

SINGING GAMES FROM AROUND THE WORLD

# SING A SONG, PLAY A GAME

AIMEE CURTIS PFITZNER

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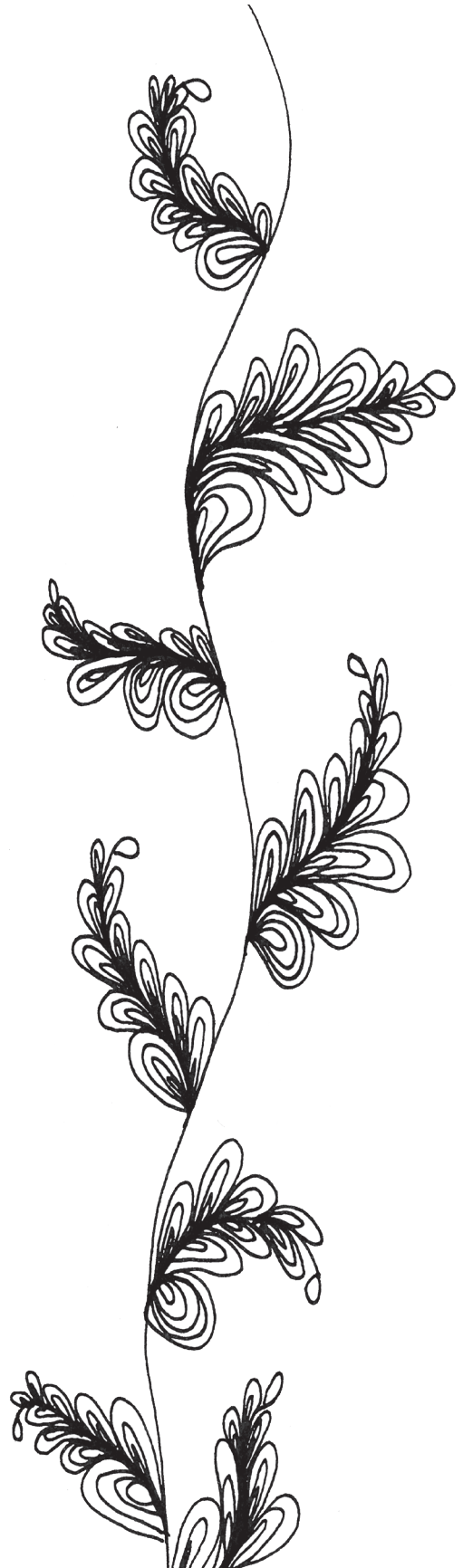
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# A LA RUEDA DE SAN MIGUEL

TRADITIONAL MEXICAN FOLK

A la rue - da rue - da de San Mi-guel, San Mi-guel, to - dos traen su ca - ja de miel,  
 a lo ma-du - ro a lo ma-du - ro, que se vol - te - e Pe - pe de bur - ro.

With a number of melodic and lyric variations, this song is often seen with a 6/8 time signature.

## Directions

- ◆ Players, holding hands while singing, walk in circle. One center player in circle is Pepe (substitute player's actual name when singing).
- ◆ At end of song, Pepe selects another player to be in center and Pepe goes into circle but turns to face outside of circle.
- ◆ Game continues until all players face outside of circle.

## Translation

To the circle, the circle of San Miguel, San Miguel.  
 Everyone brings their box (container) of honey.  
 As it's ripe, as it's ripe,  
 have Pepe turn around like a donkey.

# A QUA QUA

ISRAELI FOLK

A qua-qua del - a o - mar qua-qua - qua. Ah del si-mo tri - co tri - co tri - co tra. Va -  
 lo va - lo va - lo va - lo va - lo va - lo. One, two, three, four, five!

Contributed by K. Turner.

## Elimination Clapping Game

### Directions

- ◆ Stand in circle with hands out to sides, left hand palm up, right hand palm up in neighbor's left hand.
- ◆ One person at a time moves right hand to clap left side neighbor's hand.
- ◆ Person clapped moves own right hand to clap left side neighbor's hand.
- ◆ Clapping continues around circle until "five."
- ◆ Player about to be clapped on five tries to pull hand away before being clapped; if clapped, player is out.
- ◆ Eliminated player goes to center; as more eliminated players join, they begin game in center.



