

The Name Game!

Jake Consbruck - jacconsbruck@kearneycats.com
Great Plains Orff Chapter

Concepts: Beat, Rhythm, Melody, Tempo, Improvisation
Game as learned from Kristin Lukow. Adapted by Consbruck

To start, have students get in a circle. Begin by performing the following body percussion pattern.



Pat Pat Clap Clap Snap Snap

Once the students have the body percussion down, we begin the 3 levels of the name.

Level 1: Clockwise around the circle.

Level 2: Counterclockwise around the circle.

Level 3: Random people around the circle.



Rule 1: You must say your name on the first snap, then the person's name you are calling on on the second snap.

Rule 2: You must say the names on the beat, not too slow or too fast.

Rule 3: You cannot call on the person who just called on you. You can do so later on in the game, just not right away.

Rule 4: If any of the above rules are broken, you are out!

When we first learn the game and a student gets out, they will go grab an unpitched percussion instrument and perform the eighth note part of the rhythm. We do not want to play on the snaps so that way we can hear the names being called! Later in the year, students who get out will go to a barred instrument and improvise a melody on that rhythm using a pentatonic of your choice. You can challenge students to try different types of melodies that use steps, skips, and leaps as they improvise! You can also change the tempo of the game to make it harder each round!