

ADULT-MODELLING IN FREEPLAY

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WHAT IS IT?

Adult modelling in Freeplay can be extremely liberating for mainstream children in Early Years, and ASN children, who may be older.

It combines two components-

i) Adults- including Teacher and support staff- model musicality behaviour by:

**moving or swaying to the beat,
singing or chanting in time with the beat,
clapping or tapping on legs,
playing untuned or tuned percussion.**

Adult Modelling shows children what is OK, possible, normal, and provides a stimulating environment filled with patterns of sound linked to lots of social modelling and visual information.

ii) Children **take part in whatever way they wish**, and should be offered instruments and/or encouraged, to join in, but are not told what to do.

Adult modelling can offer opportunities for praise, or scaffolding or reinforcing behaviour (eg Asking questions, making observations- "*You're doing that very well!*") or showing someone how to do things (ie without words) but it is important not to start telling to children what to do.

HOW?

Many activities can be adapted to adult modelling- or **just put on a drum groove** and have a jam session- when everyone plays what they want.

WHERE DO I FIND DRUM GROOVES?

Early Years: Go to the [Drum Grooves App](#) in Activities>Play Sounds>EY website, or use Tracks 1-8 on EY CD#3.

Primary: Or go to [Teacher's Toolkit 1](#) at the start of all Primary Year courses, and look for the page- Drum Grooves for Jam Sessions.

WHAT SHOULD WE DO? (ADULTS)

The most important thing is to have Fun!! Some Suggestions:

- i) Repeat short rhythms- tapping on legs, clapping, stomping feet, playing on percussion.
- ii) Dance to the drum grooves- ask each adult to take a freestyle solo. If shy, do finger dancing!
- iii) Chant words from topics. to the beat. Make up short phrases. Chant, then clap or play the syllables.
- iv) Count from 1 to 4 with the beat, and everyone chooses their own number to play on.
- v) Count from 1 to 8 with the beat, and everyone chooses their own number to play on.
- vi) Try 'Call and Response' with other adults, or with a child! See over the page for more info.

If you need more suggestions-

EY: Look at the lesson plan for Play Sounds Activity 2- Drum Grooves,

Primary: Look at the bottom of the Drum Grooves for Jam Session Page in Teachers Toolkit.

On the last page are suggestions for activities you can use with this approach...

WHY DOES IT WORK?

Adult modelling in freeplay- removes goal-oriented adult expectation of desired outcomes, and the requirement to process verbal instructions, so children can choose how to respond in a way that makes sense to them.

For many children who find it difficult to engage with adult-led group activities, including music sessions, this approach frees them to find their own way to take part, and it can have amazing results.

WHEN?

It can become a regular part of your music sessions, or just make it a part of your school day- as a stressbuster or brain break when everyone has had enough. or a reward for a good bit of behaviour.

WHAT IF I MAKE A MISTAKE?

Perfect! You can model laughing. being relaxed about it and then starting playing again. We don't need adults performing perfectly for this to work. We need adults enjoying themselves, exhibiting social musicality behaviour together, and supporting each other if someone makes a mistake.

WHAT IS CALL & RESPONSE?

If a child starts to take part in Freeplay as an equal, it offers a great opportunity for Call & Response- a spontaneous 2-way musical conversation- great for non-verbal children.

Think of it as 'Copy Back & Pause!'

If a child vocalises, sings a fragment of melody, claps or plays a rhythm, COPY It Back then leave a pause. Look like you expect the child to go next.

The pause let's the child play again, and for turn-taking to start. This develops into Call and Response- a two-way musical conversation:

That Sounds a bit Scary! It's a very useful skill that get's better with practice.

Practice on your own using [Play The Shapes](#) in P4 J5
then the Call & Response Lessons in P5 J2 [here](#) and [here](#).
then Repeat Altenate Jumble -[Learn To Copy Back](#) in P5 J5

Then PRACTICE WITH ADULT colleagues!

Player 1 sings/plays a short rhythm, _____ → Player 2 copies back,
Player 1 plays again, _____ → Player 2 copies, etc...

With flow, repetition and variation back & forth. Then swap over who is Player 1 & 2.

What if the child plays something really long? Just copy back the last wee bit...

WHAT ACTIVITIES MIGHT I USE?

EARLY YEARS RESOURCES

Remember, children will respond differently to seeing you work with physical Teaching Aids, ie Grids and Icons, rather than working with Whiteboards or iPads. So it is best to use both!

Adult Dance Sessions

Move 2- [Let's Move our Head](#)- CD#1 Tr 23, 24 & 25

Move 6- Let's Dance Let's Freeze- CD#2 Tr 40

Move 7- [Boing Song](#)- CD#1 Tr 16

Use Actions, Words, or Play instruments.

Move 10- 123 Squelch- CD#3 Tracks 23, 24 & 25.

Move 11- Marching Band- play along on instruments as well as march around!!
CD#3 Tracks 31 & 32

Move 13- More Dancing- Lot's of different styles
CD#2 Tracks 17, 18, 19, 20, 21, 33, 40.

