Music Magic

January 2006

Skits

The Violin Teacher

Judge (looking down at defendant): Haven't I seen you before?
Violin Teacher: You have. I gave your son violin lessons last winter.
Judge: Ah yes, I remember. Twenty years in jail for you!

Living Xylophone

The instrument consists of several kneeling performers. The player strikes each on the head with a fake mallet or his fist as if playing a xylophone. Each player utters a single note when struck. Simple songs such as "Twinkle, Twinkle, Little Star" can be played this way.

Musical Genius

The announcer makes a flowery introduction about how fortunate the audience is to have the opportunity to hear the splendid vocal group about to perform. After the introduction, the group marches onto stage and lines up across the front. The announcer states that their first number will be that appealing ballad "The Little Lost Sheep". Following a short musical introduction, singers open their mouths and produce a long, loud "Baa-a-a".

Sour Notes

The director tunes up the orchestra or chorus and they begin to make music. One by one each player hits a sour note. Each time the director gets upset and throws the player offstage. Repeat until only the accompanist and the director is left. The director then turns to the accompanist and begins a solo. The director hits a sour note and the accompanist jumps up and throws the director off stage coming back on stage with a smug look on his face, bows to the audience and exits.

Upside Down Singers

The singers are on stage. An announcer explains that they are going to sing upside down! They duck out of sight behind a curtain (a sheet held by two accomplices will do). Placing their hands in their shoes, they wobble the shoes above the curtain top looking as they are having trouble standing on their heads and are about to topple over while singing. They will require practice and the assistance of someone to direct them. To end the skit let one of the curtain holders become distracted and accidentally drop the curtain revealing the "upside down singers" in action."

Bell Ringer #1

Props: Coat with football or wadded clothing under it for the Hunchback, hat or nightstick for Gendarme.

Announcer: The Hunchback of Notre Dame has decided to retire, and has placed an ad in the Paris Times for someone to come and learn how to ring the bells.

Effects: (Knock, knock, knock)

Hunchback: (Gravely voice) Oh, somebody must be here about my job. I'll go down and see. (Goes 'round and 'round in a circle, as if going down the bell tower, bent over due to hunch.)

Effects: (Knock, knock, knock)

Hunchback: (Angrily) I'm coming, I'm coming. There's a lot of stairs here. (Arrives at and opens the door.)

Hunchback: Yeah! What do you want?

Applicant: I'm here about the bellringer's job.

Hunchback: All right! Come on up and I'll see if you can do the job. (Begins to go up (the other way around) followed by the applicant.)

Applicant: Boy, the ceiling is not very high here, is it?

Hunchback: Listen, you go up and down these stairs 20 times a day for 45 years and you just learn to stay bent over. Hey, did you close that door, didn't you?

Applicant: I don't know. I don't remember.

Hunchback: Well, we gotta go down and keep it locked, can't run up the church's fuel bill. (Both turn around and go back.)

Hunchback: That's the first thing you gotta learn. Keep the door closed. Up and down these stairs, that's the hard part. (Arriving at door) O.K., so now you're here, close the door.

Applicant: (Closes door) How are the benefits in this job?

Hunchback: (Both going back up) Well, it has its ups and downs. The Church board will buy you ear plugs every six months and a new bottle of bell polish once a year. (Finally arriving at the bell) All right, now you stand over there, and I'll show you how it's done. First you grab the bell here and push it out very hard (steps back and follows path of bell out and back) then the bell comes back on it's own. That's all there is to it. Do you think you can do that?

Applicant: Sure! (Does the action with the bell, but does not step back, is hit by bell and falls back, to the ground)

Hunchback: Oh my gosh! He's fallen 15 stories to the sidewalk. I'd better get down there. (Goes 'round and 'round until he reaches the ground) (Crowd enters mumbling, stops astonished at body)

Gendarme: (Entering, calls to Hunchback) Hey you ! Do you know this guy? (Rolls body over with foot)

Hunchback: No, but his face sure rings a bell!

