

Strictly No Elephants by Lisa Mantchev. Published by Simon and Schuster
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Strictly Elephants

The musical score is written in 4/4 time and consists of two systems. The first system includes parts for Hand Drum high, Conga Drums 1 medium, Conga Drums 2 low, Maracas, and Bass Drum. The second system includes parts for HD (Hand Drum), C. Dr. 1 (Conga Drum 1), C. Dr. 2 (Conga Drum 2), Mrs. (Maracas), and B. Dr. (Bass Drum). The lyrics are written below the musical staves.

System 1:

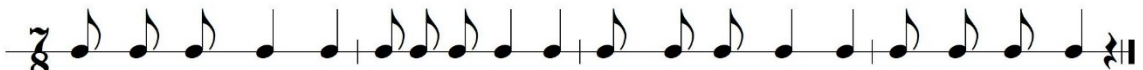
- Hand Drum high:** All are wel-come, oh all are wel - come.
- Conga Drums 1 medium:** Strick - ly el - e - phants, and may - be lit - tle bats. Then the
- Conga Drums 2 low:** Be-cause that's what friends do. That's just what they do.
- Maracas:** (Rhythmic accompaniment)
- Bass Drum:** Pet club, pet club, yes,

System 2:

- HD:** All our pets are wel - come in - to our pet club. ____
- C. Dr. 1:** skunks, gir - affes and pe - li - cans, wel - come all our pets.
- C. Dr. 2:** Be-cause, be-cause, be-cause, be-cause that's what friends do.
- Mrs.:** (Rhythmic accompaniment)
- B. Dr.:** pet club, now.


Drum parts will be introduced at various times in the story.

SUMMERTIME STORMS

V1 


Sum-mer time storms are ver-y an-noy-ing when you are watch-ing your fav-'rite show!

B

V1 

Tor-na-do al-ley, al-ley; tor-na-do al-ley, al-ley; tor-na-do al-ley, al-ley. Now we all stop!

C

V1 

Rain-y, gust-y, hur-ri-cane. Rain-y, gust-y, hur-ri-cane. Rain-y, gust-y, hur-ri-cane. Now we all stop!

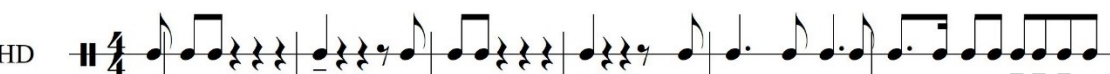
Upper Elementary – Tubanos, conga drums.

Form: A (all play), B (grp 1 plays), A, C (grp 2 plays), A, D (B and C together), A

Oh, Mia!

Oh Mia, Come


A

HD 

Oh Mi-a, come. Oh Mi-a, come. Now come and see I have a new big toy for you. Oh

(echo) (echo) (echo) (echo)

7

HD 

Mi-a, come. Oh Mi-a, come. Now come and see I have a new big toy.

(echo) (echo) (echo) (echo)

B Section

Distribute one ball to participants. Cup the ball in one hand and “clap” the ball with the other hand to make a tapping sound.

B1: Tap the ball on beats 1 and 5 during the first repeat. 4x

B2: Tap the ball on beats 2 and 6 during the second repeat. 4x

B3: Tap the ball on beats 3 and 7 during the third repeat. 4x

B4: Tap the ball on beats 4 and 8 during the final repeat. 4x

Form:

A B1 A B2 A B3 A B4 **Coda:** A plus B combo

Extension:

Drummers “create” a movement for the echo in the A section

Ball players “create” a tapping game with a partner

DRUMS UNITED

Lantz

Clv

Dr 1

Dr 2

Dr 3

Sh

I have a ver-y big drum. I can play now! Yes!

Can you hear me, play ti-ka-ti-ka ti - ti ta?

Big drums. We play so low!

Shake it up. Shake it down. Shake it, shake it all a-round.

Form: Additive. Begin with Shakers. Add Claves.
Add Dr 3, then Dr 2, then Dr 1.

Create an intro and coda.