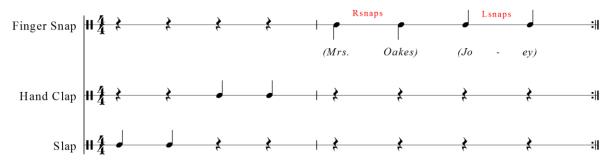
RHYTHM GAME

Everyone performs together this body percussion pattern:



After pattern is established, teacher begins game by calling out their own name on the R snaps and a student's name on the L snaps. As the pattern continues, the student then calls out their own name on the next set of R snaps and a new student's name on the L snaps. Continue pattern/game until someone gets *OUT*. *OUT* students come to sit **quietly** beside the teacher and pattern/game begins again until only one student remains and is named the *WINNER*!

Rules:

- 1. Students may call the teacher's name on any turn.
- 2. Students may call the name of any student who is not out, including the name of the student who called their name.
- 3. If the student called fails to say their name exactly on the next R snaps, they are OUT.
- 4. If the students called fails to say another student exactly on the next L snaps, they are *OUT*.
- 5. If the student calls a student who is already out, they are *OUT*.

Things I do to make the game easier in the beginning:

- 1. Slow, steady tempo.
- 2. Play several trial rounds before calling anyone OUT.
- 3. Guide the students by calling along with them until they get the hang of it.

Things I do to make the game more challenging as we go along:

- 1. Speed up the tempo.
- 2. Change to ONE slap, clap, R snap, L snap.
- 3. Use last names instead of first.

Source: Oakes' version of the traditional