer to the center towards the 'witch'
- On the third time all the students yell 'no you old witch!'
- All students begin to sing the following song

T. Wiegand

Run from the witch! Run from the witch!

- As students sing in minor, they play a game of tag with a twist
- All students, including the 'witch', ONLY take a step on the word RUN
- As students play the game, they will also clap on the word run and pat and bend knees on all other words subdividing the steady beat (building those motor skills!)
- The 'witch' may only tag students on the word run
- Students who step on words that are not RUN are also out of the game
- Students out of the game go to the barred instruments and play octave Fs on the word RUN
- Consider having three witches and adding some floor dots (turn the game into cross the river)

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# Bow Wow Wow

*Objective: Students will dance to the half note pulse as they search for Tommy's dog.*

*Support Statement: In this version of 'Heads up Seven Up' students who move accurately to the beat will be chosen to play a game with puppets. There's nothing like a game to motivate students to subdivide while they dance!*

*Special Materials: 7 puppy puppets*

**A** Traditional

Bow wow wow whose dog art thou?

**B**

Lit - tle Tom - my Tuck - er's dog bow wow wow.

Tom-my's dog where are you? I'm ov - er he - re. You're ov - er the - er.

*(Class) (Solo Response) (Solo Response after Puppies return to the front)*

- All students march to the half note pulse in their spots while they sing Bow Wow Wow
- Students also hold hand to forehead pretending to look on each beat (left then right)
- Choose seven students to play a game of 'Heads up Seven Up' (each receiving a puppy puppet)
- After the 'A section' of the melody all students without a puppet sit down, put their thumb up, and close their eyes while they sing 'Tommy's dog where are you?'
- Students with puppies choose someone on the beat or singing with a quality sound and stand behind them
- Student then sings 'I'm over here' as they press down their thumb and return to the front
- Announce heads up seven up and have all students who had their thumb pressed down stand up
- Each student guesses which puppy sang to them by pointing and singing 'you're over there'
- If the student guesses correctly they switch and become a puppy
- Rinse and repeat

# Pata Pata Game

*Objective: Students will dance to the half note pulse.*

*Special Materials: Hula Hoops, Pata Pata Recording (Rhythmically Moving 6, Track 8)*

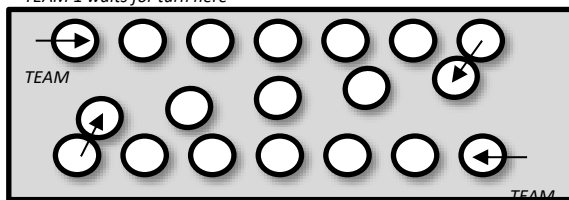
- Teach the following poem by rote, students will hold one hand out for each word

Stone Scissors Paper Match

- Place hula hoops in a snake pattern (see below)

*TEAM 1 waits for turn here*

**Play the folk tune**  
**Pata Pata while students**  
**dance through the hoops! All**  
**students waiting their turn**  
**move in their spots as well!**



*TEAM 2 waits for turn here*

- Students step to the half note pulse in a square on the outside of the play area
- The first student in line steps on foot per half note into each hula hoop in the snake
- When they meet they play paper, scissors, rock game (see above)
- The winner continues to advance, the loser goes to the end of the line and the next student starts
- If it is a tie both students are out, when a team gets a player to the end of the snake they get one point

# Hula Hoop Bridges

*Objective: Students will create locomotor creative movement.*

- Arranged students in groups by making small circles (label each group with a number)
- Play a variety of music; use a combination of modern pop, movie music, and classical music (keep them engaged with music from their day to day life)
- Place between two and eight hula hoops on the floor in a scattered pattern (consider starting with two and adding a hoop each round)
- Bell one: Selected group or groups stand and dance in their circle spots (non-locomotor motion)
- Bell two: Students dance into the center building a bridge (hand to hand, hand to foot, or foot to foot) making sure every hula hoop has at least one foot or hand in it, and all students are connected into one giant bridge/statue
- Bell three: Students dance back to their home circle spots
- Encourage students to move to the music using high, medium, and low space
- Encourage students to put the pulse in their bodies (if there is one)
- Encourage students to build a bridge/statue with equal numbers of high medium and low space
- Consider giving each student a dancing scarf

Consider turning this into a game. Only add a hula hoop to the game if students pass the level. A pass would be expressive movement with levels, plus bridges/statues with levels. Also all students must be silent during the dancing. A fail would happen if any of the previous criteria isn't met. Use two sound effects, one for pass, and one for fail. Do not inform students if they have passed a level until they have returned to their home circle spots and the music has stopped.

Consider making teams (Circles 1-3 is Team A- Circles 4-6 is Team B).  
Keep the score, first team to three points wins!

Game  
Rules

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