

# "Play a room" . . . . the directions. 🎵

1. Choose an ostinato. Here. Now.

Play it for Mrs. Wieth. 

## 2. Have excellent manners.

"please" "shh..." "no, you first"

3. Go and safely explore the timbres in the space. Find something with Pitch - something you can play a melody on.

~~Harm~~ Do No Harm!!!



4. The leader chooses someone to start with the ostinato. Each player adds a simple sound to the texture 'til all are playing.

Do it again - and again - 'til it keeps coming out the same way. ||:repeat:||



5. Leader signals a break, each player does an 8-beat improv.

6. Resume the ostinato with . . .

@ different tempo @ different dynamic @ different timbre

7. Cadence - A clear finish

By sound or visual.  

