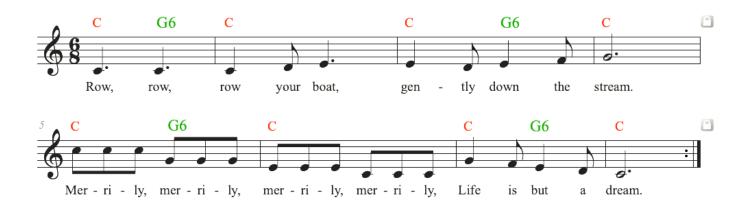
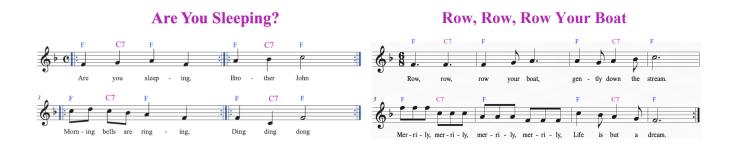
Compare the chords for *Are You Sleeping* in the *key of C* to the chords in *Row Your Boat*. Notice how the order of the chords is exactly the same? The order of chords in a song is called its *chord progression*.

#### Row, Row, Row Your Boat



Two songs that share the same *chord progression*, and with the same number of beats between each chord change, can be sung and played at the same time. Two songs that can be performed at the same time are called *partner songs*. Ask a friend to sing *Row Your Boat* while you play the chords for *Are You Sleeping?* on the ukulele. Then, ask a friend to sing *Are You Sleeping?* while you play the chords for *Row Your Boat* on the ukulele. Finally, sing and play one song while your friend sings the other.

Remember if either song feels too high or too low, you can try singing/playing them in this key:

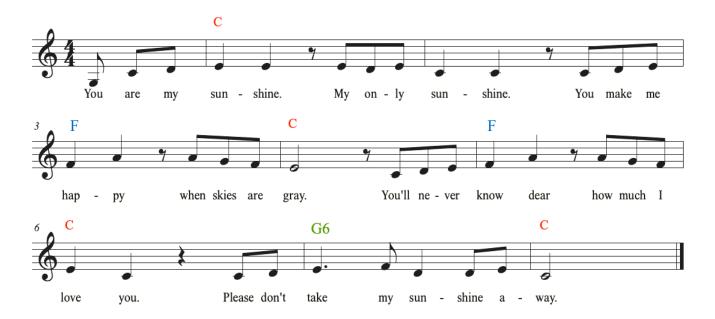


So far, we have been playing songs that switch between only two chords. Let's try some familiar songs that need to switch between three chords.