Bell Ringer #2

(The trick with this skit is to do it the night after doing Bell Ringer #1, and to do everything exactly the same - perhaps with a little more 'hamming it up')

(When the Applicant arrives the Hunchback says:)
Hunchback: You look just like the guy who was here yesterday.
Applicant: Oh, that was my twin brother.

(Revert to the original dialog again. The audience will think it's getting a re-run and prepare itself for a 'groaner' of a cheer. When they hear the ending, you'll get a great reaction.)
(Carry on with dialog, except for the last line.)

Hunchback: No, but he's a dead ringer for the guy who was here yesterday!

Bell Ringer #3

(To be used ONLY when Bell Ringer #1 and #2 have been used.)
Props: Rain slickers, blanket, and Gendarme gear from above.

(Two players enter in rain slickers holding blanket between them like a jumping net. They jog and jog around the performing area.)

Gendarme: (Entering) Hey, what are you guys doing?
Fireman #1: Well, the last two nights some guy has jumped out of that bell tower, and we came to catch him!

<u>Limericks</u>

Opera Star Named Maria

An opera star named Maria
Always tried to sing higher and higher,
Till she hit a high note
Which got stuck in her throat –
Then she entered the Heavenly Choir.

Thin Chin Lady (by Edward Lear)

There was a Young Lady whose chin
Resembled the point of a pin;
So she had it made sharp,
And purchased a harp,
And played several tunes with her chin.

The Tutor and the Flute

A tutor who tooted the flute
Tried to tutor two tooter to toot,
Said the two to the tutor,
"Is it harder to toot or
To tutor two tooters to toot?"

Songs

I am a Good Musician

Leader: I am a good musician;
I come from Swabanland.
Group: You are a good musician;
you come from Swabanland.
Leader: I can play on my viola.
Group: You can play on your viola.

Chorus: Vio, vio, viola; viola, viola;
Vio, vio, viola; viola, viola.

2. Piano … plank, plank, plank
3. Trumpet … rat, tat, tat
4. Fife … fee, fee, fee
5. Bagpipes … whah, whah, whah

Commercial Mix-up
(Tune: Farmer in the Dell)

Last night I watched T.V.
I saw my favorite show,
I heard this strange commercial,
I can't believe it's so.

Feed your dog Chiffon,
Comet cures a cold,
Use S.O.S. pads on your face,
To keep from looking old.

Mop your floor with Crest,
Use Crisco on your tile,
Clean your teeth with Borateem
It leaves a shining smile.

For headaches, take some Certs,
Use Tide to clean your face,
And do shampoo with Elmer's Glue,
It holds your hair in place.

Perhaps I am confused,
I might not have it right,
But one thing that I'm certain of
I'll watch T.V. tonight!

On Top of Old Smokey

On top of old Smokey
All covered with snow
There lived a young Cub Scout
Who was going too slow.

He wanted his Wolf badge
He wanted it bad.
But he never could get it
Because of his Dad.

His Dad would not help him,
He never had time.
So this poor little Cub Scout
Was forced to resign.

Dad, remember this story
And help your young son;
So he'll earn his Wolf badge,
And you will have fun.

The Scouting Show Song
(Tune: Muppet Show Theme)

It's time to play the music,
It's time to light the lights,
It's time to meet the Scouters
On the Scouting Show tonight…

It's time to put on makeup,
It's time to dress up right,
It's time to raise the curtain
On Scouting Show tonight…

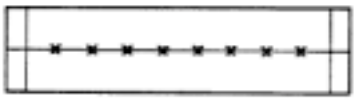
To introduce our Pack's Cubs,
That's what we're here to do,
So it really makes me happy to
introduce to you…
The incredible, most sensational,
Inspirational Pack _____ Cubs!

