



EduTrend Contents

G4C · MUSIC AND MOVEMENT GAMES · MIDDLE SCHOOL

Loop Layers

Build a group piece from repeating patterns that a conductor brings in and out

Ages 12–14

Level: Intermediate

45 minutes

Groups of 5 · up to 30

Activity 04

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 student worksheets · assessment checklist

ACTIVITY 04 · AT A GLANCE

Loop Layers

Each group member creates a short repeating pattern, called an ostinato, using body percussion or instruments. Patterns must fit a shared steady beat. A conductor uses agreed gestures to bring each layer in and out, build up and fade down. Groups perform their layered piece and discuss how texture changed as layers were added and removed.

Learning outcomes

By the end of the session students can:

- create an ostinato;
- keep time with others;
- follow a conductor;
- shape texture in a group.

KEY WORDS

ostinato · layer · texture · beat ·
conductor · dynamics

CURRICULUM LINKS

Music: ensemble performance and texture.

1**WARM UP**

Bodies and ears
ready

2**EXPLAIN**

One game, clear
signal

3**PLAY**

Listen, copy, create

4**PERFORM**

Share the sound

5**TALK**

What did you hear?

6**COOL DOWN**

Slow and calm

Materials (per group)

- Percussion or body percussion
- Conductor gesture cards
- Worksheets 1, 2 and 3

Before the session

- Model an ostinato.
- Agree conductor gestures.
- Set a steady beat.
- Plan groups.

SAFETY

Keep volume comfortable; agree a clear stop gesture.

ACTIVITY 04 • SESSION PLAN

Step by step

Texture changes are easier to hear when layers enter one at a time.

Time	What happens	Say or ask
0–5 min Warm up	Group steady beat.	<i>“Can we stay together?”</i>
5–10 min Explain	Ostinato and gestures.	<i>“What does the conductor show?”</i>
10–35 min Create	Build layers; rotate conductor.	<i>“How does the texture change?”</i>
35–45 min Perform	Perform and discuss.	<i>“Which moment was most effective?”</i>

CHALLENGE CARD (print or copy onto the board)

Keep your pattern steady while layers enter and exit around you.

ACTIVITY 04 · FACILITATOR NOTES

The music game know-how in brief

Keeping a beat asks players to listen, predict and move in time.

Following a conductor practises attention and self-control.

Common ideas to listen for

- “My part is too simple.” Simple layers combine well.
- “More layers are always better.” Contrast matters.
- “The conductor plays too.” The conductor listens and shapes.

Adapting the activity

Support

Provide ready-made ostinato cards.

Stretch

Add a call-and-response section.

WORKSHEET 1

My ostinato

Name: _____

Class: _____ Date: _____

Write your pattern.

Pattern

Beat 1	Beat 2	Beat 3	Beat 4

WORKSHEET 2

Structure plan

Plan layers.

Layers

Section	Layers playing	Dynamic
A		
B		
C		

WORKSHEET 3

Reflection

Reflect.

The texture changed when...

FOR THE TEACHER

Assessment checklist

Use during the session. One sheet covers up to eight students; copy as needed.

Student	Keeps pattern steady	Follows conductor	Describes texture

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

Loop Layers is a sample activity from the EduTrend Contents G4C Music and Movement Games programme (middle school, level: intermediate). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at edutrend.org.

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