GAMES
JANUARY #2

DYNAMIC DOG

Materials: a small stuffed dog.

The person who is “IT” covers his eyes while someone hides the dog. “IT” tries to find the dog. Everyone sings, “Oh where, oh where has my little dog gone?” The closer “IT” gets to the dog, the louder everyone sings. The further “IT” gets, the softer everyone sings until Dynamic Dog is found.

MUSICAL ARMS

This game is played in much the same way as Musical Chairs. Instead of chairs, however, the players are divided into two groups of equal numbers. The members of one group all stand in a tight circle with one of their hands on the hip and the elbow raised and pointing outwards. The members of the second group of players move around the circle and, when the music stops, each has to find an arm to hold on to. A player in the circle is removed every time the music stops, and the game continues like Musical Chairs until only one player remains.

MUSICAL HURDLES

In this game, pairs of chairs with their fronts touching are placed in a circle around a room. The players also form pairs and stand next to the hurdles. When the music starts, they march around the room, stepping over the hurdles as they go. When the music, stops, any pair touching a hurdle is eliminated. The winners are the last two boys left in the game.

GAMES
JANUARY #3

PIRATES

For this game, newspapers, mats or pieces of cardboard are needed, as well as quite a bit of floor space. 'Islands' are placed on the floor around the room, and the players walk around them in a circle. When the music stops, players must stand on an island. Anyone who is unable to get onto an island ' falls into the water' and is eliminated. The music is started again, and islands are removed or made smaller during the game. The last person left on an island at the end of the game is the winner.

MUSICAL STATUES

This game is a quiet variation of Musical Chairs. The players dance around the room to music, and when the music stops they make a pose like a statue. Any player who moves before the music starts again is eliminated. It is a good idea to get the eliminated players to help judge who is moving. The player who moves the least will be the winner at the end.

****

Materials used in these examples:

Signals
Sound Effects

Musical Chairs

Dynamic Dog
Musical Arms
Pirates
Musical Statues

Cub Scout Troop 498
Ambridge, Pennsylvania

Music Games, Music Teacher's Resource Site

The graphics are from The Print Shop Pro Publisher by Broderbund, version