# AL CITRON

SPANISH FOLK

Al ci - tron de un fan - dan - go zan - go, zan - go sa - ba - re. Sa - ba - re de fa - ran - de - la con - su tri - qui - tri - qui tran.

PASS

move R L pass R

## Directions

### Version 1

- ♦ All players, each with bean bag or object in right hand, sit in circle.
- ♦ Pass object right as indicated in score.
- ♦ On words, *tri-qui-tri-qui tran*, players move their objects right, left, right as indicated in score. On final right, players pass their objects.

### Version 2

One player holds lemon (*al citron*) instead of bean bag; player with lemon at end of song moves to center to start new game when two more players are added.

# AL PAVO PAVITO

SPANISH FOLK

Al pa - vo pa - vi - to pa - vo, al pa - vo pa - vi - to si. El pa - vi - to se ha mar - cha - do y el pa - vi - to ya es - ta a - qui.

Contributed by L. Yannucci at Mama Lisa's World at [www.mamalisa.com](http://www.mamalisa.com).

## Directions

- ♦ Odd number of players walk counter clockwise in circle while singing.
- ♦ At end of song, players count *uno, dos, tres*, and quickly move to create partners.
- ♦ Player without partner is "*pavo*," meaning "turkey."
- ♦ Song and game begin again with everyone participating.

### Translation

To turkey, little turkey, turkey,  
To the turkey, little turkey, yeah!  
The little turkey is gone  
And now the little turkey is here!

## Teacher Tip

Use a Quack Stick<sup>1</sup>! Let *pavo* play it throughout; make sure they find partner so another player can play the Quack Stick on the next turn.

<sup>1</sup>WEST MUSIC SE7201-Q QUACK STICK; Item No. 202811; Alt. Part # SE7201-Q; UPC Code 881970006755; WEST MUSIC - [www.westmusic.com](http://www.westmusic.com)



# ARUPUSU (THE ALPS)

TUNE: YANKEE DOODLE  
LYRICS: TRAD. JAPANESE

Se se se no yoi yoi yoi! A - ru - pu - su i - chi - man ja - ku  
(Seh seh seh noh yoh/ee yoh/ee yoh/ee! Ah - roo - poo - soo ih - chee - mahn jah - koo)

PALM PUSH  
CLAP BOTH  
CLAP L  
CLAP R  
CLAP OWN

pulse hands cross hands

ko - ya - ri - no u - e - de a - ru - pe - n - o - do - ri - o sa - a o - do - ri - ma - sho.  
koh-yah-ree-noh oo - eh-deh ah-roo-peh-en-oh-doh-ree-oh sah-ah oh-doh-ree-mah-show.

PALM PUSH  
CLAP BOTH  
CLAP L  
CLAP R  
CLAP OWN

COMBO TAP L/HEART  
TAP L ELBOW  
TAP R ELBOW  
TAP HIPS

Ra ra ran ran ran ran ran ran ra ra ran ran ran ran ran.  
rah rah rahn rahn rahn rahn rahn rahn rah rah rahn rahn rahn rahn rahn.

PALM PUSH  
CLAP BOTH  
CLAP L  
CLAP R  
CLAP OWN



Ra  
Rah  
 ra  
rah  
 ran  
rahn  
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rahn  
 ran.  
rahn.)

PALM PUSH  
 CLAP BOTH  
 CLAP L  
 CLAP R  
 CLAP OWN

COMBO TAP L/HEART  
 TAP L ELBOW  
 TAP R ELBOW  
 TAP HIPS

Many thanks to E. Caldwell for her help and insight into this game.

This song is a *Janken* or *Ocharaka*, a group of hand games frequently played in Japan. *Janken* or *Ocharaka* almost always begin the same way with *Se se se, no yoi yoi yoi*.

