

Safari (cont.)

Activities:


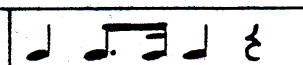
1. Teach song. Experiment with a variety of dynamic levels.
2. Create your own body movements.
3. Create your own ostinati. Use expressive chants.
4. Add animal chants one at a time using a board game.
Make a rhythm card for each animal and display them along the bottom of the board. As you clap each animal, have the children choose the appropriate rhythm and place it beside that animal name on the board.
5. To allow all students a turn, put several students in a line for each instrument. On each repetition of the song, a new person plays each instrument. All sing.

BOARD


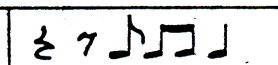
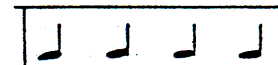
Animals:

Elephant
GIRAFFE
HIPPOPOTAMUS
BOA, PYTHON
ORANGUTAN

Rhythms:

Other
Rhythms
Displayed:

		
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