

INQUIRY WORKSHOP PROPOSAL

EDCP 451B

The Rules of Sight Club: Sight Singing Games for Technique

| Categories | |
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| I. Group Members | Megan Dray Ashley Hanna Kim Taylor |
| II. Presentation Date (videotaped by Ashley's IPad) | January 20, 2pm (Special Guest: Dr. Wendy Carr, TEO) |
| III. Summary | Teachers will learn games approximately 7 games to use in the classroom to teach sight singing, pitch relationships, and audiation. Games focus on reinforcing pitch recognition, solfege, and associating visual stimuli (i.e. Curwen hand signs) with tonal relationships. A handout describing each game will be provided . |
| IV. Materials | Computer, projector, display screen, cable (just toggle?), chairs |
| V. Objectives | <ol style="list-style-type: none">1. To learn engaging sight-singing activities for us in the classroom.2. To identify sight-singing skills through Kodaly solfege and Curwen hand signs.3. To solidify pitch recognition and audiation with the aid of Curwen hand signs. |
| VI. Activities (didactic + interactive) | <ol style="list-style-type: none">1. Intro Welcome special guest Dr. Wendy Carr, from TEO, thank her for participating2. Megan: Solfege review ~5min3. Kim: Overview of workshop ~5min4. Games ~40min<ul style="list-style-type: none">• Ashley: See It, Sing It ~5min• Ashley: Four Corners ~7min• Megan: Soul-fege Train ~10min• Ashley: Interval Races ~7min• Kim: Sing 'n' Clap ~7min• Kim: Don't Overlap ~7min• Make your own song (given time)5. A, M, K: Discussion ~7min What extensions, or other alterations could you make to change the level or skills you are building or assessing with each of these games? Are there ways to modify these games to develop other skills? |
| VII. References (4-6) | http://www.kodaly.org.au/assets/resources/fun_ideas1.pdf |