Move 19- Clap, Stomp or Jump the Animals- play along as well... CD#2 Trs 4 & 5

Adult Jam Sessions

Play Sounds 1- Instruments in Bags- CD#3 Tr 45-52

Play Sounds 3- Move/Play With The Beat-
CD#3 Tr 33-35

Play Sounds 7 - Squelch with Instruments
CD#3 Tracks 23, 24 & 25.

Play Sounds 9- Bell Jam CD#3 Tr 54
see Development Ideas #3

Play Sounds 10- [Emily Elephant](#)

Play Sounds 16- [Number Jam](#)

Play Sounds 17- [Number Bell Jam](#)

Adult Sing-Along/Play-Along

Say and Sing 2- Shhh Noise Game #1

Say and Sing 4- [Roar Roar Dinosaur](#)- CD#1 Tr 3

Say and Sing 5- Slo Jo with Nursery Rhymes-

Baa Baa Black Sheep CD#3 Trs 12-14.

Grand Old Duke Of York CD#3 Trs 36-38.

Incey-Wincey Spider CD#3 Trs 39-41.

Twinkle-Twinkle CD#3 Trs 42-44.

Say and Sing 8- [Boing Numeracy](#)

Adult Compose and Jam

Create 2- Shh Noise Game #2

Create 5- [Count To Four Song #4](#)

Create 6- '4 For You, 4 For Me' & '8-Bell Grid'

Create 7- Shape Song #2- CD#2 Tr 8, 9, 10

Create 8- [Compose with Pitch and Colours #1](#)
[Compose with Pitch and Colours #2](#)

Use lessons as a basis for adult musical activity- let children join in as they wish.

PRIMARY RESOURCES:

You can adapt most lessons to guide adult activity, and over the page are a selection of Primary Lesson Plans that create a 'Jam Session' atmosphere in the room. But the simplest way is to put on a drum groove and start jamming- play what you want!

Go to [Teacher's Toolkit 1](#) at the start of all Primary Year courses, and look for the page- [Drum Grooves for Jam Sessions](#).

contined over page...

WHAT ACTIVITIES MIGHT I USE?

PRIMARY RESOURCES:

You can adapt most activities to guide adult activities, but here are a selection of Primary Lesson Plans that create a 'Jam Session' atmosphere in the room.

- P1 J1- [The Boing Song](#)- Choose which instrument to play with the Boing!
- P1 J2- [Count to Four Interactive](#)- Use actions/percussion sounds to compose then jam along.
- P2 J1- [Biddley-Bop-Bee #2 Interactive](#)-
NB: use Actions **Perc**/say **play**/less-perc **more perc** settings for better jamming- using shake/ting etc
- P2 J2- [Shh Noise Game With Percussion](#)
- P2 J2- [Shake Tap Ting Scrape Boom Song](#)
- P2 J3- [Intro To Percussion- Loud & Soft](#)- try Pg 6 & 7!
- P2 J6- [The Machine Song](#) - Dance, Clap or Play along...
- P3 J1- [Perc Pick A Number](#)- Pick a number between 1 & 4 and play along on percussion.
- P3 J2- [Listening To Sounds](#)- Play along on triangles and shakers- or dance/move!
- P3 J2- [Chime Bar- Pick A Number](#)- Pick a number between 1 & 4 and play along on chime bars.
- P3 J3- [Loud and Soft Composer](#)- Pick a number between 1 & 4 and play along on chime bars.
- P3 J5- [Biddley-Bop-Bee #4 Interactive](#)-
NB: use Actions **Perc**/say **play**/less-perc **more perc** settings for better jamming- using shake/ting etc
- P3 J5- Shapes, Rhythm & Percussion > [Compose With Shapes](#)-
Compose your own rhythms and play along.
- P4 J1- [Intro to Chime Bars #2- Pick A Number 1-8](#)-
Pick a number between 1 & 8 and play along on chime bars.
- P4 J4- Shapes & Percussion Revision> [Compose With Shapes](#)-
Compose your own rhythms and play along.
- P4 J4- [Rhythm Taps](#)-
NB: Press 'Groove' and 'Play' bottom left to hear backing groove-
Select 'Conduct mode off' to hear tap rhythm.
- P4 J5- [Play The Shapes](#)
- P5 J2- Call & Response Lessons- [here](#) and [here](#).
- P5 J2- [2-Beat Rhythm Taps](#)-
NB: Press 'Groove' and 'Play' bottom left to hear backing groove-
Select 'Conduct mode off' to hear tap rhythm.
- P5 J3- [Awesome Rhythm Workout](#)
- P5 J4- [Compose AABA - 3-Beat Bars](#) Compose your own rhythms and play along.
- P5 J5- Repeat Alternate Jumble -[Learn To Copy Back](#)
- P5 J6- Create With Pitch -[Learn To Use The Pitch Composer](#)
Compose your own melodies and jam along.- on tuned or untuned percussion.
Use the same pitches as in the pitch palettes. Then try adding new ones. Which ones fit?