

# Keep Calm and Make Music

Weekly Wonder for KS1 and Lower KS2

Find it, Make it, Play it!



Hampshire  
County Council



**Find it, Make it, Play it!**



# Percussion instruments

Musical percussion instruments are instruments that make a sound when they are tapped, shaken or scraped.

[Click here](#)

to watch some instruments being played

How are they being played?

Can you spot any instruments you know?

# How to play

Percussion instruments can be played by:

**Tapping**



**Shaking**



**Scraping**



# Go on a musical treasure hunt



Find something to tap, something to shake and something to scrape



[Click here](#) for some ideas

What sound makers did you find?







**Get busy – make some instruments to play**



# Using your new instruments

Click these links to follow  
the bee and then the worm

- [Follow the bee](#)



Choose an instrument and play each time the bee lands on a flower

- [Follow the worm](#)



Choose an instrument and play each time the worm (in his apple)  
lands on a symbol

# Use your instruments to add sound effects to a story

Read the story (if you have the book)  
or click the links to hear the story



(pausing the video each time you get to the place where you need to add a sound)

- [Peace at Last](#) by Jill Murphy

Add sounds for the clock, the dripping tap, the fridge, the alarm clock

- [We're going on a bear](#) hunt by Michael Rosen

Add sounds for walking, the grass, splashing, mud, stumble-trip, snow, tiptoeing, running home, shutting the door



# Get creative...



**Write your own “sound” story about a walk around your home**

**What will you come across?**

Someone washing up?

The clock on the wall?

Someone singing in the shower?

Someone knitting?

Don't forget to include walking sounds

**Draw a picture showing all the things you include**

# Put on a show!

**Rehearse telling and playing your story until it is the best it can be then perform it to someone and / or record it and send it to your relatives and friends to cheer them up**

