

The World View of Passing Games

Cecile Johnson, clinician

Passing games are a favorite of children in and out of the music classroom setting. In the spirit of the conference theme "Harmonia Mundi" experience some authentic passing games representative of different cultures from around the world. Learn specific tips and techniques to make the playing of the selected passing games successful, entertaining and a purposeful means to reinforcing beat competency along with teaching many other musical concepts and curricular objectives. Handouts of the master copies and instructions can be accessed online .

Games will be selected from the following compilation:

Al Citron - Spanish origin
Aquaqua Dela Omar - Jerusalem
El Floron - Rio Grande Valley /Mexico
Missy- La, Massa-La - Carribean
Pass This Shoe - Dutch Passing Game
Tongo - Polynesian
Ye Toop Doram - Western Afghanistan

Apache Chant - Native American
Chippewa Stone Passing Game- Native American
Lost My Gold Ring - Jamaica
Obwisana - African Akan
The Slaves of Job - Canada
Umbida- Japan
Zigy Za - Brazil

ALCITRON

S.S.P. = D

R.S.P. = C-E

♩ = 84

Steady/ increase tempo

Passing Game

Spanish

s, d r m

2/4

<p>□ s, s, Al ci</p>	<p>□ d tron</p>	<p>□ r de</p>	<p>□ m un</p>	<p>□ r fan</p>	<p>□ □ d d dan-go</p>	<p>□ □ s, s, zan-go</p>	<p>□ □ d d zan-go</p>	<p>□ □ s, s, sa-ba</p>	<p>□ d re</p>
<p>□ s, s, Sa-ba</p>	<p>□ d re</p>	<p>□ r de</p>	<p>□ m fa</p>	<p>□ r ran</p>	<p>□ □ d d de-la</p>	<p>□ □ s, s, con-su</p>	<p>□ □ d s, tri-qui</p>	<p>□ □ d r tri-qui</p>	<p>□ d tran.</p>

FORMATION: Sitting or standing circle.

ACTION:

Game: Pass a lemon (wooden or real) on the beat in a circle. On the words "tri-qui-tri-qui tran, the person with the lemon must hold on to it and move it back and forth R L R.

Variation: May use as an elimination game if you use only one lemon and all other students pass other objects during the singing of the song.

APACHE CHANT

S.S.P.=G
R.S.P.=F-G
♩=60-72

Passing Game
s, l, t, d r m

4/4

l, m m Hey ya - na,	r d l, hey ya - na,	l, t, l, s, t, l, l, O - ha - le - ya - na ha.
l, m m Hey ya - na,	r d l, hey ya - na,	l, t, l, s, t, l, l, O - ha - le - ya - na ha.
r r r m He - ya, he - ya,	r d l, l, he - ya - na,	l, t, l, s, t, l, l, O - ha - le - ya - na ha.
r r r m He - ya, he - ya,	r d l, l, he - ya - na,	l, t, l, s, t, l, l, O - ha - hey - ya - na ha.

FORMATION: Sitting Circle.

ACTION:

Game: Children are seated crossed legged in a circle. One child in the center with eyes closed. Cups are passed (slid) on the beat. The child opens his/her eyes at a designated moment and has three guesses to identify which cup is hiding a stone underneath.

Personal Source: Donald and Sue Garrett

Burnett, Millie. *Dance down the rain, sing up the corn*. Allison Park, PA: Musik Innovation Publications. 1975.

AQUAQUA DELA OMAR

R.S.P. = D-F
 ♩ = 120
 Playfully/Steadily

Hand Passing Game
 Israel

2/4

s, A									
	d	d	d	s,	l,	s,	l,	t,	d
	qua	qua	del -	a	O -	mar	qua	qua	qua
	d	s,	s,	l,	s,	l,	l,	t,	t,
Del		si -	ma	tri -	co	tri -	co	tri -	co
	m,	s,	m,	s,	t,	s,	m,	s,	t,
s, Va	lo	va	lo	va	lo	va	lo	va	lo
	d	x	x	x	x	x	x	x	
Lo		1	2	3	4	5			

FORMATION: Single circle of players palms up, right hand in the left palm of player on the right.

