

# Mi Gallo/Let's Catch a Rooster

traditional song

Mi ga - llo se mu - rió a - yer.      Mi ga - llo se mu - rió a - yer.  
 Let's catch a roos - ter, yes let's do.      Let's catch a roos - ter, yes let's do.

Ya no can - ta - re co - co - rí, co - co - rá.      Ya no can - ta - re co - co - rí, co - co - rá.  
 He'll no long - er sing co - co - ri co - co - roo:      He'll no lon - ger sing co - co - ri, co - co - roo!

Players sit in a circle.

- One person is 'el gallo' or the 'rooster'
- El gallo runs around the outside of the circle and taps the head of someone **but must do so** on the second '*gal-lo'* (or '*catch*') sung (**i.e. beat 2 of the third measure**) whoever is 'tapped' now becomes the 'chaser' and jumps up and chases the rooster around the circle.

If 'el gallo' is caught before he gets to the place where the seated chaser was, he is still the rooster, but if he sits down before he gets caught, the chaser is the new rooster.

This song's tune is likely European - possibly originating in France.

Make the game easier to play:

by teaching the song and clapping on the word 'gallo' or 'catch' each time it is sung. When playing the game - the rooster taps the head of his chaser on the 'second' clap.

teaching points:

- I V7 (f-r-m)
- Cadential V-I or I6/4-V-I
- Rhythmic accuracy
- quick reaction
- co-ordination