





Strategy Step - Mid Practice Activity 1 Visual **Lesson Segment**

Objective


On completion of this lesson segment, students will demonstrate their growing understanding of  by practising it in a variety of ways and in increasingly difficult contexts.

Prerequisite Skills and Knowledge

Prior to beginning this activity, students should:

1. have successfully completed all Aural Preparation, Visual Preparation and Present Steps from the  Strategy, the  Strategy and the  Strategy.
2. be able to sing a suitable song well and perform it competently (in tune and at a steady tempo) without the aid of a teacher; while performing the beat in a variety of ways; while performing the rhythm in a variety of ways and while performing the beat and rhythm simultaneously.

Activity: Metre Build It Up

Description: Students create the rhythmic patterns of known  songs using [Individual Simple Time Rhythmic Flashcards](#), clearly showing the metre of the song by the placements of the rhythms. You can also access the [Individual Simple Time Signature Flashcards](#).

Alternative Repertoire (from the Strategy Outline):

- [Brodie](#)
- [Canon Hunting](#)
- [Old Brass Wagon](#)
- [Winter's Coming](#)

Example Lesson Activities

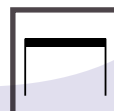
- a. The class sings a variety of known songs suitable for Mid Practice.
- b. Divide students in teams and provide each team with the set of flashcards on the right:



1 X



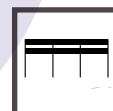
12 X



8 X



5 X



4 X

- c. The teacher announces the name of the song and starts a stopwatch. The teams begin to create the rhythm of that song using the above cards, clearly dividing the beats into correct bars.
- d. The clock is stopped and all teams cease working when one team thinks they have it.
- e. The team that thinks they have it must clap and sing the rhythm names of the song. If correct, they win, if incorrect, the clock is started again and the activity continues until one team has the song correctly.

Extension Suggestion:

- rather than competing against each other, teams can compete against the clock e.g. set a timer for two minutes, at which time they must all stop.

[Level 1 – Duple Metre Strategy Step - Mid Practice Activity 1](#)

<https://dsmusic.com.au/library-item/duple-metre-strategy-step-mid-practice-activity-1/>

This outline relates to concepts, skills and information taught in *Musicianship & Aural Training for the Secondary School*, Level 1.