

Sing and Play the Kodály Way:

More Songs and Games for PreK to Grade 3



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Ridin' on the Railway

s s	s s	l s		m m	m m	r d		
"Rid - in'	on the	rail-way,		rid - in'	on the	rail-way,		
s s	s s	l s		m m	r r	d		
Rid - in'	on the	rail-way,		Who will	go with	me?"		
m m	r r	d	s,	m m	r r	d		
"(name)" will	go with	____,	and	____ will	drive the	train."		

Snail, Snail

Slow

Snail, snail, snail, snail,

Go a - round and 'round and 'round.

Game: Children and teacher stand in a circle holding hands. Walk clockwise to the beat while singing the song. After one or two times, teacher drops the left hand (in front) and continues to walk to the beat, but steps inside the circle, beginning to wind the children up into a spiral. Once the teacher has reached the center of the circle, he/she turns to the left, beginning to unwind the group until they are once again a circle, but are facing outward, rather than inward.

Source: Susan Brumfield, 2012

Ickle Ockle, Blue Bottle

Children's Rhyme

1
Ick - le ock - lke, blue bot - tle fish - es in the sea.

5
If you have no par - ter just choose me.

The musical notation is written on two staves in 2/4 time. The first staff contains the first four measures of the melody, and the second staff contains the next four measures. The lyrics are written below the notes.

Game: Put hands together flat, like praying and move them like it's a fish swimming. Children walk in different directions, moving the fish around the sea. When getting close to the words "just choose me" they move towards another "fish" and by the time they sing the final word "me", they must be back to back with another "fish". Song begins again, and the same action occurs, ending up with a new "fish" each time.

Source: Donna Devane, 2012

All The Little Ducklings

German

All the lit - tle duck - lings swim with - out a care,

5
Heds are un - der wa - ter, tails are in the air.

The musical notation is written on two staves in 2/4 time. The first staff contains the first four measures of the melody, and the second staff contains the next four measures. The lyrics are written below the notes.

Wake Up You Sleepy Heads

The Ritchie Family

♩ = 128

Wake up you sleepy heads, and go and get the cat - tle. Wake up you sleepy heads, and go and get the cows.

5 *much slower*

The cows are lost. The sun is hot. I think I'll rest, 'til they come home.

- Game:
- m. 1-4: Holding hands, walk in a circle.
 - m. 5: one knee to the floor, one hand above eyes while "searching"
 - m. 6: second knee to the floor; back of hand is on forehead
 - m. 7: right elbow to floor
 - m. 8: left elbow to floor. ... snoozing....

After a **very** brief nap, slam both hands on floor as you sing the word "Wake", standing up and beginning again.

Source: Jenny Dees and Susan Brumfield: 2012/2013

Charlie Over the Ocean

Char - lie ov - er the oc - ean, Char - lie ov - er the oc - ean,

5 Char - lie ov - er the sea, _____ Char - lie ov - er the sea, _____

9 Char - lie caught a black - bird, Char - lie caught a black - bird,

13 Can't catch me, _____ Can't catch me, _____

Dancers all stand in a circle facing in as the Leader walks clockwise around the outside of the circle. The Leader sings the first phrase, then the dancers echo the Leader.

The Leader may improvise "what" Charlie caught.

On the last word of the song, the Leader touches someone on the back/shoulder, and that person chases the Leader once around the circle, trying to tag the Leader before he/she gets back to the empty spot. The chaser is the new Leader and the game begins again.

There Was a Little Turtle

t, d r m f s l t d'

The musical score is written on a single treble clef staff in 2/4 time. It consists of six lines of music, each with a measure number at the beginning. The lyrics are written below the notes. The melody is simple and repetitive, with a consistent rhythm. The lyrics are: "There was a lit - tle tur - tle; he lived in a box. He swam in a pud - dle, he climbed up a rock. He snapped at a mos - qui - to; he snapped at a flea. He snapped at a min - now and he snapped at me. He caught the mos - qui - to; he caught the flea. He caught the min - now, but he did - n't catch me. (Rats!)"

1 There was a lit - tle tur - tle; he lived in a box. He

5 swam in a pud - dle, he climbed up a rock. He

9 snapped at a mos - qui - to; he snapped at a flea. He

13 snapped at a min - now and he snapped at me. He

17 caught the mos - qui - to; he caught the flea. He

21 caught the min - now, but he did - n't catch me. (Rats!)

Make a fist with thumb under forefingers. Make a box motion with both hands. Make same fist and make swimming motion with it. Climb fist up arm to shoulder. Snap with fingers and thumb of one hand on "mosquito", "flea", "minnow", and "me". When the turtle catches them, do the same thing, but make a chewing sound with a big "AHHHH" after each. On "but he didn't catch me", miss your head, turn the "turtle" out and make it say "RATS!"

