



Sing! Dance! Play!

Arkansas ACDA

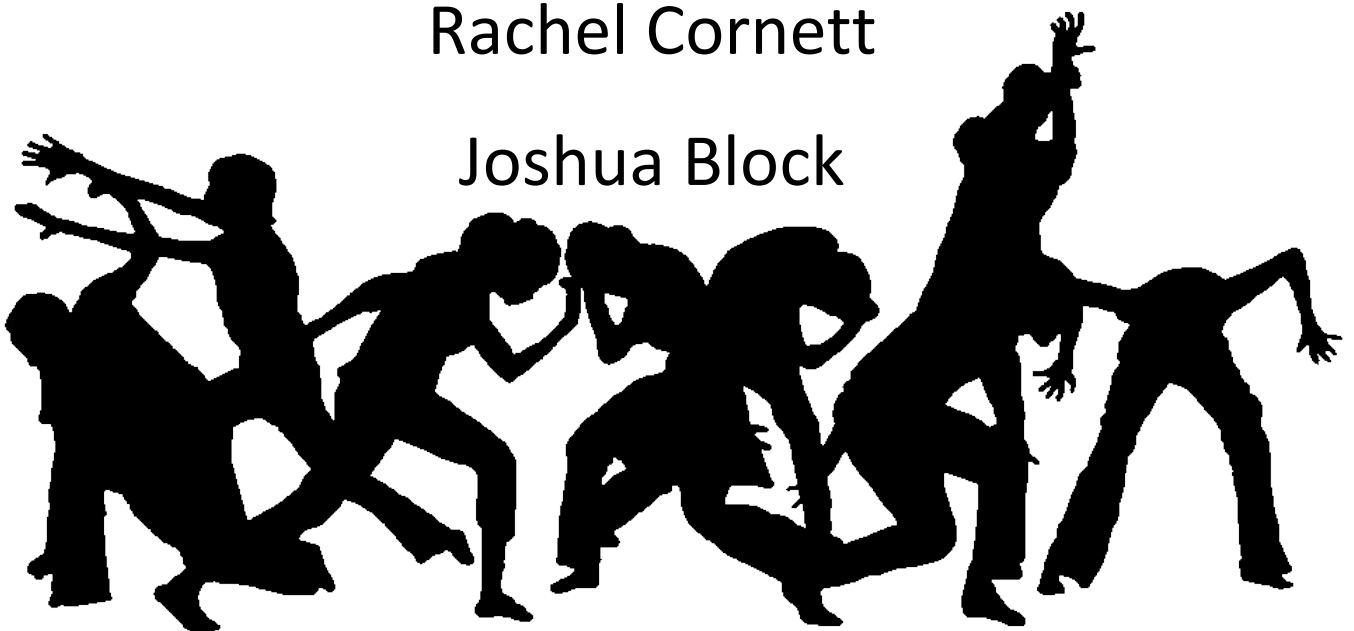
Little Rock, Arkansas

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U of A Children's Choir

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Old King Glory

s,l, drmf

Folk Song

Old King Glo - ry on the moun - tain, The moun - tain was so high, It
near-ly touched the sky and the first one, the sec-ond one, the third fol - low me.

Game: Circle holding hands with a leader on the outside.

The circle walks clockwise while the leader walks counter clockwise. On the words "first, second, and third," he taps three consecutive children on the shoulder. The first and second stay in the circle while the third takes his hand and follows him. Continue until all the children are in the outside circle with the winner remaining in the center.

Children love singing this song and will sing it 25 times (or more depending on your class size) because they want to see who ends up in the middle. After the children understand the game, I usually turn over the leader job to the first person I chose. Make sure the leader understands that she must tap exactly when she sings the words "first, second, and third."

Oliver Twist

Folk Song

O - li - ver Twist you can't do this, so what's the use of try - ing?
Touch your knees. Touch your toes. Clap your hands and a - round you go.

Formation: Single circle with a leader in the middle.