Xylophone

Supplies: Different sized nails: (4) 3", (4) 2½", (1) 4"; 2 pieces of 1" thick plywood (4" wide x 16" long); 4" length of 1" thick dowel; Pencil; Ruler; Paint and Brushes; Shellac; Drill; Hammer

Directions:

1. Divide one board in half by drawing a line down the center. Make the line 2" from either side. Make end borders by drawing lines 1" in from the ends. (see drawing).



2. Starting at one border, make X's 1½" apart until you have 8 in all.
3. Place the marked board on top of the other board. Put a 3" nail on the first X, hammering it in just enough to stand up on its own. Put another 3" nail in the next X, and hammer it in until it is about ¼" lower than the first nail. Place the four 2½" nails in the last four X's and hammer each ¼" lower that the previous one.
4. Mallet: Drill a small hole in one end of the dowel. Hammer the 4" nail in the hole about 1"
5. Paint the mallet and the xylophone. When the paint is dry, apply shellac.

Tambourine

Supplies: (4) Paper plates; 12 Bottle caps; Hammer; Yarn or Heavy string; Nail; Large darning needle; Colored ribbon

Directions:

1. Set four heavy paper plates inside each other. Punch holes 1½" apart, around the rim of the plates.
2. Place two of the plates (one inside the other) face to face with the other two plates. Lace and tie them together.
3. With the nail and hammer, punch holes in the centers of the bottle caps. String four caps on a heavy string, knot under the caps, and tie to the tambourine.
4. Paint or color the tambourine with bright designs. Tie streamers of ribbon or feathers to the rim as decoration.

Wind Chimes
(from www.familyfun.com)

Supplies: Scissors, A few clear plastic lids or plastic milk jugs, Hole punch, Fishing line, Stick or dowel, Jingle bells

Directions:

1. Cut the rims off the plastic lids, then cut out seven (or as many as you like) leaf shapes from the clear plastic
2. Punch a hole in the top and bottom of each leaf. Tie a 7- to 10-inch length of fishing line to the top of each leaf, then hang the leaves evenly spaced, from the stick or dowel.
3. Using short lengths of fishing line, hang a jingle bell from the bottom of each leaf.
4. To make a hanger, tie the ends of a 6- to 8-inch piece of fishing line to each end of the stick.
5. Enjoy hearing the song from the wind chime.

Glove-A-Phone
(From www.RAFT.net)

Supplies: Rubber or latex gloves, Sturdy plastic or cardboard tube (paper towel), Piece of straw 2-3" in length, Rubber band, Vinyl tape.

Directions:

1. Use the rubber band to secure the base of the glove over one end of the tube. The glove's fingers should hang freely from the tube when the tube is turned upside down.
2. Cut a small hole in the end of one of the fingers of the glove. Put the straw section into the hole at least 1" and secure the straw in place with the vinyl tape. The seal between the glove- straw and the glove-tube must be reasonably airtight.

To Play:

1. Gently pull and angle the glove so the palm area covers the tube opening completely.
2. Blow thorough the straw to inflate the glove. Once there is sufficient air pressure in the glove, a "lovely" sound will be heard as air pushes past the edge of the glove covering the tube opening.
3. Experiment by varying how hard you pull the glove down over the tube.
4. Make other glove-a-phones using different sizes of tubes – experiment with changing both the tube length and diameter.

The Science behind the Craft:

The part of the glove covering the tube opening forms a membrane similar to the covering on the head of a drum. As the fingers of the glove are inflated the pressure

will cause the membrane to vibrate. For a given size tube there will also be certain frequencies that resonate, or build, within the tube producing a specific sound.

The glove-a-phone's unique sound depends, mainly, on how tightly the membrane (glove section) is pulled and the length of the tube. The pitch, or frequency, produced is equal to the number of times per second (hertz) that the membrane vibrates. The tension and size of the membrane affect the pitch- more tension will result in the membrane vibration at a higher frequency, while a larger membrane or thicker membrane at the same tension would produce a slightly lower frequency.

