



10 mins

### Objective and Musical Focus

Experimenting with your voice; pulse; rhythm

### Instruments?

No

### Accessibility

Suitable for Hearing and Cognitive impairments with minor adaptation.



Give the groups time to experiment and after a short while have a listen to what each group have created, making sure that each group has a different vocal sound.

# 1. Warm up Activity

## 'Wizard's Hat'

Wizard's Hat is a great game to introduce conducting to your class. Before the game can begin, split your class into four groups and number them 1 to 4.

Challenge each group to come up with a way of making an interesting sound using their voices. Every child must make the same sound as the other children in their group.

Now, show your class a picture of the wizard's hat. An example design is on the next page. This should be big and put somewhere where everybody can see it.

Explain to the children that the wizard's hat is split into various coloured sections, and each section represents one of the different groups.

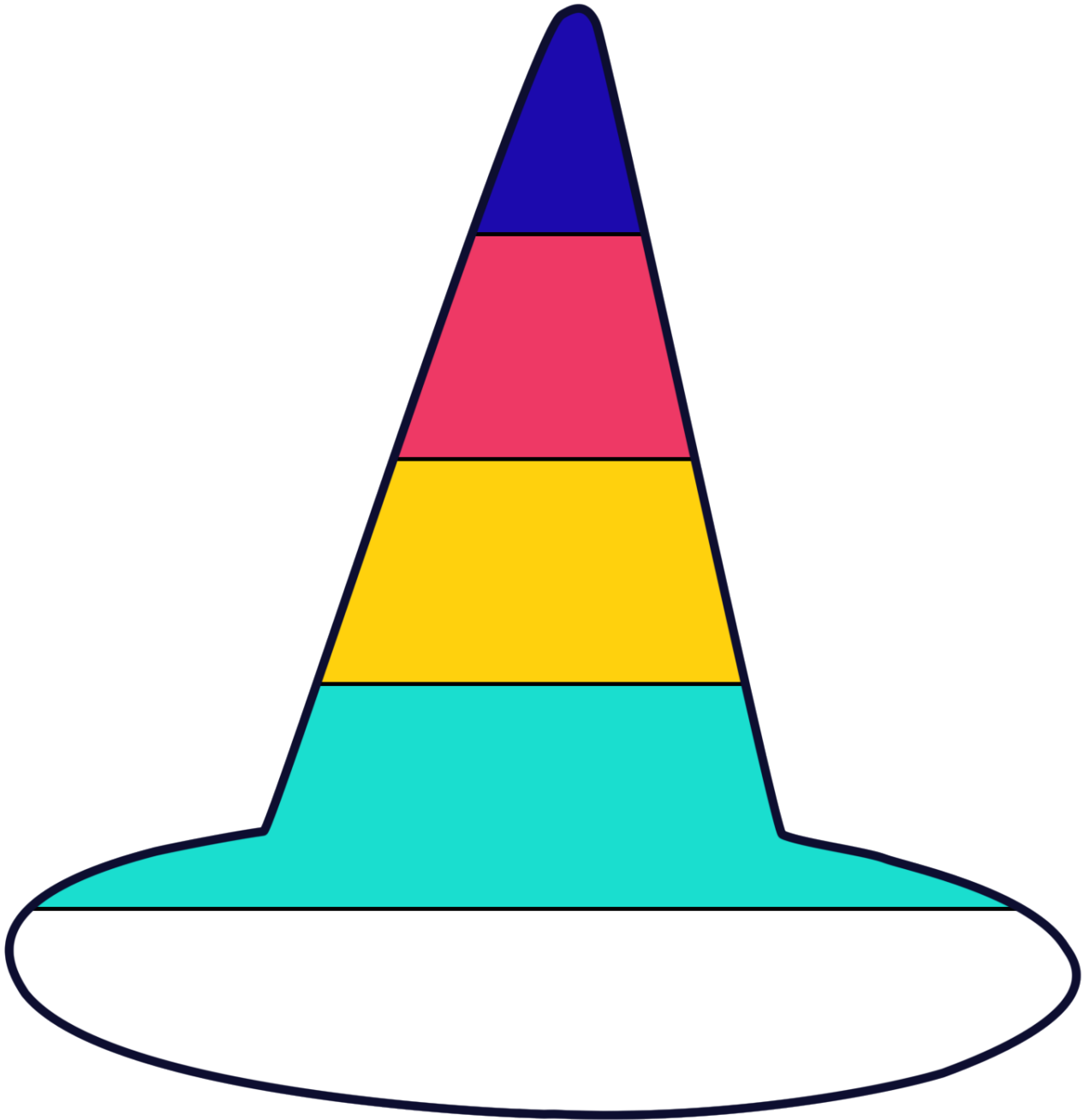
For example, the top blue section could represent group 1, the pink section one layer down could represent group 2 and so on. However there is one section, the base layer in white that represents no group/silence.

