



## Virtual Games â?? Guess That Tune

### Description

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Help your students practice controlling themselves with this fast-paced song challenge. Students will have to use their musical skills to think critically about the songs they hear!

## Supplies

- Music

## How to Play

1. This activity works best on a virtual platform like Zoom, where students can see each other and use a chat function.
  2. The leader will explain that todayâ??s activity is all around music.
  3. Explain that while music is playing students must listen carefully to try to â??guess that tune.â??
  4. Make this more relatable by playing music that you know your students will enjoy (Possible music options are provided below).
  5. There are two possible ways to allow students to guess:
    - o Allow students to type their answers in the chat function, and the student who types it in the fastest is the winner.
    - o Allow students to write their answers on paper at home and at the end of the song clip, have them hold up their answers. All students with correct answers written will receive a point.
1. At the end, calculate the total and announce the winner.
  2. Possible music options:
    - o [20 Disney Songs](#)

- [Kids Bop Pandora station](#)
- Other Pandora stations can be used. Reminder: go under Settings then Account to select no for allow explicit content•

## Activity Prompts for Reflection

- What is one way you limited your distractions and remained focused on the music during this activity?
- What were some ways you controlled what you did during this activity?
- What songs made it challenging for you to focus and control yourself?

## Other Ways to Play

- To make it more challenging, play the instrumental version of songs.
- Have students play in a head-to-head battle. Spotlight two students each round and those two students are the only students guessing that tune.

## Additional Notes

- Try to use an ad-free music platform/subscription service to avoid idle time.
- Use the [SEL Activity Prompts](#) to tie other SEL competencies to this activity.

### Category

1. Activities
2. Self-Management

### Sel-competency

1. Self-Management

### Allotted-time

1. 15 minutes

### Themes

1. Acting and Music