LESSON 6

Students Will Learn

That whole rests receive 4 beats, half rests 2 beats, and quarter rests 1 beat. Students will learn recorder pitch G.

Additional Materials

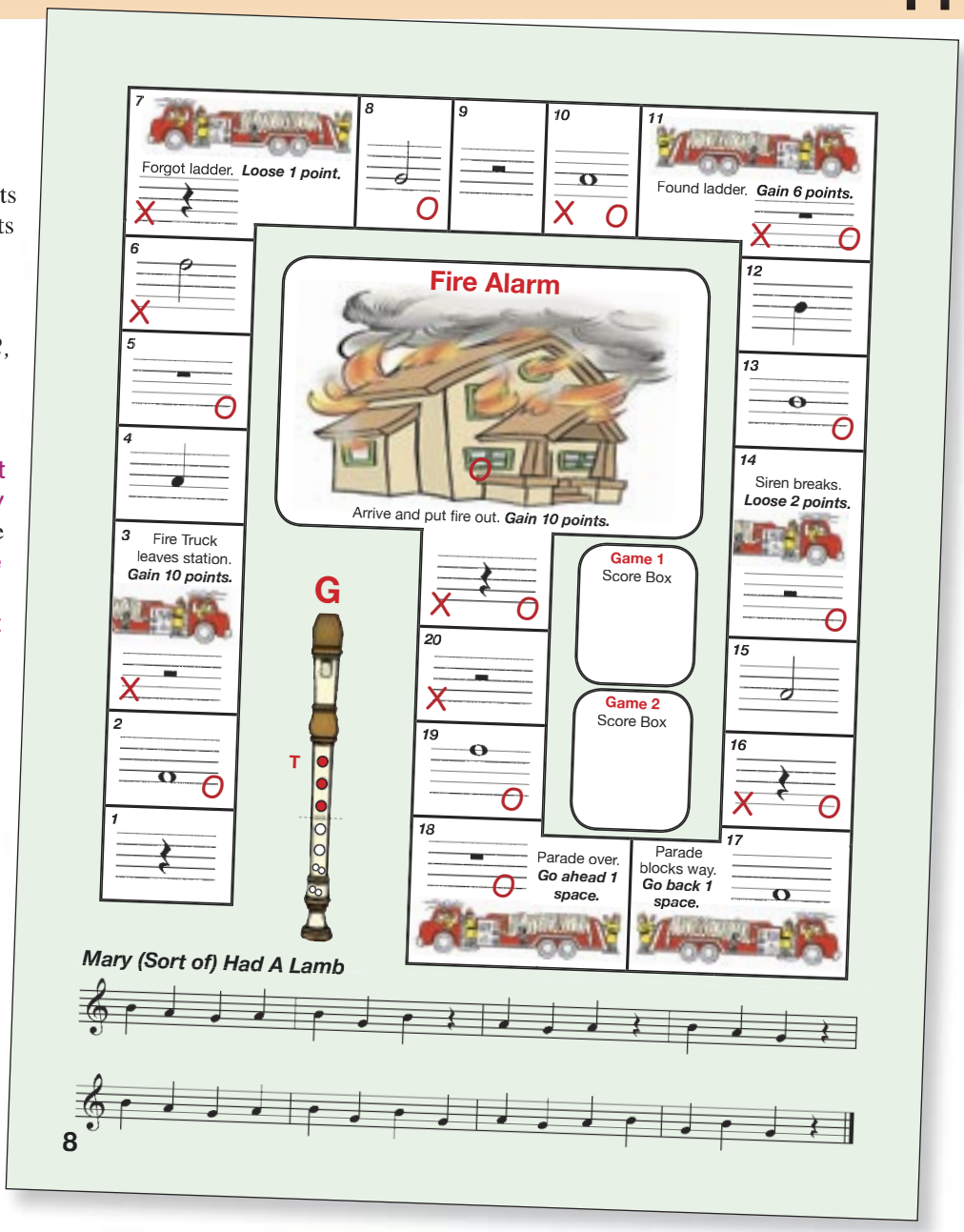
Teacher: *CD41, Musicards 8, 9, 10, 42, 43, 44.*

Procedure

Display *Musicards* 8a. What kind of note is this? How many beats does it receive? 4. Turn the card to side b. This symbol is a whole rest. When you see this symbol, instead of playing 4 beats, you rest 4 beats. Repeat the above procedure using *Musicards* 9a (half note) and 9b (half rest), and 10a (quarter note) and 10b (quarter rest).

Teach "Bill Grogan's Goat" (*CD41*, band 6) on page 9. As you sing this song, tap your foot to measure the number of beats each half and quarter rest receives.

Turn to page 8. Let's play the "Fire Alarm" game. Notice that the game contains notes and rests. Count forward or backward through the game as I tell you to. Whenever you land in a space, make an "X" in that space. Add to or subtract from your score if instructed in the space. Keep your score in the "Game 1 Score Box."



Game 1

1. Proceed to the first half rest and make an "X." ✎ Students should record a score of plus 10 in the "Game 1 Score Box." You may have to prompt students to record the score this first time.
2. ...to the next half note on a line, and make an "X." ✎
3. ...next quarter rest..."X." Minus 1. ✎
4. ...whole note in a space..."X." ✎
5. ...whole rest..."X." Plus 6. ✎
6. ...quarter rest..."X." ✎
7. ...half rest..."X." ✎
8. ...quarter rest..."X." Plus 10. ✎

You should have arrived at the fire and put it out. Add your points together now. How many points did you record in the "Game 1 Score Box?" Answer: 25.

Let's play the game again. This time I am going to add something to make it harder for you to locate the proper space. Here is a clue: Do you remember the names of the notes on the treble staff? The space names rhyme with the word "space" and are F, A, C, and E. The line names are the first letters of "Every Good Bite Delivers Food or E, G, B, D, and F. Begin at the "Start Alarm" space.

Game 2

1. Proceed to the first note named "F," and make an "O." ✎
2. ...whole rest..."O." ✎
3. ...next note named "G"..."O." ✎
4. ...next note named "A"..."O." ✎
5. ...whole rest..."O." Plus 6. ✎
6. ...whole note named "B"..."O." ✎
7. ...half rest..."O." Minus 2. ✎
8. ...quarter rest..."O." ✎
9. ...whole rest..."O." ✎
10. ...quarter rest..."O." Plus 10. ✎

You should have arrived at the fire and put it out. Add your points together now. How many points did you record in the "Game 2 Score Box?" Answer: 14.

Distribute the recorders to students. Look at the fingering for new note G on page 8. Lead students in playing new note G, then lead them in playing "Mary (Sort of) Had A Lamb" on page 8, and "Merrily We Roll (And Stop) Along" and "Mixing It Up," both on page 9. ❑