Enjoyable Recorder Instruction for the Elementary Music Classroom; More Than Just "Hot Cross Buns"

Presenters: Kaylin Gardner and Sarah Elker November 17th, 2023

There are many misconceptions about teaching the recorder. In this session, participants will discover different opportunities to offer their students with sequencing ideas, resources, extension activities, helpful tools, and most importantly, the WHY of how teaching the recorder is beneficial to their students.

Why recorder?

- 1. Recorders are affordable, durable, and accessible.
- 2. Recorders are a tool to help students learn our Nebraska K-12 Fine Arts Music Standards-Create, Perform, and Respond.
- 3. Recorders have a deep historical and cultural significance.
- 4. Recorders increase student engagement, improve fine motor skills, and provide opportunities to improve music literacy.
- 5. Recorder can be fun!



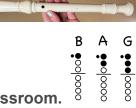
Tips to help young students...

- 1. Place signs around the classroom to help students identify their left hand.
- 2. Allow students to place a sticker on their left hand to help them remember which



3. Use a marker to draw a dot on the back of the recorder to help students place their

right thumb on the correct place.

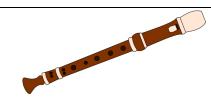


- 4. Place fingering charts around the classroom.
 - 5. Use Hole Reinforcement Stickers to help students who need more support. Color coding can be used on music notation to help students who need extra support.



Tips for teachers...

- 1. Do NOT mirror the students while teaching.
- 2. Incorporate teacher modeling recorder playing in daily class activities.
- 3. Talk to the staff in the lunchroom about using the commercial dishwasher in the lunchroom to clean and sanitize recorders.
- 4. Be prepared to teach both your students and yourself: "I will do my best and that is enough."
- 5. Make it fun!



	The most important playing tips to teach students
Points to emphasize	Ideas
Left hand on top	Signs around the room, stickers for left hand
Use soft, gentle air	Blow bubbles
Separate the notes with the tongue	Teacher models examples and non-examples, encourage students to use "tu" or "du"
Right hand on bottom	Make a plan for what you want the students to do with their right hand
Cover the whole hole	Allow students to see and hear what happens when the holes are covered and when they are not



Make it fun!		
1. Action	ns (used with permission from Kelly Whisinand from Reeder Elementary at	
Millar	Millard Public Schools).	
a.	Babadada! (Recorder up in right hand)	
b.	b. Aye! (Like Fonzie and thumb up with left hand)	
с.	Left hand on top! (thumb straight to back hole)	
d.	Right hand on bottom!	

Activities for recorder

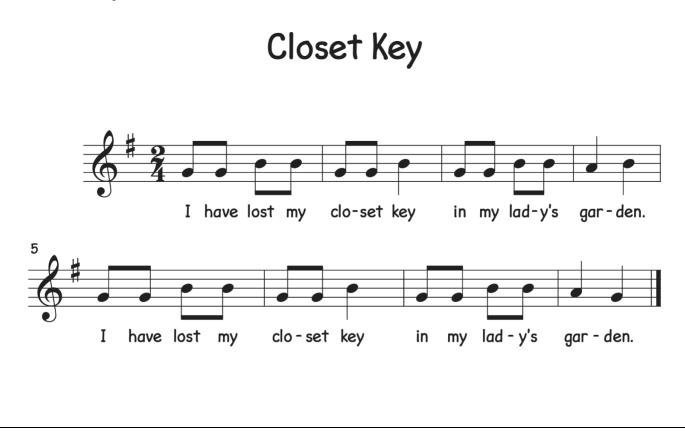
- 1. <u>Preparation Activity</u>: Blowing bubbles. Students blow bubbles to establish proper technique to play recorder.
- 2. <u>Singing Games</u>: Play songs that have activities. Modify the activity to include recorder playing. Examples are on the following pages.
- 3. <u>Play along videos</u>-Youtube: Eye of the Tiger Recorder Play Along- Miss General Music.
- 4. <u>Improvisation Exercise</u> "Don't Repeat Me." Teacher will play a four beat pattern using BAG. Students will improvise a different pattern. The goal is for students to improvise something different than the teacher.
- 5. <u>Composition Activity</u>- Students compose original piece for recorder, rehearse, and perform the piece. An example worksheet is on the pages below.
- 6. <u>Evaluate</u> Recorder Performances: Once students have learned the basics of recorder playing, have the students evaluate their own musical performance. Use criteria that directly relates to your instruction. An example is on the pages below.



