

Team Machine

Approach: Team

Level: Year 4 and year 8

Resources: Music video. The 50 second music segment consisted of various percussion sounds including wind and an adding machine, with a heavy bass guitar riff of seven beats added over the top after a short period, followed by treble guitar, and then by drums and cymbals.

Questions/instructions

I'm going to play a piece of music. While it is playing, I want each of you to think of movements that you could make to the music using your body or parts of your body.

They need to be movements you can do while standing or sitting in one spot.

Listen to the music now — but don't make any movement yet.

Play music

Now tell the others in your group about the movements you have thought of. If you like, you can show them.

Allow time

Now I'll play the music again, and each of you can make your movements with the music as it plays.

Play music

This time I want you to imagine that your team is a TEAM MACHINE, and that each person is part of that machine. You will need to work out how you all fit together, and how the machine is going to work to the music.

Talk about how you will do it, and practise it, then I'll play the music again, and your TEAM MACHINE can make its movements to the music.

Play music

This time I'm going to play the music and you are to make your TEAM MACHINE work to the music. You're going to do your movement together as a team.

Play music

% responses
year 4 year 8

Inventiveness of movements

strong	16	15
moderate	35	36
weak	49	49

Appropriateness of response to music

strong	6	16
moderate	36	32
weak	58	52

Skills in working together

strong	21	31
moderate	41	47
weak	38	22

Coherence and confidence of performance

strong	15	21
moderate	39	44
weak	46	35