ACTION:

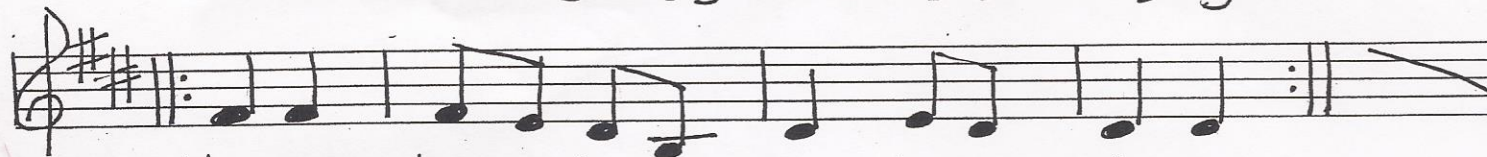
Game: Appoint a leader to begin on the first downbeat of the song and tap the palm of the player on the left with the leader's right hand. Continue passing the beat remembering to put hand back in the starting position. At the counting at the end of the song- if the last player gets "tapped" he/she is "out". If the last player thinks quickly and pull hand away, the next to last player is out. Out could mean starting another circle or playing an ostinato pattern, etc.

Note: You may want to consider switching hands (from the above directions) since the beat in music moves in time and space from left to right, not right to left.

CHIPPEWA STONE PASSING GAME



Hey ya, hey ya, hey ya, hey, hey-ya, hey-ya.



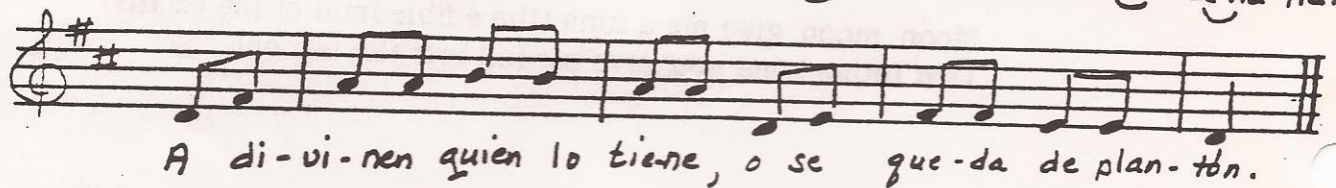
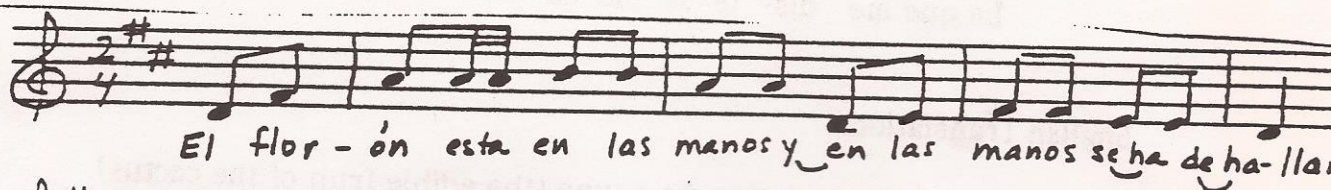
Hey-ya, hey-ya, hey-ya, hey, hey-ya, hey-ya.

Game: Children sit in a circle on the floor. One child is in the middle and hides his /her eyes until the song starts. Children hold their L hand palm up with hand open. They keep the beat by touching their open L hand with their R hand and then reaching to the R to touch the open L palm of the child to their R in the circle (a la "Button You Must Wander"). A rock/stone is passed counterclockwise around the circle as all children repeat the motion while singing. All children close both hands at the end of the song. The aim is to pass the stone so smoothly that the child in the middle has difficulty identifying who has the stone when the song is finished.

Source:

El Floron
(The Rosette)

Rio Grande Valley Fo
Game



Game:

Children sit in the circle with their hands behind their back, palms up and open. One child circles outside while all sing the song, eyes closed, and the child outside the circle places a flower (or nosegay) in one child's hand. Whoever can guess who has the flower, without looking behind, is "it" next.

V. Womack

LOST MY GOLD RING

S.S.P.= A
R.S.P.=C-D
♩ = 84

Passing Game
Jamaica
d r m f s

2/4

Bid - dy, bid - dy hold on,	lost my gold ring,
One go to Kings - ton,	come back a - gain.
Bid - dy, bid - dy hold on,	lost my gold ring,
One go to Kings - ton,	come back a - gain.

