

MUSIC CENTERS AND CLASSROOM GAMES

ENGAGING STUDENTS THROUGH PLAY

Stacy Werner – Wednesday Webinar

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[Link to Slides](#)

Session Goals:

- Explore a variety of music center resources with minimal prep.
- Use MusicplayOnline centers, including the new recorder centers.
- Apply practical strategies for managing music centers.
- Make play a meaningful part of music instruction.

Why Centers?

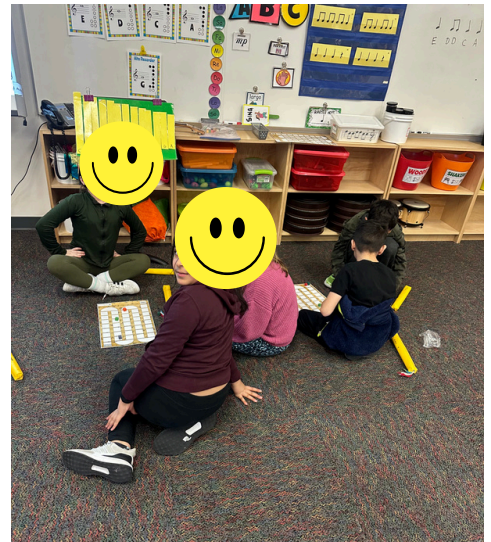
- Promotes student ownership of learning
- Encourages responsibility and problem-solving
- Easily differentiated for diverse learners
- Allows the teacher to act as a facilitator
- Provides opportunities for one-on-one assessment
- Hands-on, engaging, and fun for students

When I Do Centers...

- Assessment
- Rest Day
- Long class period
- Before a school break
- Recorder and Ukulele

Getting Started...

- Which grade levels are you planning for? (K-2, 3-5)
- How much time is available for each session?
- How many students are in each class?
- What types of workspaces are available?
- What concepts should students practice?
- How can centers be differentiated to meet all learning needs?
- How can centers be prepared quickly?



Tideo - How to Play:

1. Form two lines of partners facing each other (maximum 6 per line). Ideally, use two sets.
2. The head couple steps down the alley: step-close, step-close, step-close, step-close.
3. On "Jinglin', jinglin', jinglin' Joe" - partners join hands and jump, alternating heels: left, right, left, right.
4. On "Jingle at the window" - all students pat the rhythm: R L R L R L.
5. On "ti-de" - clap your own hands twice.
6. On "o" - clap both of your partner's hands.
7. Repeat the sequence as indicated in the song.
8. For a visual demonstration, review the kids' demo on MusicplayOnline.

52. Tideo



Traditional

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Tideo - Beat and Rhythm, Solfa Interactives:

- Use the interactives to connect musical concepts with the singing games
- Complete these activities as a whole class before starting center activities

Beat and Rhythm Interactives:

Pass one	window	ti-	o.
Pass two	windows	ti-	o.
Pass three	windows	ti-	o.
Jingle at the	window	ti-	o.

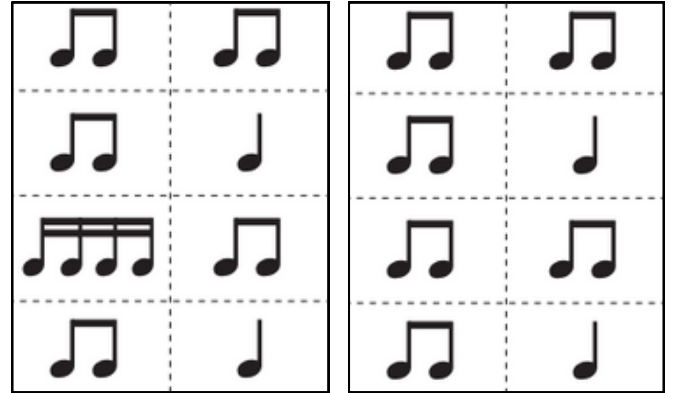
Solfa Interactives:

Rhythm Puzzle:

- Print “Beat and Rhythm Worksheets” and cut out rhythm cards (pp. 2–3).
- Students sort rhythms for the “A” section of Tideo.
- When finished, students say and clap the rhythms for the teacher.
- If time allows, students play the rhythms using unpitched instruments or body percussion.

Write the Rhythms:

- Print pp. 5 of the “Beat and Rhythm Worksheets”.
- Place in plastic folder.
- Students write out the rhythm.



