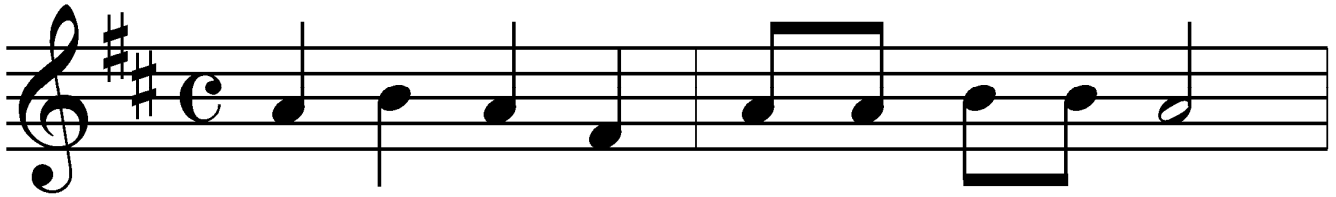
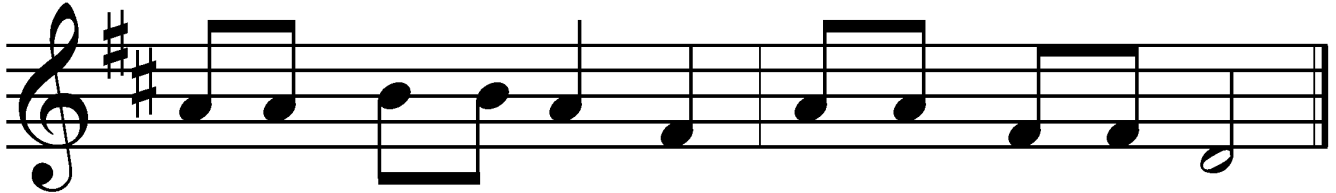


This song is great for reinforcing *la* or *do* as well as providing individual singing opportunity.

Let's Go Fishing



3 Let's go fish-ing. Who can catch a fish?



If you catch a *do*, then you can make a wish.
(or *la*)

Game: The fish are in a “pond” in the middle of the room on the floor.

(You may choose to use *do-mi-so* & *la* but traditionally the game is played with only *so-mi-la* and the words are “If you catch a *la*...”)

Students are randomly chosen to “catch a fish”. Class sings “Did you catch a *so*?” (on *so* of course) If the child did, he or she sings on *so* “Yes I did”, the class says “Aw shucks” and that child’s turn is over. If not *so*, the fisherperson sings “No, I did not” (on *so* of course) and then the class again sings “Did you catch a *mi*?” If yes, the turn is over after the child responds and the class says “Aw shucks.” If not *mi*, the class again sings “Did you catch a *la*?” and the child now responds singing “Yes I did!” on *la* and they have won the opportunity to make a wish. The wish may be shared with the class or kept secret with a promise that they will tell everyone if it comes true ☺.

Tech Info:

Print one copy and then print back to back the fish with the *so-la* and *do-mi* words on color cardstock. Laminate and cut each one out. The fish are clip art and the solfege words text boxes.

*Thanks to Mary Eggleston, Washington Elementary, Bloomington, IL
for this fun song game idea!*

so

la

mi

do

