

January 20, 2015 Workshop

## **Sight Singing Games: The Rules of Sight Club**

Four Corners - Each corner of the room is assigned a three (or five) note pattern (So-Mi-Do, La-Ti-Do, etc.). Students are required to move to the corner of the room when they hear the corresponding melodic pattern. The last student to the corner is out of the game. This continues until there is a winner.

Soul-fege Train- The students line up (or stand in a circle), and the first student sings the first note of the scale while hand signing the next note for the following student to sing (ie. The first student sings Do while signing Re. The next student must sing Re while signing Mi). The goal is to sing from Do up to Do and back down to Do. Whenever a mistake is made the scale must be restarted from the person who made the mistake.

Interval Races- Separate the students into teams and place a chair in the middle of the room. Play or sing an interval. The first student to get up, sit in the chair and correctly identify the interval wins a point for their team.

Don't Overlap- Have students spread out across the room. The teacher sings Do. Randomly students will sing the next note in the scale. If two people sing at the same time or sing a wrong note, the scale must be restarted. The goal is to sing up the octave and back down.

Sing'n Clap- Start out singing Do. Follow this with Do-Re-Do, then Do-Re-Mi-Re-Do, etc. until the whole scale has been sung. Now assign one note to be clapped instead of sung. Example: Re will be clapped: Do-Clap-Mi-Clap-Do. Change the note value of the clap each time. For an extra challenge, replace two different notes with a clap.  
(Option: Replace clapping with the appropriate hand sign so they continue to be aware of where they are in the scale.)