Solfa Worksheet:

- Print “Solfa Challenge” worksheet.
- Two options are available.
- Optional: Place in plastic folder.
- Students write out the solfa.

Play the Melody:

- Under “Arrangements” select “Boomwhackers”.
- Here, different ways to display the melody are available.
- Kidsnotes, Colored Notes, or Standard Notation.
- Select one option, and students try playing the melody.
- Use Boomwhackers, Orff Instruments, etc.



Solfa or Rhythm Flashcard Button Match

- Go to the Solfa or Rhythm practice section.
- Select the rhythms or solfa tone set you are working on.
- Under “Extra Resources” select the PDF for flashcards.
- Print out 8 or more flashcards, then program the buttons to match the flashcards.
- Students match the button to the flashcard.



Recorder Centers...

- Place students in groups based:
 - Skill Level
 - Mixed Ability
 - Behavioural Considerations
- Four has worked best in my room.
- Try to bring in familiar games and activities.
- Short 15-minute whole-class instruction, then rotate through centers during remaining class time that week.

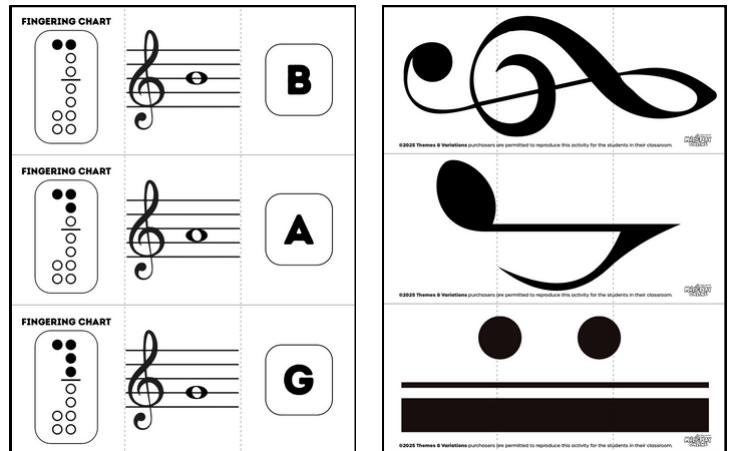
Recorder Center Options:

- Group or Digital Game
- Worksheet Bundle
- Practice Center
- Small Group Instruction

Group or Digital Games:

Recorder Matching Center:

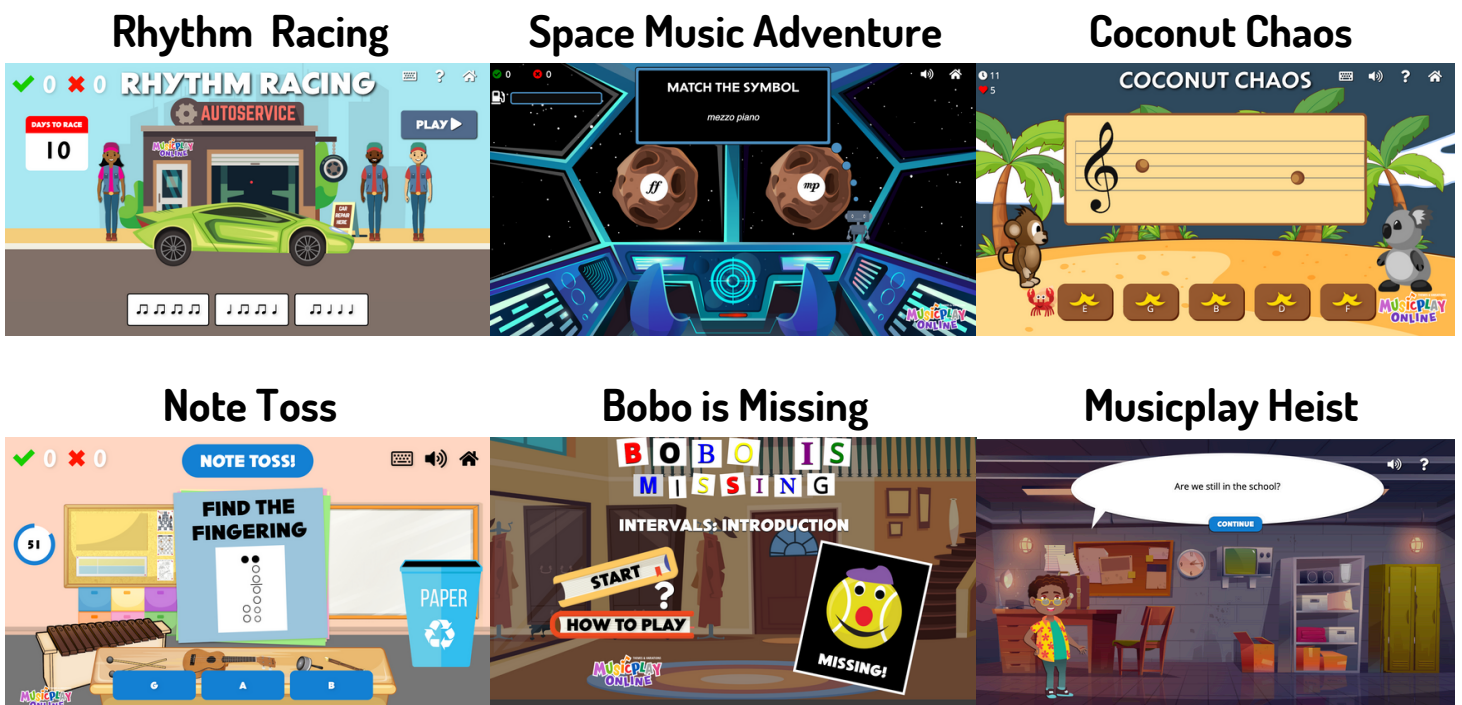
- Play as a center or whole class game.
- Can select notes you are working on.
- Baroque and German fingerings available.