Wooden Harmonica
(from www.familyfun.com)

Supplies: (2) Tongue Depressors; Colored tape, stickers, crayons or permanent markers; Paper; Clean tape; (3) Wide rubber bands (like those used to band vegetables); Scissors

Decorate one side of each tongue depressor with colored tape, stickers, and crayons or permanent markers (avoid non-permanent markers or paint which may come off on the boy's lips). Make paper sliders by cutting 2 strips of paper about the same width and length as a tongue depressor. Stack the tongue depressors together, wrap each paper strip around the stack, then cover each loop with a layer of clear tape. Remove the sliders from the stack, separate the tongue depressors, and slide the sliders back onto just one of the tongue depressors. Stretch the thick rubber band lengthwise over the tongue depressor and both sliders. Now, restack the tongue depressors (plain sides in and wrap a rubber band around each of the ends (you can also use colored tape). To play, blow in the middle and move the sliders back and forth to change the pitch.

Straw Oboes (Tiny Aerophones)

Supplies: Straws, Scissors

Players of these little noisemakers will never forget that sound is vibrations! Not only do you hear the sound (and annoy everyone around you), but you also feel the vibrations in your lips.

1. Remove the straw from any protective wrapping.
2. Cut the straw in half.
3. Flatten about 1-inch of one end of the straw with your teeth.
4. Cut the flattened end of the straw into a point at about the ½" mark.
5. Bite down slightly on the straw just beyond the cuts.
6. Blow into the straw to produce a noisemaker sound. It might take some practice to get the right pressure to make a sound … keep trying!

The Science behind the Activity:

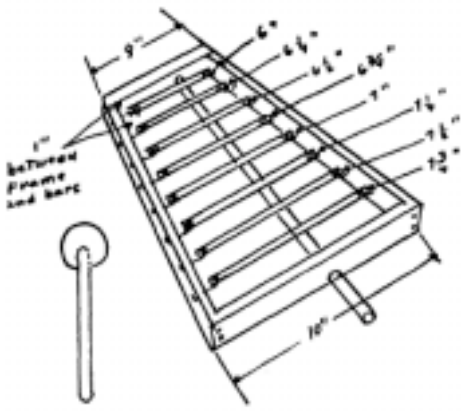
Sound is caused by vibrations that travel in compression waves through the air (the medium) and into the ear. Once hitting the eardrum, the sound is sent to the brain's auditory cortex where it is analyzed and interpreted.

Objects make different sounds (louder, higher pitch, etc) because of their size, density, and intensity of the collision. In this case, air rushing past the straw, "reed" causes the 2 pieces of plastic to vibrate (a simple double-reed woodwind instrument). This sound resonated in the column of air inside the straw. Longer straws create lower frequency sounds (lower pitch).

Taking it Further

- Make straw oboes of different lengths. Which lengths have higher frequencies (higher pitch) and which have lower frequencies (lower pitch)?
- Find 2 straws with slightly different diameters so one straw slides inside the other. Make a straw slide trombone by placing one straw inside the other and sliding it in and out while blowing. Can you play a melody?

Glockenspiel



Cut 8 lengths of ¼" steel curtain rods with a hacksaw at 6" for top one and increasing the length of each one as you go down ¼". Make one bar at a time and test its pitch to "Do-Re-Mi", etc. File a little off the end to true the pitch, Notch a groove with hacksaw at each end of bars, then fasten to frame with string as shown. Make wood frame from pieces of ½" x 2" wood. Screw ends together with 2 wood screws. For handle use a length of broomstick. Notch frame at both ends secure with glue and screws. Make striker from 8" dowel stick, and wooden ball at the end.

Balalaika

Balalaika is made of thin plywood and nailed to 3" sides. Neck and end are screwed on, then 3 guitar strings attached. Fasten the string at one end with eye screws, with the other end fastened to a hardwood peg which is fitted into a ¼" hold. Turn peg to tighten string.

