



Colegio Sagrado Corazón de Jesús

Erasmus + Project : 2014-1-ES01-KA101-002752

ACTIVITY TITLE: MUSIC SPEAKING GAMES

SUBJECT: MUSIC

AIM OF THE ACTIVITY: Improve speaking and narrating skills, build up a cooperative story.

ESTIMATED DURATION: 60 minutes session.

MATERIALS NEEDED: Counter, dice, speaking board game, cards of Music Story Dominoes , cards of Define it.

ATTACHED DOCUMENTS: Speaking board game and its rules, Music Story Dominoes and its rules, Define it and its rules.

SUGGESTED LEVEL: 1st E.S.O.

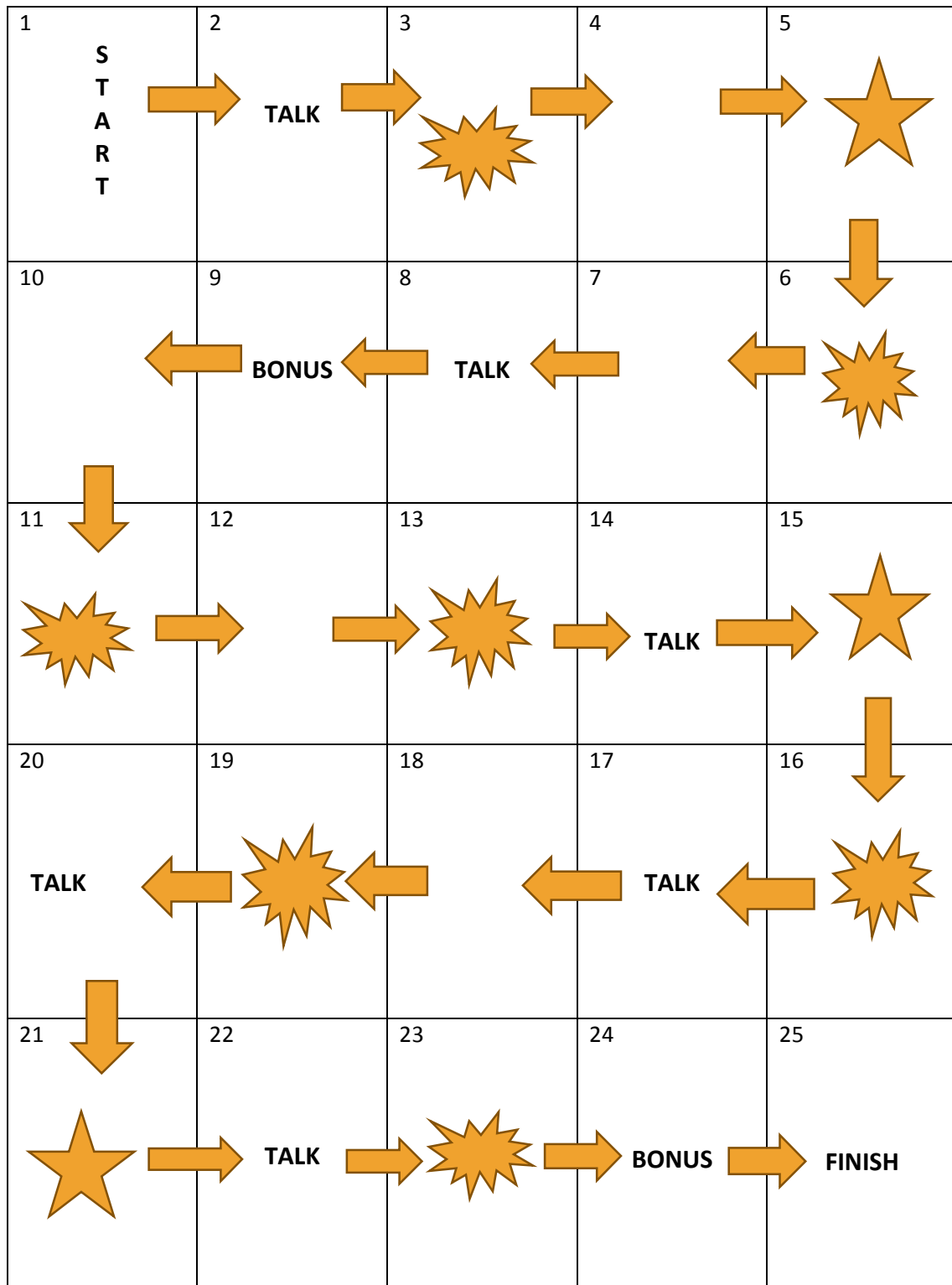
PROCEDURE

1.- PLAYING GAMES (60 minutes)

- The teacher has to separate the students in groups of three or four.
- There are three speaking games so each group of students has to play during 20 minutes to each game. Instructions for each game are provided in the sheets.
- Teacher has to go around the class writing in a paper the student's mistakes but not interrupt the game. At the end of the session or in the next session the teacher will explain to the whole class this mistakes.



SPEAKING BOARD GAME



SPEAKING BOARD GAME

RULES

- 1- Play this game in groups of three or four.
- 2- They take it in turns to throw a dice and move around the board.
- 3- When a player goes to the finish he/she doesn't throw the dice again but he/she can join in a discussion when other player goes to the "Talk square"
- 4- The winner is the player with more points.
- 5- There are special symbols that mean:



Take a card, read it out. Ask the group to discuss. Everyone who speaks gets 1 point.

