

Wintertime Canon
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By Orff/Keetman
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Grade Level: 3-6

Lesson Objectives:

1. Students will successfully perform rhythm patterns with accuracy alone and with others.
2. Students will experience and understand how musical patterns can overlap.
3. Students will cultivate ensemble skills such as listening, eye contact, and group communication/teamwork.

The musical score is written in 2/4 time and consists of four systems. Each system has a vocal line (labeled 'c.') and a rhythmic accompaniment line (labeled 'st.').

- System 1:** The vocal line begins with the lyrics "Win - ter time is here, yes! Win - ter time is here!". The rhythmic accompaniment consists of a steady quarter-note pattern. A double bar line with an asterisk (*) is placed above the second measure of the vocal line.
- System 2:** The vocal line continues with "Let's go and have some fun! We can build a". The rhythmic accompaniment continues with quarter notes.
- System 3:** The vocal line continues with "snow - man, - skate a - round the pond then go in - side and". The rhythmic accompaniment continues with quarter notes.
- System 4:** The vocal line concludes with "sit by the nice warm fire!". The rhythmic accompaniment continues with quarter notes.

Process:

1. Teach the poem a phrase at a time with echo imitation:

Winter time is here, yes! Winter time is here!

Let's go and have some fun!

We can build a snowman,

Skate around the pond then,

Go inside and sit by the nice warm fire!

2. When students can successfully perform the entire poem alone, add claps and stamps.
3. Students say the words "inside their heads" with claps and stamps.
4. Students perform canon with words and body percussion, teacher performs second part.
5. Half of class performs canon with words and body percussion, other half performs second part.
6. Half of class performs canon with only body percussion, other half performs second part.
7. Teach students to play the poem on tubanos or frame drums, with stamps being low tones and claps being high tones.
8. Perform on drums in canon.
9. Experiment with form, create movement, have fun!