This song and fingerplay can be found on page 33 of *Kodály in Kindergarten* by Katinka Daniels.
Fingerplay additions by Kurt Cereske

Button You Must Wander

dr m sl

But - ton you must wan - der, wan - der, wan - der.
 But - ton you must wan - der, ev - 'ry where.
 Bright eyes will find you, sharp eyes will find you.
 But - ton you must wan - der, ev - 'ry where.

Game: Children sit in a circle, hands up in the air, cupped to make a nest. The teacher walks around in the inside of the circle with a button inside closed hands (like a clap, not with fingers intertwined) and traces the inside of everyone's nest, releasing the coin in one of them. As soon as the teacher traces each nest, the child closes hands and brings to lap. The song stops when all nests have been touched. Teacher randomly chooses a child, who will then guess who has the button.

Game as taught by April Johnson, KASC Kodály Summer Music Institute, Summer 2013

Song Source: The Kodaly Approach, Book 1, Katinka Scipiades Daniel

A Qua Qua

Jerusalem Children's Game

A qua qua del a o - mar, qua qua qua.
 5 Del si ma tri - ko, tri - ko, tri - ko tra. Val -
 9 o, val - o, val - o, val - o, val - o, val - a!
 14 (One, Two, Three, Four, FIVE!)

Formation: Children sit or stand in a circle, slightly apart from one another. Each player holds his left palm up, and places his right hand palm down on the hand of the player to his right.

Game: The designated leader begins on the downbeat with his right hand, reaching across to tap the hand of the player on the left. Players continue passing the beat clockwise around the circle. The tempo remains steady until the counting out at the end of the song, at which time the players may speed up! If a player is tapped on the number "5", he is out; if he pulls away in time to escape, the "tapper" is out. And any player who pulls away at any other point win the song is out, too!

Source: "First, We Sing! Songbook One", Susan Brumfield

Pass One Window Tideo

Jingle at the Window

American Play Party



Pass one win - dow ti - de - o. Pass two win - dows ti - de - o.

5



Pass three win - dows ti - de - o. Jingle at the win - dow ti - de - o.

9



Ti - de - o, ti - de - o! Jingle at the win - dow ti - de - o.

13



Ti - de - o, ti - de - o! Jingle at the win - dow ti - de - o.

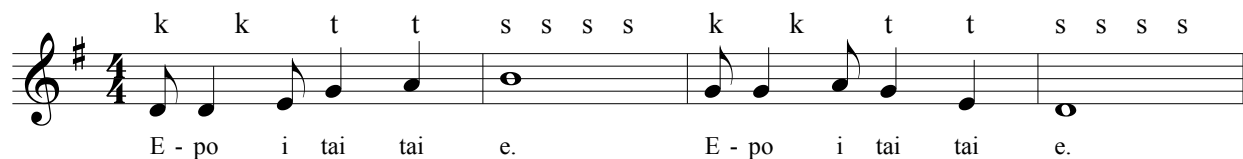
Play party: Two concentric circles with partners. Partners face each other. Everyone takes one step to his/her right on "Pass one window (2,3). On Tideo, pat legs, clap hands, pat partners hands. On first "Jingle at the window" wring the rag. On last two take partners hands and trade places.

Source: Play party learned from Donna Hogan, Music For Children, Texas Tech University, Nov. 1, 2012

Epo i tai tai e

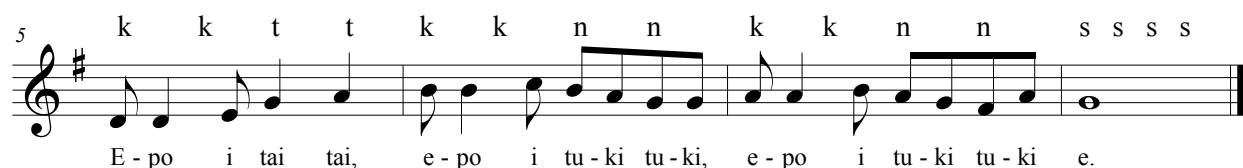
Maori Folksong (New Zealand)

k k t t s s s s k k t t s s s s



E - po i tai tai e. E - po i tai tai e.

5 k k t t k k n n k k n n s s s s



E - po i tai tai, e - po i tu - ki tu - ki, e - po i tu - ki tu - ki e.

Game: Children sit criss-cross across from a partner, each with a rhythm stick for each hand.

k = tap on knees t = tap own sticks s = tap own shoulders n = tap neighbor's sticks