

Lesson 2: Dastardly D

The Cartoon Villain

Bass: D A Standards: 1, 2, 3, 6



Lesson and Performance

1. Listen to CD tracks 1 & 2 and discuss the differences between the time signatures and the moods.
2. Discuss the interval of a 5th in this piece.
3. Have the students form a circle facing clockwise. Give a tube to every 2 students and ask them to hold it horizontally between them on the outside of the circle. The tube is like the driver rod on the wheels of an old steam engine. "Chug-a-chug-a" around the circle to the music.
4. Improvise different rhythm patterns for the train wheels. Add a train whistle.

Optional: Whack D & A together like a sword fight.

Activity:

Materials: Use the rules for Space "Bass" ball (above). Add cards and tubes for 3rd line treble B and 3rd line bass D.

1. When the bass D card is shown the batter calls out "**Dastardly D!**" They are out and become the pitcher until the next bass D card is shown or teams change. Incorrect answer is just an out as usual.
2. The team with the most points at the end sings *Take Me Out to the Ballgame* and the other team plays *Dastardly D*. Use CD track #2.