Staff Beanbag Toss:

- Use painter's tape to make a 5-line staff on the floor or wall.
- Mark 2- and 3-point throw lines.
- Students pick a note and throw.
- Land on the correct note = earn that many points.
- Miss? Earn 1 point by naming the note you landed on.
- Track scores.
- Play in teams or as a center!

Digital Games on MusicplayOnline:



Worksheet Bundles:

Name: _____
Class: _____

BAGE

To do: Write the note name of the recorder fingerings shown below.

Thumb hole: ○○○○
Thumb hole: ○○○○
Thumb hole: ○○○○
Thumb hole: ○○○○

To do: Trace the note and write the name on the line below it. Use capital letters.

To do: Write each note on the treble staff using a whole note.

B A G A G E B
E B A B G A E

MUSICPLAY ONLINE

Name: _____
Class: _____

D' C' BAGFEDC

(Baroque Fingering)

To do: Write the note name of the recorder fingerings shown below.

Thumb hole: ○○○○
Thumb hole: ○○○○
Thumb hole: ○○○○
Thumb hole: ○○○○
Thumb hole: ○○○○
Thumb hole: ○○○○
Thumb hole: ○○○○
Thumb hole: ○○○○
Thumb hole: ○○○○
Thumb hole: ○○○○

To do: Trace the note and write the name on the line below it. Use capital letters.

To do: Write each note on the treble staff using a whole note.

B F G A D' E C'
E B C D G F D

MUSICPLAY ONLINE

New!
Printable recorder worksheets in the Recorder Kit 1 on MusicplayOnline

Know Your Note Names
Reproducible, stories, crosswords, matching activities and more to help your students learn note names.
Veronica Harper
Themes & Variations

Fine
Know Your Music Terms and Symbols
Reproducible worksheets, written and multiple choice assessments, stories, games, crosswords, matching activities and more to help your students learn music terms and symbols.
This publication includes instructional PowerPoints and Smart Notebook files.
Veronica Harper
Themes & Variations

Know Your Rhythms
Reproducible teaching worksheets, assessments, ear training activities, crosswords, games and more to help your students learn note values and time signatures.
This publication includes instructional PowerPoints.
Veronica Harper
Themes & Variations

Available in the Musicplay Store!

