

Compare the chords in *Are You Sleeping* in the **key of G** 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

Row, row, row your boat, gen - tly down the stream.

Mer - ri - ly, mer - ri - ly, mer - ri - ly, mer - ri - ly, Life is but a dream.

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.

Note: If either song feels too high or too low, try singing/playing them in this key:

### Are You Sleeping?

Are you sleep - ing, Bro - ther John

Morn - ing bells are ring - ing, Ding ding dong

### Row, Row, Row Your Boat

Row, row, row your boat, gen - tly down the stream.

Mer - ri - ly, mer - ri - ly, mer - ri - ly, mer - ri - ly, Life is but a dream.

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

Musical notation for the song "If You're Happy and You Know It". The key signature is one sharp (F#) and the time signature is 6/8. The melody is written on a treble clef staff. Chord symbols are placed above the staff: G (red), D6 (green), G (red), C (blue), G (red), D6 (green), and G (red). The lyrics are: "If you're hap - py and you know it, clap your hands! (clap) (clap) If you're hap - py and you know it, clap your hands! (clap) (clap) If you're hap - py and you know it, then your face should sure - ly show it! If you're hap - py and you know it, clap your hands! (clap) (clap)".

## You are My Sunshine

Musical notation for the song "You are My Sunshine". The key signature is one sharp (F#) and the time signature is 4/4. The melody is written on a treble clef staff. Chord symbols are placed above the staff: G (red), C (blue), G (red), C (blue), G (red), D6 (green), and G (red). The lyrics are: "You are my sun - shine. My on - ly sun - shine. You make me hap - py when skies are gray. You'll ne - ver know dear how much I love you. Please don't take my sun - shine a - way."

# Happy Birthday

Hap - py birth - day to you! Hap - py birth - day to you! Hap - py  
 birth - day dear (Name)! — Hap py birth - day to you!

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

# Izika Zumba

I - ka Zum - ba, Zum - ba, Zum - ba, I - ka Zum - ba, Zum - ba Zee!  
 I - ka Zum - ba, Zum - ba, Zum - ba, I - ka Zum - ba, Zum - ba Zee!  
 Zee! Zee! Hold 'em down — you Zu - lu war - rior! — Hold 'em  
 down — you Zu - lu Chief, Chief, Chief! (Hold 'em)

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**.

## Push the Business On

We'll hire a horse and steal a rig, and all the world will dance a jig.

We will do what - ev - er we can to push the bus - iness on! To

push the bus - iness on! To push the bus - iness on!

We will do what - ev - er we can to push the bus - iness on!

*This mixer is played in a standing circle of partners. During the first four measures, all side-step left. During the second four measures, all side-step right. When the music changes to the short, repeated phrase "to push the business on" all turn first to their partner and high-10 three times on those three beats. Then, all turn around to their closest neighbor and high-10 three more times on those three beats. On the last phrase, all take that neighbors' hands and switch spots with that neighbor. In doing so, the neighbor becomes the new partner and the mixer repeats.*

## Pig in the Parlor!

Got a new pig in the par - lor! Got a new pig in the par - lor!

Got a new pig in the par - lor! Chase him and put him back out!

*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 G*, which has one *sharp* in the *key signature*. However, some songs may feel a little too high or too low in the key of G. 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 D*. The *key of D* has two *sharps* to the right of the *treble clef*.

## Pig in the Parlor!

Got a new pig in the par - lor! Got a new pig in the par - lor!

5 Got a new pig in the par - lor! Chase him and put him back out!

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

**LEFT**

**D**

**A7**

It is helpful to know that you may substitute **D6** for **D**. It is also important to note that **A7** requires that *both fingers* move *one string closer to your face* from the **D6** position.

# Happy Birthday

Hap - py birth - day to you! Hap - py birth - day to you! Hap - py  
 birth - day dear (Name)! — Hap py birth - day to you!

If ever a song in the *key of G* (one sharp) or in the *key of C* (no sharps or flats) feels like it goes too high or too low, try a different key! Just change ALL the chords. *This will also work in reverse.*

To change the key of G to key of D:

change **G** to **D** (or **D6**)

AND change **C** to **G**

AND change **D** (or **D6**) to **A7**

# Our Old Sow

Our old sow is get-ting ve-ry fat. Kye mo, koo mo, kee mo.  
 Three foot two a - cross the back Kye - mo, koo - mo, kee - mo.

*You will need a big group to play this game! A group of students arranges themselves in columns and rows; they put their arms out to their sides to create 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

Musical notation for the song "Charlie over the Ocean". The first line of music is in G major (one sharp) and 6/8 time. It features a treble clef and a key signature of one sharp (F#). The melody consists of eighth and quarter notes. The lyrics are: "Char - lie o - ver the o - cean, Char - lie o - ver the sea,". The second line of music continues the melody with the lyrics: "Char - lie caught a black - bird Can't catch me!". Chords are indicated above the staff: D (green) for the first two lines, D (green) for the third line, and A7 for the fourth line. Repeat signs are present at the end of each line.