Musical Statues

Have a Den Leader serve as a disc jockey (DJ), and operate a music source (CD player, or radio). Players arrange themselves around the room, and when the DJ turns on the music, they start dancing or otherwise moving to the music's rhythm. They may also sing, whistle, turn, or howl. Abruptly, then, the DJ shuts off the music; at once all the players must freeze into "statues." As long as the music is off, the players hold their poses. Anyone who moves or makes a sound is immediately eliminated from the game. After a few moments, the music restarts and the statues come back to life.

This game is actually much harder than it may seem. As any parent knows, it's no easy task for a kid to hold still, even for a few seconds. Playing faster music makes it harder still. Eliminated players may make life tough for the remaining statues, telling jokes and making faces at the statues. The game continues until only one statue is left standing.

Musical Chairs

Here are some variations to the standard musical chairs.

Musical Bumps: This is musical chairs without the chairs. Players dance, march, jump or hop around to the music. When the music stops, everyone sits down on the floor as quickly as possible. The last person to sit down is out, and the game continues.

Ownership Musical Chairs: This variation of musical chairs requires a piece of cardboard for each player, a marker, a roll of tape, and an equal number of chairs and players. To prepare for this game, each player uses tape to attach a sign with his name on it to an empty seat. Everyone now "owns" his own chair. When the music starts, the players parade around the chairs in the same direction. When the music stops, the players rush to their own chairs and sit down. The last player to sit is out of the game but remains seated. After all the rounds are completed, the last person standing is the winner.

Musical Hodgepodge: Players race for objects (one fewer than the number of players) instead of chairs. Before the game begins, several non-breakable objects, such as toys, blocks, stuffed animals, balls, pillows, and plastic cups, are scattered loosely in a pile in the center of the room. There should be no sharp or pointed objects; the larger the object, the easier to pick up. When the music stops, each player hastily grabs one article from the floor. The player left empty-handed is out, and the game continues with one object being removed from the floor after every round. The last player holding an object at the end is the winner.

Musical Islands: This variation requires large sheets of paper (one fewer than then number of players), which are scattered around the room. When the music starts, players roam the room between the paper "islands," scrambling to stand on one when the music stops. More than one player may stand on an island. A player is eliminated only if he cannot fit his entire self on an island. (No pushing or shoving is allowed) Whether a player is eliminated or not, one sheet of paper is removed after each round. As the game goes on, it gets harder and harder to squeeze all the players onto fewer and fewer sheets. When the game gets down to a single sheet of paper, all the players who manage to find themselves a place on the last island are the winners. This can be played as a cooperative game in which the boys help each other to stay on an island.

Musical Roper/Hoops:
Scatter a number of hoops and ropes around the area in which you are playing the game. The number of ropes or hoops will vary with the number of people playing. Play music loud enough for everyone to hear and instruct them to move around (hop, skip, backwards, run etc.) When the music is stopped, the group must be holding onto one of the ropes or hoops. Each time the music stops you remove one hoop or rope until everyone is holding onto or standing inside one.

Sounds Good To Me

The person who is "it" sits in the middle of the circle and is blindfolded. When the leader points to someone in the circle, that person starts singing a song. If "it" guesses right (either the name of the song or the person who is singing it), the person who sang the song is now it. Give the boys lyrics to different songs. You may need to sing along with the boy.

Musical Balloon Game

The group stands in a circle. The leader has half a dozen balloons. Into each a message has been inserted before the balloon was blown up. One at a time, a balloon is passed from player to player around the circle, until the leader stops the music. The player holding the balloon when the music stops, must go to the center of the circle. He must sit on the balloon until it bursts, then read the note, and perform the song or perform some action or answer the question contained in the message.

"If music be the food of love, play on…"

This month is a great opportunity to explore different types of music and food with your Cubs. The following are a few suggestions of combinations of music and food. You can find recipes for the foods listed in most cookbooks. You can find music CDs at your local library.