Oliver Twist you can't do this, so what's the use of trying? The leader performs a repeated movement which everyone on the edge of the circle copies. *Touch your knees. Touch your toes, Clap your hands and around you go.* Everyone on the edge of the circle performs the movements ending with a turn in place. The leader moves to the edge of the circle and the person next to them moves into the middle. The new leader demonstrates a new movement during "Oliver Twist..."

Process: The original version of the game involves twisting from side to side on the first line of music. After the children are comfortable with the movements on the second line of music, I have them copy me as I perform different movements on the first line. Then I have the students perform their own movements on the third line en masse to build up a movement vocabulary. Once they have come up with several of their own movements, we play the game

Sally Go Round the Sun

drum sl
Singing Game

1 2

Sal - ly go round the sun, Sal - ly go round the moon,

5 3 4

Sal-ly go round the chim - ney pot, Ev 'ry af - ter noon. Whoops!

Wishy Washy

drums

English Singing Game

Oh, we are two sail - ors late - ly come from sea, _____

and if you want a - no - ther one then come a - long with me.

Oh, wish - y wash - y wish y wash y wish y wash y we, _____

and if you want a no ther one then come a long with me.

Formation: Single circle with a leader inside.

Sailor (leader) marches along the inside edge of the circle looking the bystanders in the eyes and stopping on the word "me." The person that he stops by is his partner. They place hands on each others shoulders and jump from right heel to left heel 7 times (2 beats per measures) stopping on the word "we." They repeat this while switching spots, stopping on the word "me." The person chosen is the new sailor.

After numerous repetitions add another sailor. Keep adding sailors until everyone is in

Variation:

The beginning is the same. When the sailor stops at his partner, he brings her into the middle of the circle. They put their feet together with their toes touching each others, cross hands and grab each others wrists. They lean back, supporting each others' weight, and spin around quickly until the last word of the song. The old leader returns to his spot and the new leader marches around the circle.

Chicken On a Fence Post

s,l, drn sl

Chicken on a fence - post can't dance Jo - sie, Chicken on a fence-post, can't dance Jo - sie,

Chicken on a fence - post, can't dance Jo - sie, hel-lo Su-san Brown-ee-o.

Game

Formation: Two concentric circles, holding hands, facing the middle with a rubber chicken on a stool in the middle. The outer circle should have more players.

Two players are chosen to be "farmers". They stand outside the circles. While they close their eyes, the teacher designates "gates" by touching the hands in between two players in the inner circle and the outer circle. The circles begin walking in opposite directions when the singing starts. When the singing stops, gate keepers raise the arms between them and the farmers have to find their way to the chicken and try to grab it.

1. Circles stop when singing stops. (or)
2. Circles keep walking when the singing stops

The farmers each pick a new farmer from their own circle to take their spots.

Kokoleoko

Clapping Game

Liberia

Transcribed from a video posted by Lisa Simmelink on 02/18/2014

A

Voice: Ko - ko - le - o - ko ma - ma ko - le - o - ko. Ko - ko - le - o - ko ma - ma ko - le - o - ko.

Hands: Clap Right Clap Grab Up Side Down Clap Clap Right Clap Grab Up Side Down Clap

B

V: Ab - ba ma - ma ab - ba Ab - ba ma - ma ko - le - o - ko.

h.: Clap Right Clap Left Clap Both Clap Back Clap Right Clap Left Clap Clap Pat Pat Clap Jump

Formation: Two concentric circles with partners facing each other

Clap = Clap your own hands
 Right = Clap RH with partner's RH
 Left = Clap LH with partner's LH
 Grab = Grab partners LH like shaking hands

Up = Clap RH with partner's RH above held hand
 Side = Clap RH on the side of held hand
 Down = Clap RH with partner's RH below held hand
 Both = Clap Both hands with partner
 Back = Clap own hands behind back
 Pat = Pat both legs with both hands
 Jump = Jump right to join next partner

Goin' Down to Cairo

Illinois Play Party

s,l, drms



Go - in' down to Cai - ro, good - bye an' a bye - bye,

Go - in' down to Cai - ro, good - bye Li - za Jane.