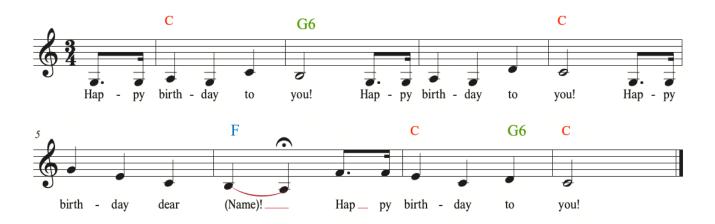
## If You're Happy and You Know It



## You are My Sunshine

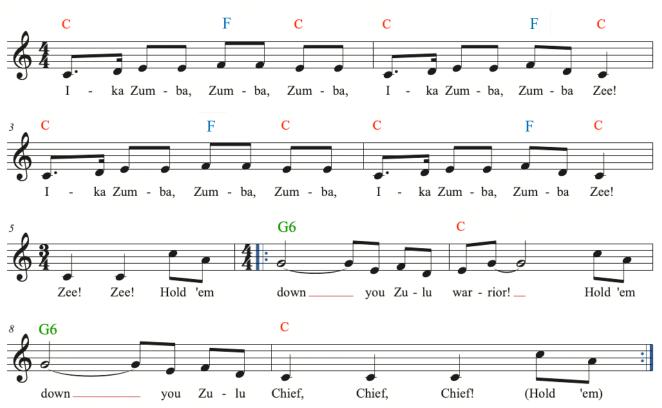


### Happy Birthday



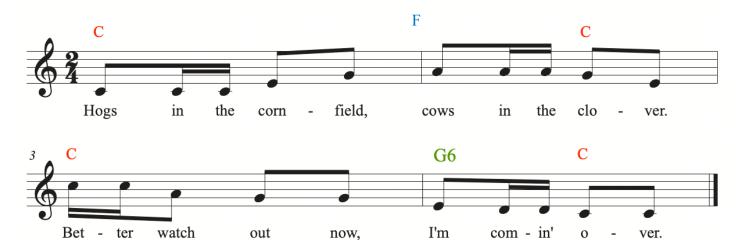
Don't worry if this seems too low for your singing voice. We will play *Happy Birthday* in another key later in this book.

#### Izika Zumba



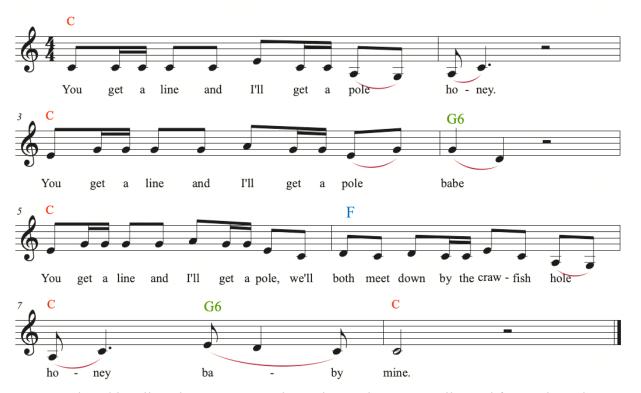
This game is played by two people (thumb) wrestling in the center of a seated circle. Meanwhile, everyone else pats their own legs (beat one), pats to the right (beat two), pats their own legs (beat three), pats to the left (beat four) during the **A section** and pats the floor in front of them during the **B section**.

# Hogs in the Cornfield



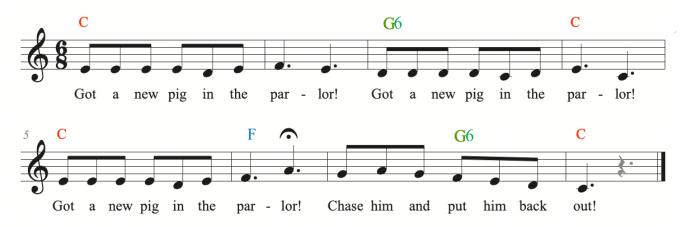
This game is played by half the class standing on each side of the room and two people standing in the center. At the end of the song, a distinguishing characteristic is called (e.g., "if you're wearing earrings," or "if your birthday is in May," etc.) and those students try to cross the room without being tagged by the people in the middle.

### **Crawfish Song**



This game is played by all students assuming the crab-crawl position. All crawl forward on phrase one, resting on "honey." All crawl backward on phrase two, resting on "babe." All crawl in a tight circle on the last phrase. Students who put their bottoms on the floor during the tight circle are out.

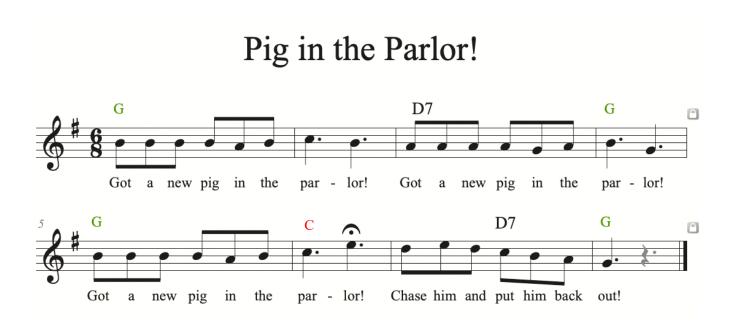
# Pig in the Parlor!