FORMATION: Players stand in a circle. Each player's hands are held cupped together at waist level. A hider (called master) stands in the center of the circle, and a guesser outside the circle.
ACTION:

Game: The master goes from player to player with hands cupped, concealing a gold ring. The guesser moves around the outside of the circle, following the master from player to player. The master pretends to pass the ring to each player, and at some point does so. If the guesser correctly discovers who has received the ring, the player holding the ring becomes the new guesser, and the guesser becomes the new master.

MISSY-LA, MASSA-LA

S.S.P.=E
R.S.P.=E
♩=120

Caribbean
Passing Game
d r m f s l t d'

m f s | l t d' | s l s m d | r s s
 Mis - sy - la, | mas - sa - la, | Mis - sy lost her gold | ring, go 'way.

m f s | l t d' | s l s m d | s
 Mis - sy - la, | mas - sa - la, | Mis - sy lost her gold | ring.

s s s | f f f f | m m m m |
 I got to | find 'em, find 'em, | find 'em, find 'em,

r f m r d | d' l s m |
 Find 'em, let me see | la, la, la, la.

f f f f | m m m m |
 Find 'em, find 'em, | find 'em, find 'em,

r f m r | d |
 Find 'em, let me | see.

FORMATION: Standing Circle.

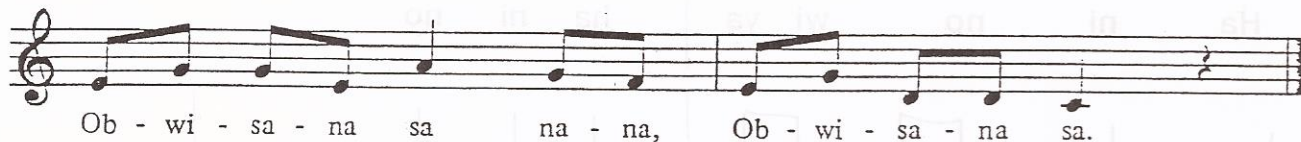
ACTION:

Game: The players stand close together with their hands behind their back passing an object such as a ring on a cord. They should move as little as possible. Meanwhile, a single player in the center tries to guess whose hands the ring is in. Sometimes the player in the center is blindfolded; if so, she brings her hands down along the children's shoulders and feels in their hands to discover if the ring is there. Or the singers can change volume to indicate the proximity of the ring to the seeker- singing more softly when the seeker is close, louder when far away.

from:
 Choksy / Brummitt
 120 Singing Games
 and Dances for
 Elementary Sch.

Obwisana

The source of this song is unknown. The words make one suspect that it might have originally been an Indian game.



Children are seated in a circle. Each child has a stick on the floor in front of him or her. On the first beat of the song, each child picks up his or her own stick, and on the next beat places it in front of the child on the right. These actions are repeated on subsequent beats until the end of the song.

For a more challenging game the class may wish to try the following. Children are seated in a circle and each child has *two* sticks in front of him or her. On the first beat of the song both sticks are picked up. On the second beat they are clicked together. On the third beat they are passed to the child on the right. On the fourth beat both sticks are picked up again and the pattern of pick up, click, and pass is repeated for the remainder of the song. This is more difficult because the song moves in fours and the actions are in threes.

Rock passing : L R x x
 (on ground) hit hike

Variant Also in MacMillan Gr. 3 "Share the Music"

The Slaves of Job

Music teacher Catherine Glasser heard the following game sung by children on a Calgary playground. The directions are given in her words. Notice that although the tune and the words are completely different, this game played by children in Canada is exactly the same as the one played by Hispanic children in California, "Al Citron." There is even the use of nonsense syllables in the tricky part of the game in both instances.

The slaves of Job are busy passing blocks.

You take it and lose it and take it a gain

It goes zig - ga zag - ga, zig - ga zag - ga, zig - ga zag - ga, zack!

It goes zig - ga zag - ga, zig - ga zag - ga, zig - ga zag - ga, zack!

Children are seated on the floor in a circle. Each has a pencil in front of him or her. On the upbeat, each child picks up a pencil. On the first and third beats of each measure, the pencil is put down with a bang on the ground in front of the neighbor to the right, who, on the following beat, picks it up. This continues around the circle until the words "zigga zagga," when it is held and banged on the ground to the right and left of the child; it is then passed on to the right on the word "zack." Any child breaking the rhythm is eliminated until only one is left.