The tune starting in Measure 2 is the traditional American “Yankee Doodle”! In Japanese, the “r” is pronounced as a flipped “r.”

**Translation**

10,000 feet up in the Alps on Mount Koyari,  
we are going to do the Alpine dance.

In the song, *jaku* is an old Japanese unit of measurement equal to about a foot.

**Directions**

- ◆ Partners face one another.
- ◆ Pulse Hands – Partners hold hands straight across from one another and move hands lightly up and down to beat.
- ◆ Cross Hands – Partners continue to hold hands; one partner crosses right over left while partner crosses left under; switch hands back and forth; one partner’s right hand will be on top, other partner will be right hand on bottom; switch so first partner has right hand on bottom, other partner right hand on top; switch back and forth.
- ◆ Palm Push – Think of this as an extension of Clap Own so that once you clap your own hands, you keep fingertips and thumb together and push palm out towards partner.
- ◆ Clap Both – Clap partner’s hands.
- ◆ Clap L – Clap partner’s left hand with own left hand.
- ◆ Clap R – Clap partner’s right hand with own right hand.
- ◆ Combo Tap L/Heart - right hand crosses in front of body to touch heart; left hand reaches out to touch neighbor’s right elbow at same time.
- ◆ Tap L Elbow - Tap own left elbow.
- ◆ Tap R Elbow - Tap own right elbow.
- ◆ Tap Hips - Tap own hips.



# APPLE TREE

AMERICAN FOLK



Ap-ple tree, ap-ple tree, will your ap-ples fall on me? I won't cry and I won't shout if your ap-ples knock me out.

- ◆ All players stand in circle holding hands.
- ◆ Two players create “apple tree.”
  - One player stands inside circle facing other player outside circle.
  - These two players have palms touching above circle.
- ◆ While singing, circle moves clockwise; tree lowers hands capturing player on word, “out.”
- ◆ Captured player becomes part of tree standing beside one of original tree players, holding hands up to meet an imaginary partner.
- ◆ Play continues with more and more captured players becoming part of tree until only a few winners remain.

# ATAL MATAL TOOTOOLE

IRANIAN CHILDREN'S GAME SONG



At - al ma - tal too-too-le. Gov - ee Ha - san che joo - re? Na - shir da - re na pes-toon!  
 (Aht - ahl mah - tahl too-too-lay. Gaw - vay Hah - sahn chay joo - ray? Nah - sheer Da - ray nah pehs-toon!



Shi - re - sho bor - dan hen - des - toon. Ye za - ne Kor - di be - stoon. Es - me - sho be - zar am - qe -  
 She - reh - show bohr - dahn hen - dehs - toon! Yeh zah - neh Kohr - dee beh - stoon. Ehs - meh - show beh - zahr ahn - veh -



- zi! Dou - re ko - lash gher - me - zi. Hach - in o wach - in. Ye pa - to var - chn!  
 - see! Dough - ray koh - lahsh ghehr - meh - si. Hah - chee oh watch - een. Yeh pah - toh va - cheen!

Contributed by B. Daroshafaei.

## Directions

- ◆ Players sit in circle with both legs straight out in front.
- ◆ One player on inside of circle moves around circle to tap each leg to quarter-note beat.
- ◆ Player whose leg is tapped on final beat must bend their leg in. This leg can no longer be tapped.
- ◆ Players are eliminated when both their legs have been tapped.

## Translation

How is Hasan's cow?  
 It has no milk.  
 Its milk is carried to India.  
 Take a Kurdish wife.  
 Call her *Am-qezi!* With red around her hat.  
 Lift one of your legs!

(Hasan is an Arabic male name. *Am-qezi* is an old name for women.)