*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.*

# Deedle Deedle Dumpling

Musical notation for the song "Deedle Deedle Dumpling". The first line of music is in G major (one sharp) and 4/4 time. It features a treble clef and a key signature of one sharp (F#). The melody consists of eighth and quarter notes. The lyrics are: "Dee-dle dee-dle dump - ling, my son John went to bed with stock-ings on." The second line of music continues the melody with the lyrics: "One shoe off and one shoe on, Dee-dle dee-dle dump - ling my son John." Chords are indicated above the staff: D (green) for the first line, A7 for the second line, and D (green) for the third line. A triplet of eighth notes is marked with a '3' above the staff in the second line.

*To play this game, each person will need a baby or toddler shoe. As the song is sung, pass the shoes to the person on your right. At the end of the song, the person holding the "special" shoe is out.*

# Let Us Chase the Squirrel

Musical notation for the song "Let Us Chase the Squirrel". The first line of music is in G major (one sharp) and 4/4 time. It features a treble clef and a key signature of one sharp (F#). The melody consists of quarter and eighth notes. The lyrics are: "Let us chase the squir - rel, up the hick - 'ry down the hick - 'ry,". The second line of music continues the melody with the lyrics: "let us chase the squir - rel, up the hick - 'ry tree." Chords are indicated above the staff: D (green) for the first line, A7 for the second line, and D (green) for the third line. A triplet of eighth notes is marked with a '3' above the staff in the second line.

*This game is played in groups of three. Two people in each group raise their joined hands as a tree. The third person is under the joined hands as a squirrel. There is one extra squirrel. At the end of the song, all squirrels find a new tree and the leftover squirrel is out.*

## 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:

G G G7 G7 C C D6 D6 A7 A7 D

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

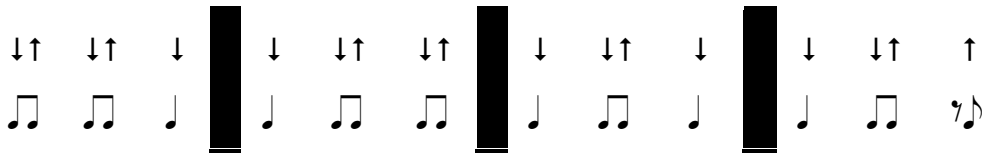
Finally, let's try to switch chords while we strum a rhythmic pattern:

G	↓ ↑ ↓ ↑ ↓	C	↓ ↑ ↓ ↑ ↓	D6	↓ ↑ ↓ ↑ ↓	G	↓ ↑ ↓ ↑ ↓
D	↓ ↓ ↑ ↓ ↑ ↓	G7	↓ ↓ ↑ ↓ ↑ ↓	A7	↓ ↓ ↑ ↓ ↑ ↓	D	↓ ↓ ↑ ↓ ↑ ↓
D	↓ ↓ ↑ ↓ ↑ ↓	G	↓ ↓ ↑ ↓ ↑ ↓	A7	↓ ↓ ↑ ↓ ↑ ↓	D	↓ ↓ ↑ ↓ ↑ ↓
G	↓ ↓ ↑ ↑ ↓ ↑	C	↓ ↓ ↑ ↑ ↓ ↑	D	↓ ↓ ↑ ↑ ↓ ↑	G	↓ ↓ ↑ ↑ ↓ ↑

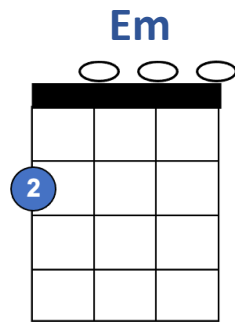


Now that you have practiced lots of ways to strum, go back and try to sing some of the songs written in  $\frac{2}{4}$  and  $\frac{4}{4}$  meter while you strum one of the patterns above.

Watch out! Some songs, like *Happy Birthday*, have only 3 beats in each group. Try these strumming patterns with songs in  $\frac{3}{4}$ .



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.



## Big Fat Biscuit

*This game is played in heats 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 is the winner of their heat.*

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

## I Love the Mountains

**G** **Em** **C** **D**

I love the moun - tains. I love the rol - ling hills.

5 **G** **Em** **C** **D**

I love the flo - wers. I love the daf - fo - dils.

9 **G** **Em** **C** **D**

I love the fire - side when all the light are low.

13 **G** **Em** **C** **D**

Boom - dee - ah - dah. Boom - dee - ah - dah. Boom - dee - ah - dah. Boom - dee - ah - dah.

17 **G** **D** **G**

Boom. dah dah dah dah dah. Dah. dah.

*Now search the internet for more “four-chord baritone ukulele songs” and play along!*