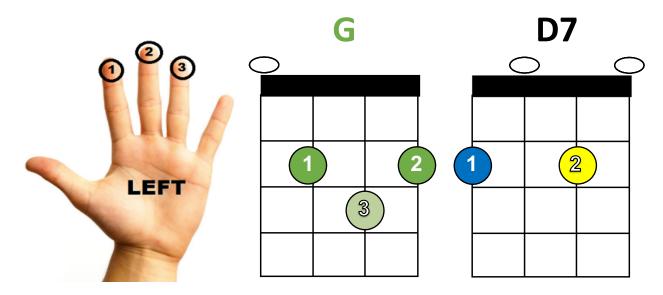
This game is played like Hot Potato with someone getting out on the last word. Note that the circle of students never gets smaller, so repeats of the song require that each player who is still competing must throw the potato further each time. In music class, we use a stuffed pig for the potato.

For the past several pages, we have been singing songs in the *key of C*, which has one no *sharps or flats* in the *key signature*. However, some songs may feel a little too high or too low in the key of C. In that case, we can transpose to a new key.

Look at this version of *Pig in the Parlor*. It is in the *key of G*. The *key of G* has one *sharp*, to the right of the *treble clef*.

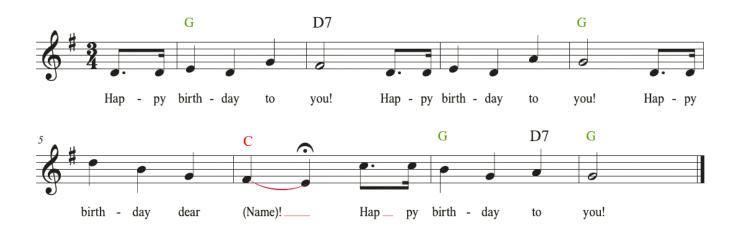


To play Pig in the Parlor in the key of G, we will need two new chords.



It is helpful to know that you may substitute **G6** for **G**. It is also important to note that **D7** requires that *both fingers* move *one string closer to your face* from the **G6** position.

## Happy Birthday



If ever a song in the *key of C* or in the *key of G* feels like it goes too high or too low, try a different key! Just change <u>ALL</u> the chords. This will also work in reverse.

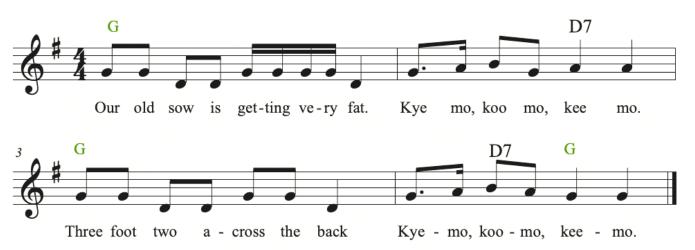
To change the key of C to key of G:

change C to G (or G6)

AND change F to C

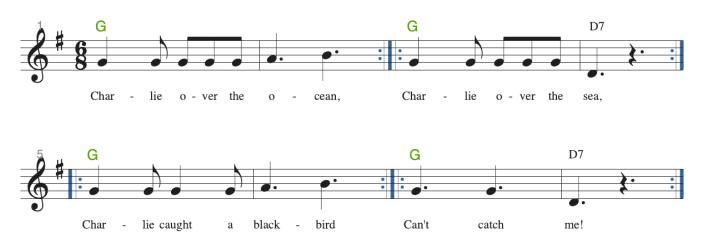
AND change G to D7

### Our Old Sow



You will need a big group to play this game! A group of students arranges themselves in columns and rows. Then they put their arms out to their sides which creates fences. Two students are IT. The first IT—who is playing the farmer—chases the other IT—playing the pig—through the spaces between the fences. For a special challenge, have all fences turn 90° after each "kye mo, koo mo, kee mo."

#### Charlie over the Ocean



This game is played like Duck Duck Goose. One person is IT and walks around a standing circle of children. On "can't catch me!" IT tags someone and they chase each other back to the empty spot.