Italian Opera

Make some spaghetti or lasagna while listening to an opera from any of the following famous Italian composers: Guiseppe Verdi *(Falstaff)*, Giacomo Puccini (*La Bohème or Madama Butterfly*, Gioachino Rossini (*Barber of Seville*) or Claudio Monteverdi (*La Favola d'Orfeo* [The Fable of Orpheus]).

Mariachi

Make tacos, nachos, or burritos while listening to music from Mexico. Did you know that San Jose host a large Mariachi conference in July? The year 2006 will mark the 15th conference at The Mexican Heritage Plaza in San Jose. Check out their website at http://www.mhcviva.org/.

Zydeco

This music will get your feet taping and will make you feel like dancing. This music originated in Louisiana and is also called Cajun Zydeco. Some groups you might check out include BeauSoleil and Buckwheat Zydeco (a wonderful children's album is Choo Choo Boogaloo). Make Gumbo, Jambalaya, Red Beans 'n Rice, or Shrimp Creole. You can find recipes at http://www.gumbopages.com/recipe-page.html.

Try some of these combinations or think up some of your own. German Oompa Bands and Bratwurst, Chinese Folk songs and stir fried rice, etc. Most of all, enjoy good music, good food and your family.

Eggs and Vegetables Medley

Ingredients:

- 1 large or 4 small zucchini sliced thin or cubed
- 5 potatoes sliced thin or cubed
- 4 onions sliced
- 5 peppers sliced (sweet and/or hot)
- 4 tsp. oil
- 2-4 eggs beaten
- Salt and pepper to taste

Heat oil in a large frying pan. Begin cooking the zucchini, potatoes, peppers and onion. Stir occasionally and make sure to flip the vegetables. This will give them a nice golden brown color. Cook for 15-20 minutes uncovered or until all the vegetables are cooked to your liking. Once the vegetables are done you will add the 2-4 beaten eggs. Cook for an additional 5 minutes. Lightly salt and pepper the mixture before serving. This goes great between 2 slices of fresh Italian bread.

Grilled Fruit Medley

Ingredients:

For Marinade:

- 1 cup fresh orange juice
- 1/3 cup balsamic vinegar
- ½ cup sugar
- ½ cup butter, melted
- ½ cup white Zinfandel wine

For Fruit:

- 1 pear, cut into quarters
- 2 oranges, cut into ¼" slices
- 1 banana, peeled and cut in half
- 1 peach, pitted and cut in half
- 2 apricots, pitted and cut in half

In a large shallow bowl, combine the marinade ingredients. Add the fruit and carefully toss to coat the fruit with the marinade. Let the fruit stand in the marinade for 20 minutes. Drain the fruit and transfer the marinade to a small saucepan. Place the fruit on a grill over medium-high heat and grill for 1 to 2 minutes per side. While the fruit is grilling, bring the marinade to a boil and remove from the heat. Divide the grilled fruit mixture among 6 dessert bowls and pour the hot marinade mixture into the bowl as a sauce. Serve warm with grilled French bread or ice cream, if desired. Serves 4 to 6.

Golden Ham Medley

Ingredients:

- 8 oz. macaroni, cooked & drained
- 1 bunch broccoli, chopped & cooked
- 1 cup ham cubes
- 1 cup chopped tomatoes
- ½ tsp. salt
- ¾ lb. Velveeta, cubed
- 2 Tbsp. milk
- ½ cup sour cream

Combine macaroni, broccoli, ham, tomatoes and salt in a large bowl. Heat Velveeta and milk over low heat until melted. Stir sour cream into cheese mixture. Pour cheese sauce over ham mixture. Pour all into a buttered 2-quart casserole dish. Top with ½ cup dry bread crumbs mixed with 1 tablespoon butter, melted. Bake at 350 degrees for 45 minutes. Cool. Serve or freeze.