Digital Games on MusicplayOnline:

Rhythm Racing

0 0 RHYTHM RACING
AUTOSERVICE
PLAY ▶
DAYS TO RACE: 10
MATCH THE SYMBOL

Space Music Adventure

MATCH THE SYMBOL
mezzo piano
ff mp

Coconut Chaos

COCONUT CHAOS
E G B D F

Note Toss

NOTE TOSS!
FIND THE FINGERING
PAPER
G A B

Bobo is Missing

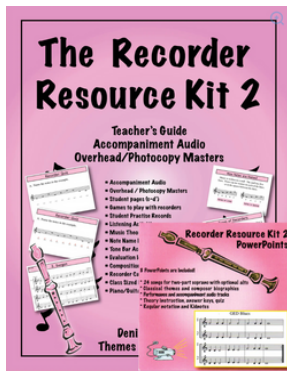
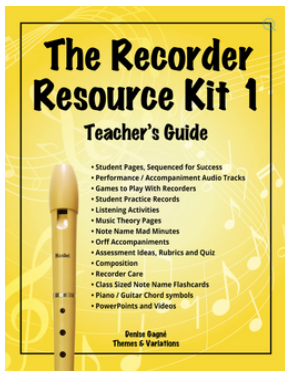
BOBO IS MISSING
INTERVALS: INTRODUCTION
START
HOW TO PLAY
MISSING!

Musicplay Heist

Are we still in the school?
CONTINUE

Practice Center:

- Repertoire available on MusicplayOnline and Musicplay Store.



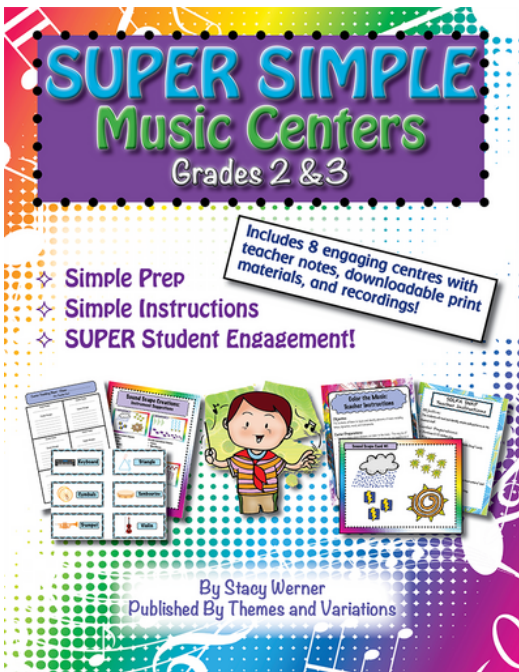
Small Group

- Use for individual student feedback and assessment:

Skill	Descriptor	Always 3 points	Mostly 2 points	Somewhat 1 point	Not Yet 0 points
Tone	Plays with a gentle, beautiful tone				
Tonguing	Starts the note with "too"				
Legato	Connects notes				
Fingerings	Uses correct fingerings				
Finger Position	Covers holes completely, uses fingerpads				
Rhythms	Plays rhythm correctly				
Fluency	Plays complete examples on the first attempt				
Difficulty	This is a difficult solo				
Rehearsal Skills	Student quietly waits turn to play				
27 possible points	Student's Point Total:				

*Include a copy of this rubric and a recording of the student performance in their portfolio

Centers from Musicplay Store:



Includes:

- PDFs to print OR Kit with printed color copies
- Audio tracks
- Teacher's guide
- Organizational materials
- Teaching notes and suggestions



Rhythm Dice Games

Rhythm Dice Games are engaging class activities or centers to practice rhythm reading, writing and note values.

By Lil Traquair and Denise Gagné



Includes:

- 7 review worksheets and 10 games
- 6 sets of gameboards for “Scales and Slides” and “Racetrack” games
- Comes with 25 dice
- Use for:
 - Class review
 - Centers
 - Substitute Teacher

Music Centers

Kit 1: Grades 3-6

Class sets of colorful, exciting game boards and activities developed to teach dynamics, tempo, note names and symbols. Many reproducible worksheets, assessments and activities included.

Veronica Harper

teacher's Guide

Music Centers

MUSICPLAY

Game Boards

MUSICPLAY

Includes:

- 4–5 copies of every game,
- All reproducibles
- Resources for Note Names, Tempo, Dynamics, and Terms & Symbols!

Music Centers

Kit 2: Grades 3-6

Class sets of colorful, exciting game boards and activities developed to teach dynamics, tempo, note names and symbols. Many reproducible worksheets, assessments and activities included.

Veronica Harper

teacher's Guide

Music Centers

MUSICPLAY

Game Boards

MUSICPLAY

Looking for More?

Scan QR Code for Links to our Social Media Platforms and Newsletters

