

5 Step Music Activities

FIND THE OBJECT

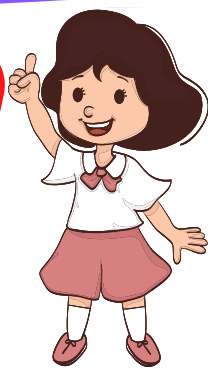
This game utilises the elements of music to assist a member of your class to find an object of your choice (your car keys, a pencil case etc.)

01

Choose a volunteer and have them leave the room. Choose another member of the class to **hide an object** anywhere in the classroom



02



The volunteer must now search for the object using musical clues given by the rest of the class

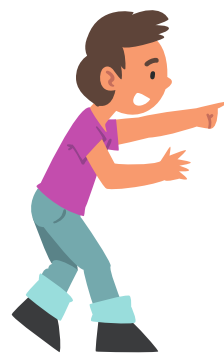
03



Begin with simple clues using **dynamics**. The class starts humming, and when the volunteer gets near the object, the class get louder

04

Introduce other elements of music.
e.g. **Pitch** - the class's pitch gets higher
Texture - more people hum the nearer the volunteer gets



05

For the final challenge, the class sing a song of their choice, with a class leader calling out **which element changes** when the volunteer gets near the object.