Tongo

Polynesian
arr. Vivian Murray Caputo

Ton - go — Ton - go — Jim - nee bye — bye - oh Jim - nee bye —
bye - oh Ton - go — Ton - go — Oom ba de kim bye oh
Oom ba de kim bye oh Ooh - a - lay Ooh - a -
lay Mah - le ka - ah lo way Mah - le ka - ah lo way

Shakers
Conga
Bongos
Log Drum
Vibraslap
Agogo bells

Stick game - Circle formation, seated
1 stick per person

- Beat 1 - Stick in R hand, tap on floor
- Beat 2 - Pass stick to L hand
- Beat 3 - Pass stick to person to L and at same time receive stick coming from person to R
- Beat 4 - Release stick in L hand

(Game developed by Shirley McRae)

Sticks are passed as developed above. There is one stick which is different from the others. Whoever has that stick at the end of the song goes to unpitched and plays the ostinato. I set the instruments up in a line, and the players rotate through the instruments and back to the circle.

Process:

- Using body percussion, play ostinati from notation. Correct any problems
- Add stick game:
Learn hand pattern first, without any sticks. Say. "Tap, change, pass."
Pass one stick around the circle.
Pass sticks until everyone has one.
- Echo song.
- Add special stick and have fun!

UMBIDA

S.S.P.= F
 R.S.P.= F-G
 ♩=76/120

Passing Game
 Japan
 s, l, d r m

4/4

d m r r
 Um - bi da (echo)

d m m m d r d
 Um - bi-da, yat-su-ma-ra (echo)

(quickly)

d s, d l, s, d d d r m r
 Na na na na na na na na na na na na

d s, d l, s, d d d r m r
 Na na na na na na na na na na na

FORMATION: Seated circle or a line

ACTION:

Game: Using colored yarn balls, the children slowly pass the balls to the next person on the strong beats. The tempo speeds up on the C motive and you continue repeating.

Teach

Ye Toop Doram

Farsi
[Afghani dialect]

Children's Singing Game

Iranian Singing Game
Western Afghanistan

A

Ye toop do-ram toop do-ram, ye toop do-ram, toop do-ram ye - toop do - ram

6

to - op do-ram, ye toop do - ram toop do-ram Yek, do, seh! Lool - beh day!

11

B

Ghelghel ghel lee - ā - lee - a lool - beh-day Ghel-ghel-ghel lee - ā lee - a lool - beh-day.

Translation:

Ye toop doram "O I have the ball."

Yek, do, seh! "1, 2, 3"

Lool-beh day! "Roll it away."

Ghel ghel ghel lee-a-lee-a lool-beh- day.

Game: A Children are seated in a circle and pass the ball twice per measure
Begin passing before the song begins

1-2-3 Freeze the ball on 3 (seh)

Teacher calls out the name of a child who leaps to the middle of the circle

B Roll the ball back and forth while the child in the center dodges and jumps.
Repeat the B section until the child in the center has been tagged three times.

Percussion:
(2 drums)

A **B**

runner onto
Kurdistan
1000 sighs

A 11

7

ZIGY ZA

S.S.P.= F
 R.S.P.= F-G
 ♩ = 88-96

Brazilian Passing Game
 m, f, s, l, t, d r m

2/4

s. Es - d cra - t, vos l, de Jo s, jo - l, s, l, s, f, m, ge zem câ xen ga.

s. m, Ti - ra! s. m, bo - ta! s, m, s, d, m, Pei xao ze - pe - le r, d, fi - car

s. Guer - l, s, m, s, l, s, m, s, l, s, l, t, d, rei - ros com quer - rei - nos fa - zem zi - gy, zi - gy za.

FORMATION: Sitting circle.

ACTION:

Game: Each player contributes one shoe to the game. Starting with his/her own shoe, the players pass the shoes to the front of the person on their right on every beat. After skill is achieved at this process, the shoes are tapped on the players' own legs during the third phrase and then released to the person on the right at the cadence of the song. Repeat this on phrase four.

PASSING GAME TIPS

(to insure student success and teacher sanity)

- **Teach song well first!** (A cappella)
- **Sequence games from easy to more challenging!**
- **Present and practice directions in small increments ~don't skip steps**
- **Model specific moves and check for level of understanding**
- **Allow for many repetitions of game**
- **Have a plan for elimination passing games~ options of play once "out"**
- **Partner the skilled with a struggling student/or simplify move for the challenged so all feel successful**
- **Always return to the music concepts/skills and then play again!**