TALK: Take a card of "Speaking topics", read it out. Say your opinion about it for at least 30 seconds. You get 3 points. Everyone else can then joins in a short discussion (and get 3 points if he speaks for at least 30 seconds more).

BONUS: 1 point (when you go past)



You have to speak about your favorite singer or group for at least 30 seconds. You get 3points

SPEAKING TOPICS

Classical Music	Heavy Music	Pop Music	Ludwig van Beethoven
Wolfgang Amadeus Mozart	Johann Sebastian Bach	The Orchestra	Percussion Instruments
Recorder in School	Frederic Chopin	Gregorian Chant	Renaissance Music

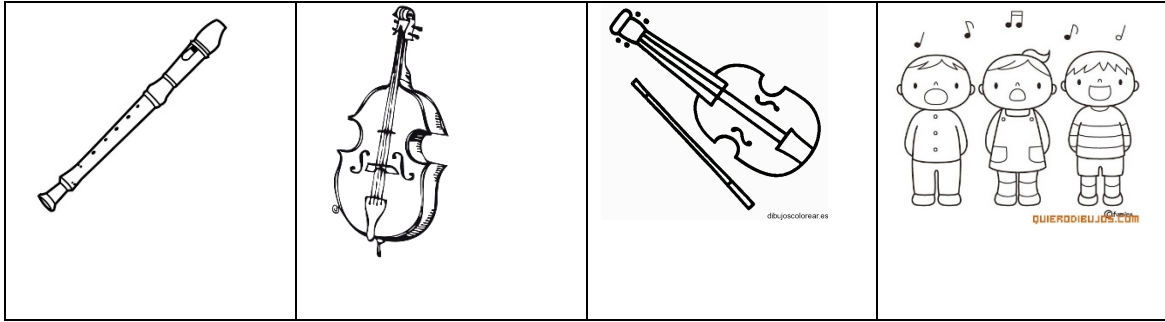
Baroque Music	Sound qualities	String instruments	Wind Instruments
Play an instrument	Hip Hop	Ballet	Traditional Music



MUSIC STORY DOMINOES

(The teacher has to cut all the squares)





MUSIC STORY DOMINOES

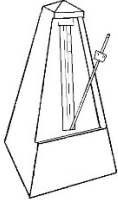

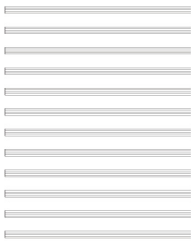




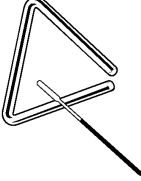
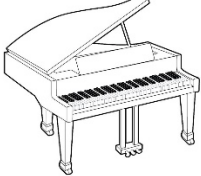










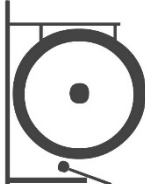
RULES

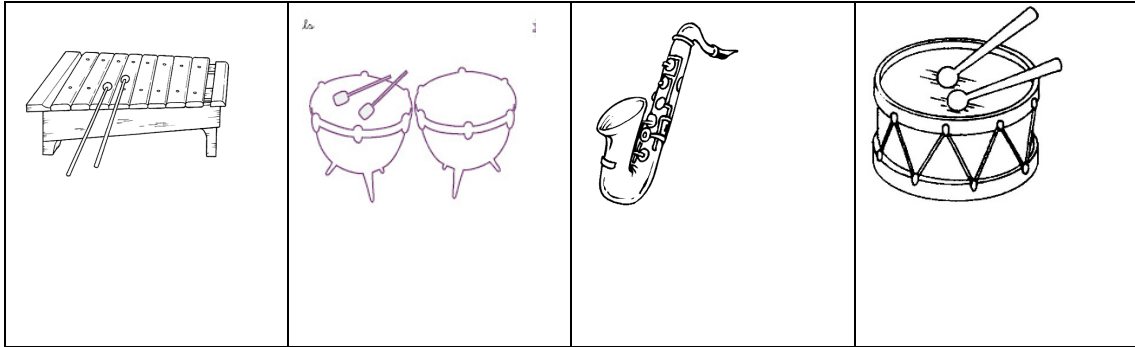
- 1- Play this game in groups of three or four.
- 2- Deal out the cards equally to each player.
- 3- Look at your cards. These represent the events in a story.
- 4- Player 1: choose any cards and lay it down on the table. This is the first event in the story. Tell the others what happened.
- 5- Player 2: choose a card and lay it down next to the first one, and tell the others what happened next.
- 6- The aim of the game is to build up a story together.



DEFINE IT!

(The teacher has to cut all the squares)



DEFINE IT!

RULES

- 1- Play this game in groups of three or four.
- 2- Shuffle the cards and deal them out equally to each player.
- 3- Look at your cards but don't show them to the other players.
- 4- Player 1 chooses a card and defines the object in the picture, for example, This is an object used for measuring tempo. Do not say the name of the object!
- 5- The other players must try to guess the name of the object.
- 6- The first player to guess correctly may collect the card and place it face down on the table as a "trick".
- 7- If no one can guess, the first player must define the object again in a clearer way.
- 8- Then it is the turn of the player who guessed correctly to choose a card and define it.
- 9- At the end of the game, the player with most "tricks" is the winner.