

❖ Language/Voice 2: “If you can say it, you can play it”

Mnemonic

These words and phrases are perfect for memorization. Use to remember multiple rhythms in an ensemble, for call and response or echo games, and as a study tool.



Adolescents are more likely to repeat words that have an ambiguous meaning, gibberish, or strange phrases.

Quarter Notes	Eighth Notes	Triplets	Sixteenth Notes
boo	yowza	piggily	coochie woochie
HA	lcky	ittly	tipsy topsy
boing	zowie	bittly	buga wuga
cha	chugga	iggily	itsy bitsy
gook	zippy	gobbly	jiggy tiggly
ga	bigga	wiggly	itty bitty
goo	golly	trumpery	mama dada
hoo	oodle	biggily	umpa lumpa
doo	mama	bugara	scribble scrabble
chi	mimi	snugglin	Frodo Baggins

NUGGETS:

VOICES SUCK! “I’m 12 years old, using my voice isn’t cool anymore.”

- Appeal to the intellect. Nearly all human cultures use some form of language to teach rhythm. [Taiko](#), [Takatina](#), [Galin-Paris](#), [Darbuka](#), [Carnatic Rhythms](#) - they must be on to something!
- Play games. Most of the games in this book require some form of language or audiation to memorize rhythms, improvise, or stay together. Games can be a great motivator to begin using words.