For the first few attempts the teacher ought to be the conductor. When they point to a coloured section of the wizard's hat, the group that colour represents can make their vocal sound, everyone else must remain silent.

As the children become more familiar with this, try pointing to more than one section at a time. Remember that the white section at the bottom means nobody plays, therefore should provide silence!

Try getting one of the children to conduct.

**Extension:** To make the game more advanced, give each section a particular rhythm that they ought to play when the conductor is pointing to their section.





10–15 mins



Play the song *Anything* using *Bring the Noise: Play It!* interactive tool on our website.



## 2. Song: *Anything*

Explain to the children that you are going to play them a piece of music performed by 7 different musicians, and at the end you are going to ask them how many/what instruments were used to make the song.

Have a listen to the song *Anything*, by Naturally 7. What how many/what instruments were used? The answer is one instrument, the voice. Naturally 7 are a group of vocalists who experiment making sounds using their voices to create amazing music.

With your class, list different musical instruments the children know: guitar; trumpet; drums; violin; piano etc. Discuss how you can use your voice to mimic the sound of that instrument.

Split your class into small groups with 5 or 6 children in each. Choose a well known, simple song such as *Happy Birthday* or *Twinkle Twinkle Little Star* and assign each group an instrument from the list created earlier.

Challenge the children to try 'playing' the song in the style of their instrument, using only their voice.

Perform to each other!





20 mins

## 3. Main Activity

### Vocal Mixing Desk

The aim of this activity is to get the children to experiment making music using their voices.



Looking for soundscape inspiration? Watch the *Sonic Explorers* animations in our Classroom Resources section on the Bring the Noise website.

To begin choose a place, setting or image as inspiration for your piece. This could be 'the park', 'the city', 'the playground'... Anywhere familiar to your class.

Have a class discussion about all the things that are happening. Using their imaginations, what can the children see and hear?

In small groups, ask the children to choose one of the ideas discussed and think about how they can use their collective voices to represent it. Is it high/low sound? Does it change speed? Does the sound have a particular rhythm to it?

Share each group's sound with the rest of the class. Experiment having more than one group making their sound at the same time.



**Volume sliders on a mixing desk.**



Ask your class if they know what a mixing desk is. What do they think it does?

Mixing desks are computers that can play different sounds at once, and have sliders that make each sound louder or quieter.



Explain that each group is going to be a sound in an imaginary mixing desk.



When someone acting as the mixing desk controller moves towards their group and gestures upwards to slide the volume up, they can respond by making their sound. If the controller gestures to slide the volume down, they respond accordingly.

Choose one child to be the mixing desk controller. Encourage them to experiment with the different sounds by having more than one group making their sound at the same time.

## 4. Troubleshooting

When playing ‘Wizard’s Hat’ make sure that each child must make the same sound as the children in their group. Also, encourage the children to choose a sound that they can repeat for a long time and won’t be too difficult to play as the game goes on.

Encourage the person acting as ‘mixing desk controller’ to experiment and change the overall sound continually. Similarly make sure that individual groups don’t get too tired by making their sound for too long without a rest.

### Curriculum Links

PSHE  
Science



### Key words

**Conductor:** a person who directs an ensemble.

**Rhythm:** a pattern of long and short sounds.