

Boomwhacker Bonanza

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Central Library Children's Room

Audience

School age children, Teens, Families, Outreach

Description

What is a Boomwhacker?! Come find out and explore these fun instruments.

Although this program is written with a child audience in mind, it can be adapted to just about any age!

Budget

\$0

Mixes

- Music Mix #2: Boomwhackers

Learning outcomes

Participants will:

- ★ Learn about musical scales and types of notes
- ★ Explore how to change how a note sounds
- ★ Play a song together

This plan aligns with Common Core English & Language Arts Standards:

- CCSS.ELA-Literacy.SL.2-5.1: Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with diverse partners on *grade 2-5* topics and texts, building on others' ideas and expressing their own clearly.

And Wisconsin State Music Standards:

- MG1.Cr.1.e: Discover musical ideas through simple rhythm and melodic patterns.
- MG2.P.6.i: Explore and demonstrate an understanding of the elements of music by reading, singing and/or playing an instrument.

Advance Planning

Familiarize yourself with the [One Minute Song](#) and make any optional color props you might need. That can be just a square of each color to hold up to indicate which color should be playing or pictures of each Boomwhacker.

Program Execution

Basic Orientation to Boomwhackers

Give some basic rules:

- You can hit your Boomwhacker on anything except another person.
- If you hit someone else, your Boomwhacker will get taken away.

Establish some starting and stopping signals. You can practice this by holding up a specific color and having that note play until you put your arms out to the sides (like an umpire's "safe" gesture).

During this section, have the participants experiment with hitting the boomwhacker on their hand vs a surface. You can establish hand signals for loud (a big gesture or something up high) and quiet (a small gesture or something low to the ground).

Pass the Rhythm

Have everyone sit in a circle. Using the Rhythm Patterns Cards, introduce a rhythm and have everyone play it together. Then pass the rhythm along person to person until it gets back to you. You can speed it up, slow it down, change the volume, or add a second card for additional complexity.

Play the One Minute Song

- https://www.youtube.com/watch?v=e-Nweg2KYVQ&ab_channel=drumcrazyproductions

Familiarize yourself with this song or write out the instructions for each note beforehand.

Take a Bow

Bravo! You can conduct a bow just like you conducted the other elements of the program or just have everyone bow together.