#### **Strumming Patterns**

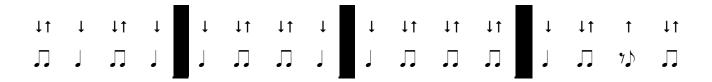
Now that you know six chords on the ukulele, it is time to try some strumming patterns. Getting the strumming patterns right will help your ukulele sound more like the ukulele songs you have heard on the radio and in movies.

The first step in learning how to change your strumming pattern is to strum in BOTH directions. To begin, choose any single chord and focus on strumming *down*, *up*, *down*, *up* with the pointer finger (or with the pointer finger touching the thumb) of your right hand. Then switch between any two chords while focusing on strumming *down*, *up*, *down*, *up*.

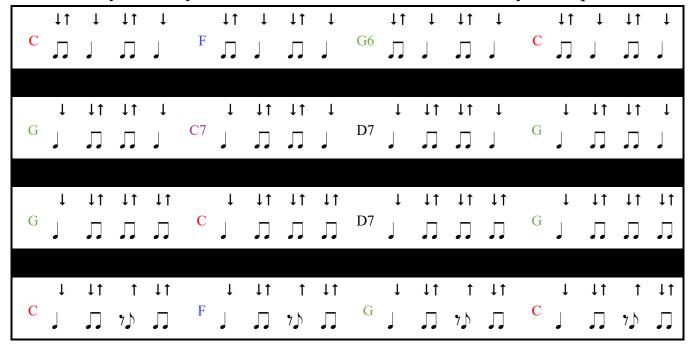
Now try switching between downward and upward in this progression:

C C C7 C7 F F G6 G6 D7 D7 G

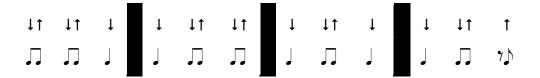
Next, let's do some more rhythmic strumming patterns *without switching chords*. Pick a chord and focus on the rhythm of each pattern:



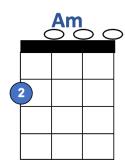
Finally, let's try to switch chords while we strum a rhythmic pattern:



Now that you have practiced lots of ways to strum, go back and try to sing some of the songs written in <sup>2</sup> and <sup>4</sup> meter while you strum one of the patterns above. Watch out! Some songs, like *Happy Birthday*, have only 3 beats in each group. Try these strumming patterns with songs in <sup>3</sup>.



The last chord we will learn in this book is our first **minor chord.** Minor chords sound different because the arrangement of the relationships between the chord tones is also different. Notice that its chord symbol has an "m" for "minor" after it.

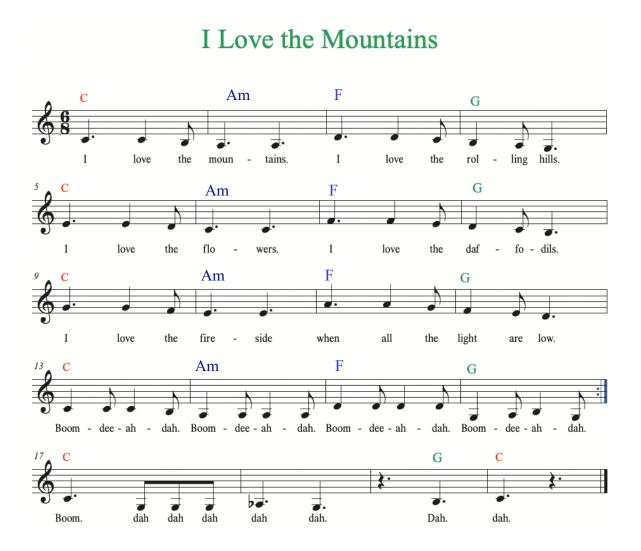




This game is played in groups of three. Each person in the group stands with their toes on a line. After the first "chew bilew!" the first person jumps as far forward as they can while keeping their feet together (a standing long jump). The second person jumps after the second "chew bilew" and so on.

At the end of the song, the person who jumped furthest advances.

Lots of songs use the four chords C, F, D, and Am. Because Am is played similarly to C, a good place to start is with a song where Am is followed by F.



Now search the internet for more "four-chord ukulele songs" and play along!