

General Covid Advice:

No Loud singing indoors, or chanting:

- If allowed, sing or chant quietly.
- Sing or chant outdoors,
- Lip-synch or mime along with songs.
- Replace words or vocal sounds (eg Animal Noises) with **gestures**- eg agree and use a 'Woo' gesture.

Social Distancing between children:




- If you have a large space and a smaller class, **sit in a large circle with everyone 2m apart**.
- **Or work seated at desks or tables.** Ask children to turn seats round to face the front.
- When '**Going round the Class**' eg Clap/Play in a circle, establish a sequence for each table, and a sequence of table, so everyone know the order in which they should play. This may take repeated practice.

No Movement:




- **Work seated at desks or tables.** Ask children to turn seats round to face the front.
- For movement activities, **perform sitting on chairs or standing next to the desk**.
- Perform **movements standing on the spot**- eg Walk on the spot.
- **Use finger, hand or arm dancing.**
- Instead of walking on icons, stick icons on the board and ask children to 'walk on' them with their fingers.

No shared instruments:

- **Use body percussion instead-** agree a sound on the body for each percussion sound. Choose from Clap, Stomp, Head (Hit Head), Chest, Tummy, Legs, Knees, Brush (brush hands together)...
- **Use the Tin-Can Drum Kit-** go here for instructions.
- **Use virtual instruments for some or all of the class-** go here for more info.
- **Play on the table-top** with palms, fingers or knuckles...

P2 COVID Advice By Activity		Homework	Restriction- Traffic Lights				Recommended Adjustments	Additional Notes
P2		Suitable for Homework	No Loud Singing or Chanting Indoors	Social distancing	No moving around	No Shared Instruments		
	Journey 1: Biddley Bop Bee	Warm Up: Movement Game- How Many?	Yes- with parents					
Sing/Play After Me- Numbers		Yes- with parents and virtual Instrument App or Tin-Can Drum kit					Say Animal Noises quietly if allowed- or mouth along and count on fingers. Or Agree on and Use a gesture for each Animal Noise. For 'Play After Me', use Body Percussion, Tin Can Drum Kit or Virtual instrument App.	Key  Activity can be attempted as it is.  Activity can be attempted with some adjustments.  Activity is not feasible within restrictions.
Biddley Bop Bee #1		Yes- with parents					Sing quietly if allowed- or mouth along. Agree on and Use a Woo Gesture in verses 7 & 8-(leg cup hands round mouth and pretend to Woo. Perform actions in chair. Throw hands in the air for 'Jump!'	
Biddley Bop Bee #2 - Interactive		Yes- with parents						
Do a Performance (Y2J1)							Make a video or audio recording if possible and post on social media.	
Journey 2: Shake Tap Ting Scrape Boom	Warm Up: Count to Four Revisited	Yes- with parents.					Sing quietly if allowed- or mouthe along and count on fingers. Agree on and Use a Woo Gesture in verses 7 & 8-(leg cup hands round mouth and pretend to Woo). Perform actions standing by desk- or agree and use alternatives for Wiggle and Spin.	
	Let's Talk About Instruments	Yes- with parents					Use Body Percussion, Tin Can Drum Kit or Virtual Instrument App.	
	Shh/Noise Game with Percussion	Yes- with parents and virtual Instrument App or Tin-Can Drum kit					Use Body Percussion, Tin Can Drum Kit or Virtual Instrument App.	
	Percussion Icons On The Floor	Yes- with parents and virtual Instrument App or Tin-Can Drum kit					Use Body Percussion, Tin Can Drum Kit or Virtual Instrument App. Stick Icons on the Board and ask children to walk with fingers or using a puppet.	
	Shake Tap Ting Scrape Boom Song	Yes- with parents					Sing quietly if allowed- or mime/lip synch . Use Body Percussion, Tin Can Drum Kit or Virtual Instrument App.	
	Do a Performance (Y2J2)						Make a video or audio recording if possible and post on social media.	
Journey 3: Loud & Soft	Let's Talk - Loud and Soft	Yes- with parents						
	Warm Up: Boing Song - Loud & Soft	Yes- with parents and virtual Instrument App or Tin-Can Drum kit					Agree and Use gestures for Woo and Animal Noises. Make the gestures big for Loud and small for Soft.	
	Tell the Difference - Percussion Yr1 / P2	Yes- with parents					Photocopy pieces of paper with Shake, Tap, Ting or Boom, for each child (Or ask some children to make their own). Indicate answer by holding up correct symbol. Put hand on head for 'Don't Know'.	
	Intro to Percussion- Loud & Soft	Yes- with parents					Use Body Percussion, Tin Can Drum Kit or Virtual Instrument App. Perfrom in large circle 2m apart, or seated at desks if required. If a t desks/tables, first agree and practice direction of travel for each table and sequence of tables., when playing in a circle.	
	Icons On The Floor- Loud and Soft	Yes- with parents and virtual Instrument App or Tin-Can Drum kit					Stick icons on the board, and ask children to led by 'walking' on icons with fingers or with a puppet. Use Body Percussion, Tin Can Drum Kit or Virtual Instrument App- choose quiet or loud instruments from App.	
	Don't Wake the Monster	Yes- with parents					Stick icons on the board, and ask children to led by 'walking' on icons with fingers or with a puppet. Use Body Percussion, Tin Can Drum Kit or Virtual Instrument App- choose quiet or loud instruments from App. Sing the 'Start Song' and 'Monster's Awake' songs quietly if allowed, or lip synch/mime along with the recordings.	
	Do a Performance (Y2J3)						Make a video or audio recording if possible and post on social media.	
Journey 4: Make Sounds With Wood	Warm Up: Tell the Difference - Loud and Soft	Yes- with parents					Photocopy pieces of paper with Loud or Soft, for each child (Or ask some children to make their own). Indicate answer by holding up correct symbol. Put hand on head for 'Don't Know'.	
	Explore Materials: Wood 1	Yes- with parents					Quarantine wood if brought in from home. Experiment and share sounds from desks/tables.	
	Explore Materials: Wood 2- The Wood Song	Yes- with parents					Sing quietly or mime/lip synch the words and just perform the wood sounds.	
	Explore Materials: Wood 3	Yes- with parents					Perform in large circle, or at desks or tables.	
	Do a Performance (Y2J4)						Make a video or audio recording if possible and post on social media.	

