

CANON GAME

HOW TO PLAY:

Version 1: Simple canon

- Movements introduced by one dancer are repeated exactly by following dancers in turn.
- In a circle, label the children red, blue, yellow and green.
- Call out different movements and actions and instruct which colour group to perform it in the correct order, e.g. red jump, blue jump, yellow jump, green jump.
- Once you have experimented with a few actions and the children are confident with which colour they are, space them out in the area so they are not stood in the correct order. Repeat the exercise using different movements, e.g. crouch.

Differentiation:

- Change the order the numbers are called out
- Incorporate different levels
- Easier: use two colours instead of four, number the children one and two

Version 2: Cumulative canon

- Dancers join in with the lead dancer at various stages, but all dancers finish at the same time with the same movement.
- Call out the colour along with a traveling movement.
- As each colour is called out they continue performing that movement until everybody is performing it at the same time, e.g. reds march, blues join in, yellows join in, greens join in.

Version 3: Canon game

- In a circle, invite children to clap at a slow and constant beat.
- Once they have got used to the beat, tell them they are going to crouch down one by one to the beat around the circle.
- Teacher must keep the beat by clapping. Pick a starting point and walk around the circle, clapping in front of each child to help them to know when to crouch.
- When you get to the final child, they should all be crouching on the floor (like dominoes).
- Increase the speed of the beat so they are crouching down at a faster rate. This can be increased until there is no need to clap (like a Mexican wave).

Differentiation:

- Experiment with different movements, e.g. a spin/turn
- Take the canon back in the opposite direction, e.g. once they are all crouched down, starting from the opposite end, each child jumps up one by one.

Resources

- Music is recommended to help them move in time to the beat. Play at a low volume until the children have grasped the concept.