Black my boots an' a make them shine, good - bye an' a bye - bye,

Black my boots an' a make them shine, good - bye Li - za Jane.

Formation: Single circle of 6-10 partners. Ladies on gent's right.

Circle left for sixteen counts, turning towards partner on the word "Jane"

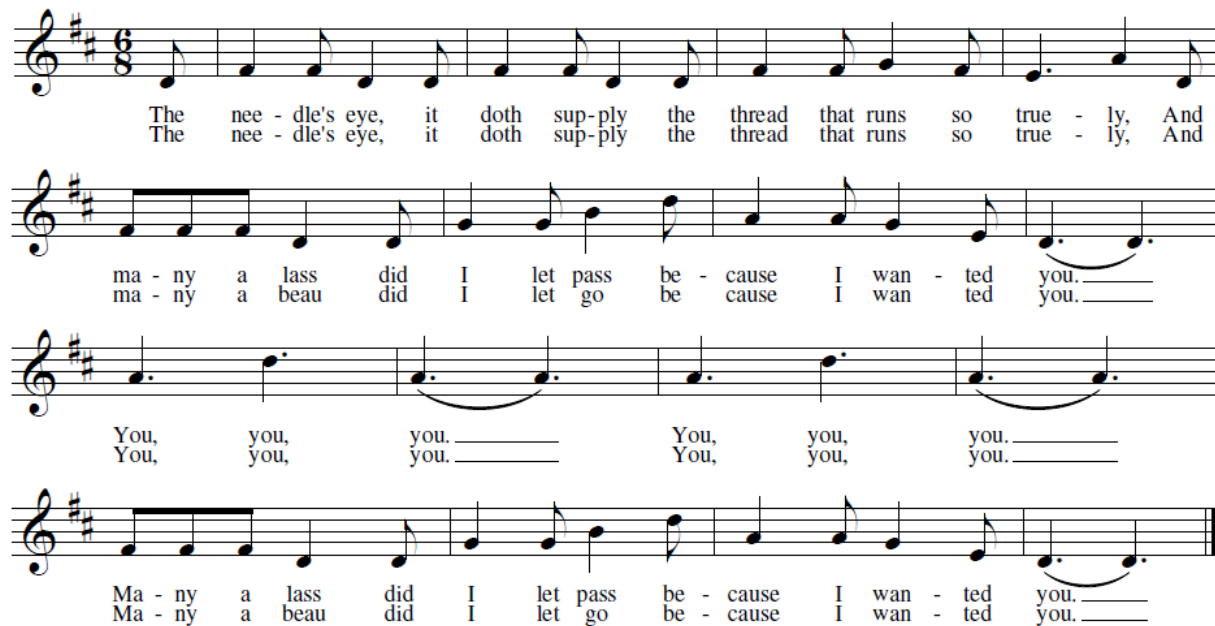
Grand right and left during the third and fourth phrases which are repeated as necessary. Swing partners once around and *promenade* clockwise to the end of the song.

Tips for the teaching the *grand right and left*. Practice stepping on the beat while singing the third and fourth phrases. Practice extending right and then left hands while singing on the half note beat. Practice stepping the beat quarter note beat while extending right and then left hands on the half note beat. Practice the *grand right and left* in slow motion, one hand shake at a time.

If you can't get the *grand right and left*, just sing the song in canon after 2 beats!

Needle's Eye

Traditional Singing Game



The nee - dle's eye, it doth sup - ply the thread that runs so true - ly, And
The nee - dle's eye, it doth sup - ply the thread that runs so true - ly, And
ma - ny a lass did I let pass be - cause I wan - ted you.
ma - ny a beau did I let go be - cause I wan - ted you.
You, you, you. You, you, you.
Ma - ny a lass did I let pass be - cause I wan - ted you.
Ma - ny a beau did I let go be - cause I wan - ted you.

Formation: Broken circle holding hands with two students at the head of the line making an arch. Facing clockwise.

Easy game: The students making the arch secretly decide on a pair of symbols (salt and pepper, lemons and limes, etc) and who is which.