Singing Games for Recorder- Closet Key

Materials Needed: Three cups, a key, Number 1, 2, 3

How to play: One person places the key inside one of the three cups. While students play the song the person moves the cups around. After the song, all students hold up a finger to indicate the spot where they think the key is: Spot 1, 2, or 3. The person reveals the key.





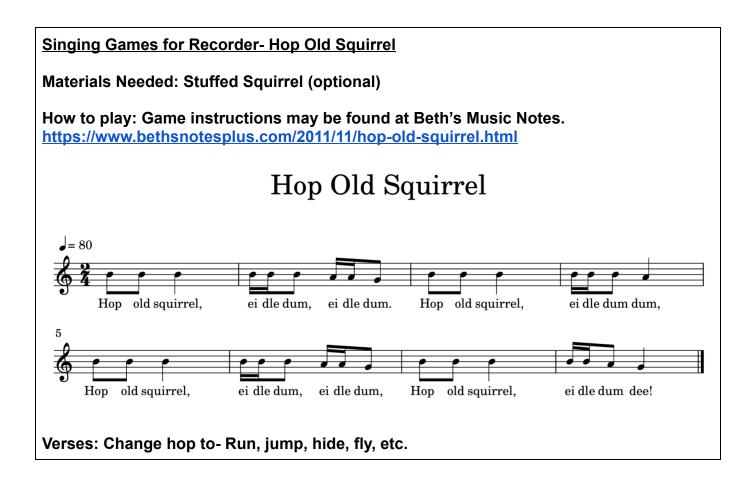
Singing Games for Recorder- Sailor Sailor

Materials Needed: Five plastic coins or five pennies

How to play: One student selects a number of coins to place in their hand. The student may choose any number 0-5. Make sure no one can see the student place the coins in their hand. Students play the song. All students hold up a finger to guess how many coins the person has in their hand (0-5) The person reveals the number.





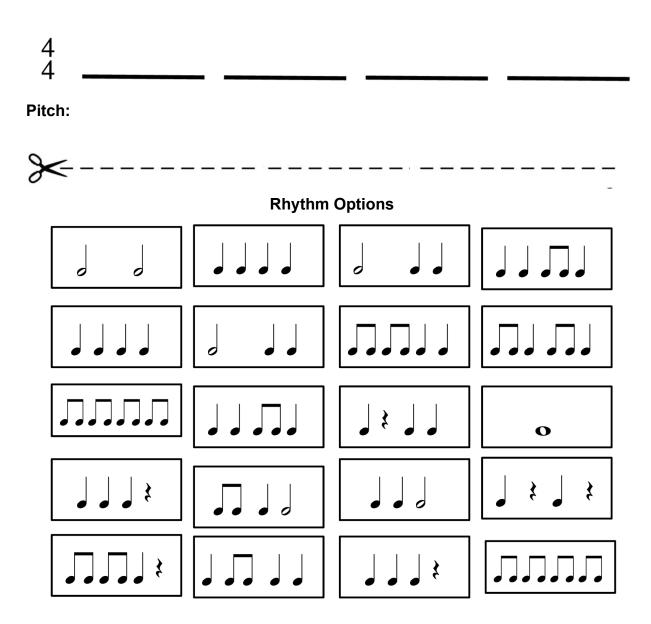


Name: _____

Class: _____

Recorder Composition

- 1. Choose <u>four</u> measures from the options below. Cut four boxes out.
- 2. Choose an <u>order</u> for the four boxes and glue them on the lines below.
- 3. Write <u>pitch</u> names under each note head. Choose from B, A, and G (Mi, Re, and Do).
- 4. The final note of your song should be a <u>G</u> (Do).



Name: _____

Class: _____

Recorder Evaluation

Select a song from the options below. Circle your choice.

Song Choices		
Closet Key	Sailor Sailor	Hop Old Squirrel

Perform the song and then answer the questions below. Evaluate your performance by circling your answers to each question. Then write comments about your performance.

1. I held the recorder correctly (left hand on top).

Yes. No. I don't know.

2. I played the rhythms correctly.

Yes. No. I don't know.

3. I played the correct pitches.

Yes. No. I don't know.

4. I separated the notes with my tongue.

Yes. No. I don't know.

Comments: