

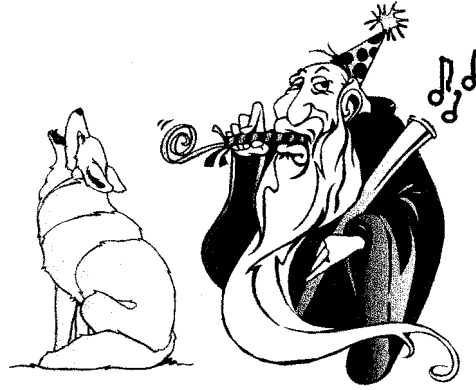
Music Lesson

by Dr. Kirk Kassner

Lesson Name: Strange Company
For Grades: 1-6

National Standard Goals:

1. Singing
2. Playing
3. Improvising



Materials Needed: Aden Lewis Teacher's Edition, Grade 2, page 17; chalk board, autoharps, tone bars, wood blocks & mallets, hand drum, wind chimes, bass metallophone, timpany drums, bell tree, cabassa.

Procedure:

Quadrant 1: Why?

1. Soon it will be Halloween. I hope what happen to the old lady won't happen to you. We will need everyone to listen carefully and I'll need a few helpers to help me set the mood with singing and instruments.

2. This is a story about an old lady who lived in the middle of a very dark, deep woods. Everyone can help me sing her part: The words are "still she sat, still she sewed, still she wished for company." The tune she sings is mi, so, la; mi, so, la; mi, so, la, so, la, so, mi. [practice the tune and words until everyone can do it easily].

3. I'll need some special helpers to make the sound effects on instruments: woodblock players when the story says "There was a knock on the door," followed by doorbell players; autoharp players making the sound of the door creaking open; windchime player to make the sound of things floating in the air, drum player for the heartbeat, metallophone for feet, wind chimes for legs, timpany drums for shoulders, bell tree for arms, and cabassa for hands. [choose, distribute, & practice instruments]

Quadrant 2: What?

4. Tell the story: A long, long time ago, there was a little old lady who lived in a deep, dark woods. She lived far, far away from any neighbors and she lived all by herself. There was no way she could get help from anyone if she needed it. She had no telephone, or radio, or TV and she was very, very lonely. She would sit in her rocking chair and sew and wish for company. [Sing: Still she sat, still she sewed, still she wished for company.]

One day as she sat sewing, there came three knocks on her door [3 knocks on woodblock] and her doorbell rang once [bells play so-mi]. She got a big smile on her face and thought how happy she was. Her wish for company had finally come true! She exclaimed with enthusiasm, "Oh come in! Come in!" The door creaked slowly open [creak sound on autoharp by scraping pick along a bass string]. In stomped a pair of biggest feet the old lady had ever seen [metallophone alternate low C-D in slow step sounds]. They sat down in front of the fire next to the old lady's rocking chair. [Draw big feet on chalkboard]. "Now, that's very strange," said the little old lady, but, [sing] Still she sat, Still she sewed, Still she wished for company. She did think this was very strange, but she was so lonely, she wanted someone--or something--to come visit her.

She sat there rocking and sewing and wondering about those big feet until there came another three knocks at her door [3 knocks on woodblock] and one doorbell ring [so-mi]. She said, "Come in," again, but this time not with quite as much enthusiasm. The door creaked [autoharps] open a little faster this time and in floated a pair of the eensiest-teensiest little legs [wind chimes] she had ever seen and they sat down upon the top of the big, huge feet [metallophone & wind chimes]. [draw little legs and waist connecting feet] "Now that's very strange," said the little old lady, but [sing] Still she sat, Still she sewed, Still she wished for company.

She sat there rocking and sewing and wondering what was happening until there came another three knocks on the door [repeat same sounds from now on] and her doorbell rang once. She said, "Come in," but there was no enthusiasm left in her voice. The door creaked open a little faster than before and in hopped a pair of broad, broad shoulders [timpany drums low & high] that sat down upon the top of the eensie-teensie little legs [wind chimes] that were sitting on top of the big, huge feet [metallophone]. [draw broad shoulders on the legs] "Now that's very strange," said the little old woman, but [sing] Still she sat, Still she sewed, Still she wished for company.

She sat there rocking and sewing and wondering what this all meant until there came another three knocks on the door and her doorbell rang once. She said, "Come in," and there was just a hint of fear in her voice. The door creaked open faster than ever and her heart started to beat a little faster and loud enough for her to hear [drum very quietly starts heartbeat rhythm of short-long, short-long. This heartbeat continues until the lady starts asking questions]. In through the door came the longest, skinniest arms [bell tree] she had ever seen. They swirled through the air all through the room like long ribbons or snakes and eventually attached themselves to the broad, broad shoulders [timpany drums] that were sitting on the skinny little legs [wind chimes] that were sitting on the huge, big feet [metallophone]. [draw long skinny arms attached to the shoulders]. "Now that's very strange," said the little old woman, but [sing] Still she sat, Still she sewed, Still she wished for company.