When the singing starts, the leader takes the line (thread) through the arch (needle's eye) and around the circle. On the last word of the song, the arch drops and catches someone. That person has to choose which of the two symbols he prefers. He switches places with that person, decides on new symbols with his arch partner and play continues.

Trickier Game: Single circle holding hands. The needle's eye is now made with one hand each so the people making the eye are facing oncoming traffic. The eye can now close at any point of the song. Without stopping, the person who is caught moves to the inside spot. The inside person moves to the outside spot. The outside person rotates back into the line. The chant below may help students remember the order.

"Caught to inside - inside-out - outside back in line"

Ye Toop Doram

Farsi Language Singing Game

Western Afghanistan
Collected by Marilyn Shepherd

Andante ♩ = 96

Ye toop do - ram, toop do - ram, ye toop do - ram, toop do - ram,

Ye toop do ram, toop do - ram, ye toop do - ram, toop do ram.

9 Spoken Yek, do, seh! Lool - beh day!

Faster Ghel ghel - ghel lee - a lee - a lool - beh day, Ghel ghel - ghel lee - a lee - a lool - beh day.

Game:

A: Children are seated in a circle and pass the ball twice per measure.
Begin passing before the song begins.

Yek, do, seh! Freeze the ball on "seh"
The leader calls out the name of the a child who leaps to the middle of the circle.

B: Roll the ball quickly back and forth while the child in the center dodges and jumps.
Repeat the B section until the child in the center has been tagged on the feet.

Rules:

- Sit criss cross
- No bouncing or throwing

Translation:

<i>Ye toop doram</i>	O, I have the ball
<i>Yek, do, seh!</i>	1, 2, 3!
<i>Lool-beh day!</i>	Roll it away!
<i>Ghel ghel ghel lee-a lee-a</i>	"lee-eh"

Alabama Gal

s,l, drm s

American Play Party

You don't know how, how, You don't know how, how,

You don't know how, how, Al - a - bam - a gal.

2. I'll show you how, how,
3. Ain't I rock candy?
4. Come through in a hurry,

Formation: Longways set

1. Leading partners sashay to the bottom of the set and back to the top
2. Right hand turn around partner (8). Left hand turn around partner (8)
3. Leading partners cast off and make an arch at the bottom of the set. Everyone follows them.
4. All other partners duck under the arch and return to the set, advanced by one spot. The former leading partners are now at the bottom of the set.

Little Sally Walker

Notation is approximate. Lots of swing and anticipations

African-American

The musical score is written for four parts: Voice, Clap, Stamp, and Conga (labeled 'c.' and 'st.'). The key signature is one sharp (F#) and the time signature is 4/4. The score is divided into three systems. The first system contains the first three measures of the song. The second system contains measures 4 through 6. The third system contains measures 7 through 8. The lyrics are written below the voice part. The clapping and stamping parts use simple rhythmic notation with vertical lines and flags. The conga part uses a similar notation with flags to indicate specific rhythms.

Voice: Lit-tle Sal-ly Walk-er walk-ing down the street, She did n't know what to do so she

Clap

Stamp

c. stopped in front of me. She said, "Hey there, do your thing, do your thing and switch.

st.

7 Hey there, do your thing, do your thing and switch."

c.

st.

Formation: Single circle facing in with a leader in the middle.

Game: Leader struts clockwise around the inside of the circle, stopping in front of someone on the word "me." Facing that person, she does a dance that is complex and physically challenging during the first "Hey, Girl, do your thing, do your thing and switch." They switch spots and that person has to replicate the dance on the inside of the circle, facing the leader. That person becomes the new leader and proceeds to strut around the inside of the circle.

When playing with a mixed group of girls and boys, I have the girls stop in front of boys and the boys stop in front of girls. A boy leader is "Sammy Walker." As the teacher, you can jump in as an extra leader while the game is going to increase the amount of leaders in the game.

Ashley Brown Woodside suggested setting up the movement up as a "Question and Answer"

Learned from Liza Meyers.