# BHOMBELA

ZIMBABWEAN FOLK (ZULU)



Bhom - be - la bhom - be - la we - sti - me - la! Bhom - be - la bhom - be - la we - sti - me - la! U -  
(Bawm - beh - lah bawm - beh - la weh - stee - meh - lah! Bawm - beh - lah bawm - beh - la weh - stee - meh - lah! Oo -



ma - ma we - nza - ni? E - vi - sha ba - ntwana. U - ma - ma we - nza - ni? E - vi - sha ba - ntwana. Bhom -  
mah - mah wehn - zah - nee? eh - vee - shah bahn - twah - nah. Oo - mah - mah wehn - zah - nee? Eh - bee - shah bahn - twah - nah. bawm -



be - la bhom - be - la we - sti - me - la! Bhom - be - la bhom - be - la we - sti - me - la!  
beh - lah bawm - beh - la weh - stee - meh - lah! Bawm - beh - lah bawm - beh - la weh - stee - meh - lah!

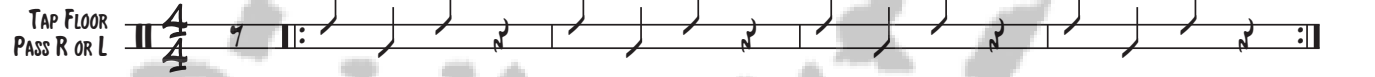
## PATTERN 1



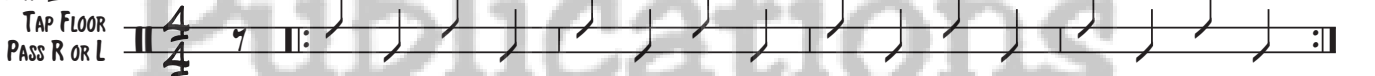
## PATTERN 2



## PATTERN 3



## PATTERN 4



Thanks to C. Mkunde and E. Skiff for help with this song.

Several versions of this song, sometimes spelled *Mbombela* or *Bombela*, exist. Children sing this song in anticipation of reuniting with their families as the train returns home.

### Translation

The third class train is coming!  
What is Mother doing?  
She is looking after the children.

### Directions

- ♦ Players sit or kneel in circle, each holding stone.
- ♦ Tap Floor – Tap stone in front.
- ♦ Pass R or L – Pass stone to right or left (leader decides direction before starting).

