

MUSIC · GRADES 1–3

Rhythm Games

Six games, no equipment

Six rhythm games

<p>1 — Echo me</p> <p>Teacher claps a 4-beat pattern. Class echoes it. Build complexity gradually. Whoever messes up sits out — last person standing wins.</p>	<p>2 — Pass the beat</p> <p>Class sits in circle. First person claps a beat, next echoes, then adds their own variation, etc. Goes around without breaking the pulse.</p>
<p>3 — Body percussion</p> <p>Use claps (high), thigh-slaps (mid), foot-stomps (low) to build a 3-line beat. One group does each line, all together.</p>	<p>4 — Name rhythms</p> <p>Each child claps the syllables of their name. Build it into a chain — Ja-mal, Pri-ya, So-fi-a — like a pop hook.</p>
<p>5 — Don't break the chain</p> <p>Set a 4-beat ostinato (e.g. clap-clap-rest-clap). Pass around the circle. If anyone breaks it, restart.</p>	<p>6 — Polyrhythm</p> <p>Half the class claps in 4s. The other half claps in 3s. Both at the same steady tempo. They line up every 12 beats — the room goes silent for a beat — then it starts again.</p>