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Journey 5: High & Low & Compose	Warm Up: Relaxation/Listening Wood	Yes with parents					Lie on floor 2m apart if required- or complete activity sitting at desk.	Key  Activity can be attempted as it is.  Activity can be attempted with some adjustments  Activity is not feasible within restrictions.
	Let's Talk - High & Low	Yes- with parents and virtual Instrument App.						
	Intro to Chime Bars #1	Yes- with parents and virtual Instrument App.					Explore use of virtual Chime Bars on virtual Instruments App.	
	Sit, Stand, or Wiggle - High & Low 1	Yes- with parents and virtual Instrument App.					Use 4-5 iPads with virtual instruments App loaded. Perform actions next to desk/tables, or in socially distanced circle 2m apart, if you have space.	
	Compose With Percussion Sounds! (Interactive)	Yes- with parents and virtual Instrument App or Tin-Can Drum kit					Say sounds quietly if allowed. Perform in large circle 2m apart or at desks/tables. Use Tin Can Drum Kit or Virtual Instrument App.	
	Do a Performance (Y2J5)						Make a video or audio recording if possible and post on social media.	
Journey 6: Fast And Slow, Percussion And Chimes	Warm Up: Clap/Play in a Circle	Yes- with parents and virtual Instrument App or Tin-Can Drum kit					Sit in a large circle if you have the space. Perform sitting at desks- first agree and practice direction of travel for each table and sequence of tables. For 'Play' use body percussion or Tin-Can Drumkits.	
	Warm Up: The Machine Song	Yes- with parents and virtual Instrument App or Tin-Can Drum kit					Walk in spot or next to desks/tables. Use Tin Can Drum Kit for play development idea.	
	Count to Four - Fast & Slow #1	Yes- with parents					Sing quietly if allowed- or mouth along and count on fingers. Agree on and Use a Woo Gesture-(eg cup hands round mouth and pretend to Woo). Perform actions standing by desk or in large circle if you have the space.	
	Bunny Hop	Yes- with parents					Hop on the spot.	
	Count to Four: Fast/Slow #2 - Cats & Dogs	Yes- with parents and virtual Instrument App					Use Virtual instrument Apps instead of chime bars.	
	Do a Performance (Y2J6)						Make a video or audio recording if possible and post on social media.	
Journey 7: High and Low, with a Mouse!	Warm Up: WIBBLY WOBBLY Loud Soft Dance	Yes- with parents					Do Wiggly-Wobble Hand/Arm dancing in seats at desks/tables. Use 'Hands on Desk' for sit down, and 'Hands on Head' for stand up.	
	Sit, Kneel, Stand or Wiggle- High & Low #2	Yes- with parents					Use 4-5 iPads with virtual instruments App loaded. Perform actions next to desk/tables, or in socially distanced circle 2m apart, if you have space	
	Pitchfinder #1 - Where's the Mouse	Yes- with parents					Sit in large circle if you have space , or Perform in seats if required.	
	Pitchfinder #2: The Mouse Song	Yes- with parents					Sit in large circle if you have space , or Perform in seats if required. Sing-along quietly if allowed or mime/lip/synch to the song.	
	Animal Chimes (Interactive)	Yes- with parents and virtual Instrument App					Say animal noises quietly or agree and use a gesture for each Animal Noise. Use Virtual instrument Apps to perform.	
Do a Performance (Y2J7)						Make a video or audio recording if possible and post on social media.		