

ART MATERIALS

UNIT 4 *Planting A Community*

- Classroom Instruments & Found Objects
- Laptop or Tablet with internet access
- Speakers (Optional, if computer's speakers are not powerful enough)
- Music Stand for Conducting Final Performance
- Video or Audio Recorder (optional)

Categories	Examples of Classroom Instruments & Found Objects
Ringing Instruments	Bells, cowbells, chimes, triangle, gong To make: lids from metal pans
Shakers	Maracas, egg-shaped shakers, jingle bells To make: use any small container (yogurt box with lid, small water bottle) place inside a small amount of rice, popcorn, beans, plastic beads, etc. Using one type of filler per shaker creates different sounding shakers. String together old keys or jingle bells.
Scrapers	Guiros, frogs, washboards To make: use items with ridges: some metal cans, water bottles. Tap with unsharpened pencils or spoons
Drums	Hand drums, bongos To make: use coffee or oatmeal cans with lids. Attach two sized cans with duct tape to create bongos.
Sticks	Wooden sticks, dowels, metal or plastic spoons.
Miscellaneous	Cans of various sizes, pie tins, tapped with metal spoons, open box strung with rubber pans, pots, metal bowls, pans, small terra cotta flower pots. Bottles or glasses with water. (<i>If blowing over top of bottle, consider germs.</i>)

Organizing Instruments into Music Stations

Depending on available space, choose one of the following options to organize the classroom for music:

- Create bins or stations with classroom instruments and found objects, organized by category.
- If space allows, place all instruments on a 6-8 foot table, organized by category.

It is helpful to have plastic bins or boxes for each category. Label each bin or station. If space is tight, designate music stations around the room for each category of like-sounding instruments. If you would like to make instruments with your students like shakers and panpipes, here are some resources:

- *Making Music* by Ann Sayre Wiseman and John Langstaff
- *Homemade Instruments* by Dallas Cline