### Version 1

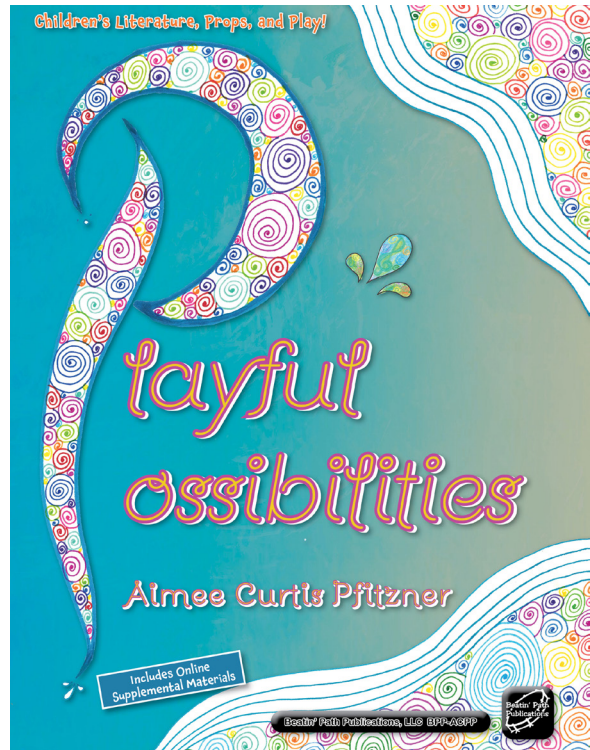
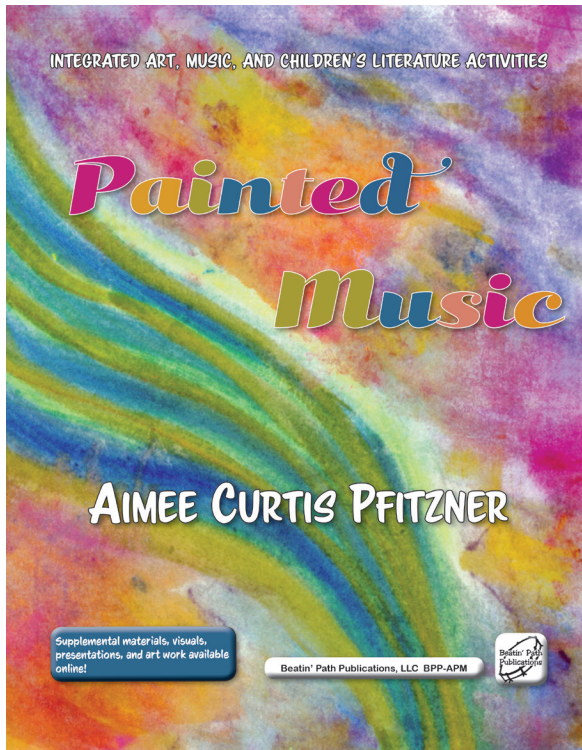
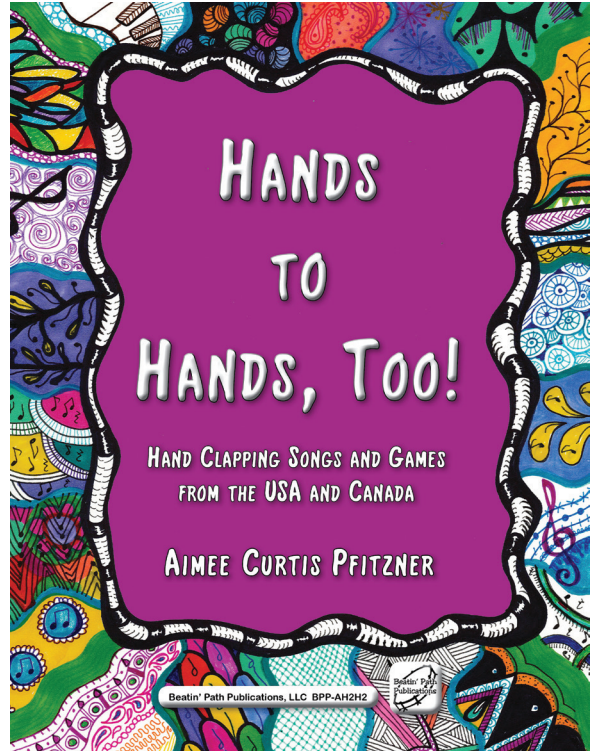
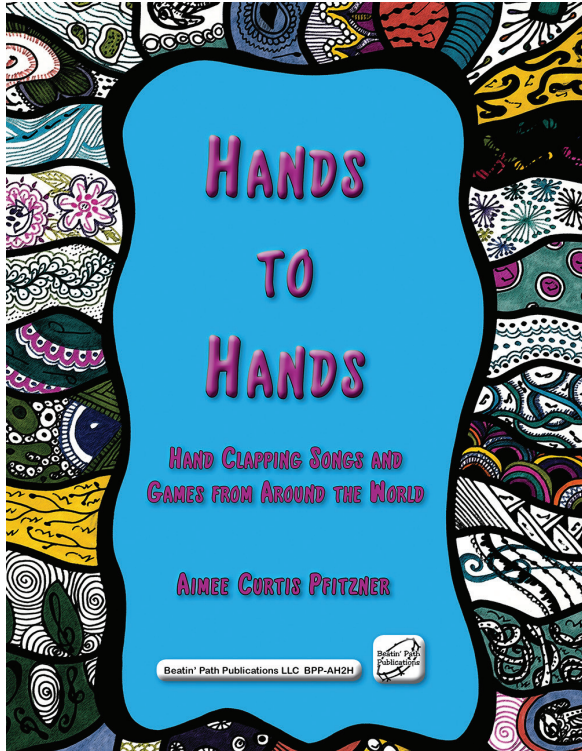
- ♦ Players with more than one stone in front of them at end of song are eliminated. Eliminated players improvise rhythmic patterns using drums and other unpitched percussion. Play begins again; increase tempo each time; continue until one player wins.

### Version 2

- ♦ Leader signals or calls out “Right” or “Left” to change direction as players pass stones.



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