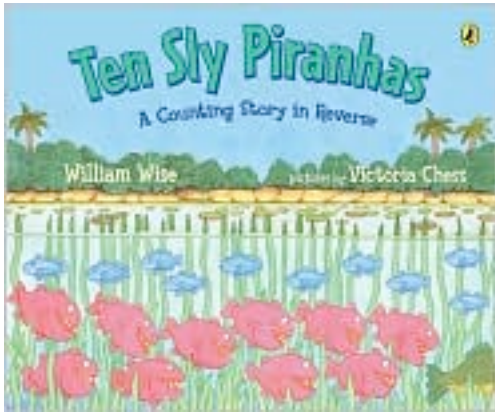


Ten Sly Piranhas: A Counting Story in Reverse (A Tale of Wickedness – And Worse!) by William Wise, Victoria Chess (Artist) ISBN: 13:9780803712003 and 0803712006



This delightful, rhythmic story of the “foxy little fishes” on the prowl offers a wonderful opportunity for our students to improvise while they act out the dangers of over-eating and dangerously overreaching ourselves! This game activity was adapted from a workshop I attended in Wisconsin by Cyndee Giebler.

Teach poem: *One, two, three, four, five
Once I caught a fish alive!
Six, sev’n, eight, nine, ten,
Then I let him go again!*

Game: 1. Ss walk in circle (CW) while chanting poem
2. Two Ss make a bridge, the rest continue underneath. The bridge drops after “Once I caught a fish alive” and catches a “fish.” The “fish” is let go at the appropriate time and waits (patiently) in the middle. When a pair of “fishes” is available, they immediately go and make another bridge in a different part of the circle. Play continues until there are no more “fish.”
3. Proceed to barred instruments (C pent) and play the rhythm of the poem on any choice of notes available.
4. Bring instruments out to the center of the room and place them in a huge circle
5. Read *Ten Sly Piranhas*
6. Put 10 Ss in the middle of the circle. These are the “piranhas.” Everyone closes their eyes and T chooses one child in the middle to be IT and one child on the outside circle to be “Old Croc.” Open eyes.
7. Read story again (have one S on CBB alternating between C & G with a steady beat. Read using this tempo.) Every time another “fish” gets eaten, IT taps someone on the shoulder and they leave the inner circle for the outer. Use the poem on barred instruments as an interlude between verses where Ss have a chance to improvise a melody during each interlude.