She sat there rocking and sewing and wondering what this all meant until there came another three knocks on the door and her doorbell rang once. She said, "Come in," and there was more than a hint of fear in her voice. The door creaked open faster than ever and her heart started to beat a little faster and louder. In through the door came a pair of the biggest, strongest hands [cabassa] and headed straight for the old lady's throat. Just before the hands got to her throat, they veered off and attached themselves to the long, skinny arms [bell tree] that were attached to the broad, broad shoulders [timpany drums] that were sitting on the skinny little legs [wind chimes] that were sitting on the huge, big feet [metallophone]. [draw long skinny arms attached to the shoulders]. [draw hands] "Now that's very strange," said the little old woman, but [sing] Still she sat, Still she sewed, Still she wished for company.

She sat there rocking and sewing and her heart was thumping louder and faster than ever. She still wanted company, but she wasn't at all sure that she wanted *this strange* company. While she was thinking about this, there came another three knocks on the door and her doorbell rang once. She said, "Come in," with a shaky, doubtful voice. The door creaked open with lightning speed and her heart started to beat so fast and loud that she thought it might come right out of her chest. She waited fearfully for something to come in through the door, but nothing came. She waited longer, but still nothing came. Finally she got up and peered out into the dark night. She looked to the left, but didn't see anything. She looked to the right, but didn't see anything. She looked up and suddenly she saw it! Swirling around and around as it fell down and down. It was coming straight for her: the biggest, ugliest pumpkin head she had ever seen! She ran back to her chair as the big punkin head swirled into her house and sat down upon the top of the broad broad shoulders, etc. [draw the punkin head]. Now the old lady was really

frightened. She could hardly speak, her heart was pounding so loudly. "Now, that's *veerrrrry* strange," she said, almost out of breath.

She sat in her chair scared to death of what might come in next. But nothing more came. She sat there sewing and thinking, "Well, I wanted company and this is company, I guess. Maybe I should try to talk to it." She thought what she might say to it, then came upon an idea. She said, "Where'd you get those huge, big feet?"

The punkin head's eyes suddenly lighted up and he said, "From much stomping, from much stomping." [metallophone] [teacher simply states the first iteration, then acts out the second by doing the action in a threatening manner near a student]

"Oh! That's nice, I guess," said the little old lady. "Well, where'd you get those little tiny legs?"

"From much running, from much running." [wind chimes]

"Oh. That's nice, I guess. Where'd you get those broad, broad shoulders?"

"From much lifting, from much lifting." [timpany drums]

"Oh! That's nice, I guess. Where'd you get those long skinny arms?"

"From much sawing, from much sawing." [bell tree]

"OH! Well, where'd you get those big strong hands?"

"From much squeezing, from much squeezing!" [cabassa]

"OH-oh! Where'd you get that big head?"

"From a punkin I made it. From a punkin I made it."

"Well, . . . why did you come here?"

"I came . . . for YOU!"

Quadrant 3: How?

5. How do you think this story ends after the monster says, "I came for you!"? You have 1 minute to talk it over with your group and come up with an ending. Your group will earn one point for any kind of ending, two bonus points if your ending is more than one sentence (it gives lots of details), and two bonus points if your ending is really scary, funny, or surprising. For example, if you say something like, "He killed her," you would earn one point. If you said something like, "He grabbed her by the arms, lifted her up and ate her in one big bite," you would earn 3 points. If you said something like, "He grabbed her by the arms, lifted her up and gave her a big kiss, then asked her to marry him," you would earn five points. You get no points if you use any of the examples I just gave you. [give teams 1 minute to discuss]

6. Captain choose one person to tell the ending your group came up with right after the monster says, "I came . . . for YOU!" [each group tells its ending & earns points].

Quadrant 4: What if?

7. What if we were telling this story on the radio or making a tape recording. If we added sound effects to your ending as we have done in the story before, what instrument sounds would your team use to enhance your ending? We will take five minutes for you to explore some sounds, then listen to each group's ending with sounds. Each person may only use one instrument, so if your group has four people, for example, you may only use four instruments. [allow time to explore and improvise].

8. Each group shares its ending with sounds and earns up to five points for good effects.

Method of Evaluation:

Teacher observes students singing, playing style, choice of endings, and choice of sound effects.

Woodblocks

Knock on door

3 times

Tone Bells

Door bell

1 time

Autoharps

Door creaked
open: slowly
then faster

Metallophone

Feet walk on

D & F

Wind Chimes

Little legs

slowly sweep

hand over chimes

Timpany Drums

Broad Shoulders

low & high in a

martial (jerky)

rhythm

Hand Drum

Heartbeat rhythm:

short-long,

short-long, etc.

slowly then faster

Bell Tree

Long, skinny arms
rake beater up &
down bells

Cabassa & Shekere

Big Hands

slowly twist like

wringing out mop

Vibraslap

Punkin Head

push & release

thumb while gently

shaking

Still she sat . . .

Still she sewed . . .

Still she wished for
company:

mi-so-la