

Music Theory Can Be Fun!

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Objectives and Skills

The **main objective** of these games is to enable the students to master the various concepts in a way that is fun.

Skills covered:

- recognition of music symbols
- use of music symbols
- recognition of note and rest values
- learning equivalent values of notes and rests
- learning how dotted notes and rest increase in value
- recognition of symbols, abbreviations and Italian terms for dynamics
- recognition of abbreviations and Italian terms for tempo
- recognition of time signatures and their meaning
- adding notes and rests to complete a measure of music for a given time signature
- recognition of major and minor key signatures
- recognition of a variety of musical instruments.
- classification of musical instruments

Board Games for Two or More Players

Games using any of the generic boards:

The generic boards are: B1 and B2, C1 and C2, F, G.

The board C shows notes and rest. Students can play up the notes and down the rests or vice versa.

1. Identifying the meaning of a musical symbol or term
2. Identifying terms for tempo or dynamics.
3. Identifying major and minor key signatures.
4. Identifying the number of beats on a card with dotted notes and rests.
5. Identifying time signatures.
6. Identifying and classifying musical instruments.
7. Answering music trivia questions.

Games using specific boards

1. ***What Is This?*** Identifying musical symbols on the board.
2. ***A Matter of Time*** giving the time signature of two measures of music from a card, and moving to that place on the board.
3. ***Beat It!*** Finding equivalent beats to those on a card, and moving to that place on the board.
4. ***Dots and More Dots*** Finding equivalent number of beats using dotted notes.
5. ***Sharp or Flat?*** Identifying the number of sharps and flats in major and minor keys.



What Is This?



Number of Players: 3 or more - one player is the conductor.

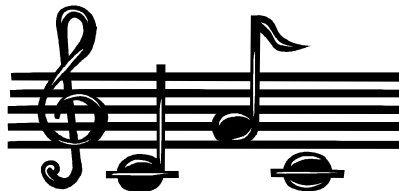
Materials Required: Music symbol game board.
Answer sheet for symbols
Die or spinner marked with numerals.
Marker for each player

Set Up:

1. Choose one player to be the conductor.
This person uses the answer sheet to check the answers.
2. Roll die to determine order of play: highest number goes first.

How to Play:

1. First player rolls die. Moves their marker the designated number of place, then identifies the symbol.
2. The conductor checks their answer. If they are correct, they stay in that place, if they are incorrect they return to previous place.
3. Play proceeds round the group until one player reaches Home.
4. The exact number is required to reach Home.



Directions for Games

Games for One Person

What Does This Symbol Mean?

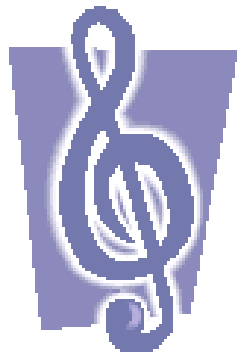
Materials Required: set of cards for Symbol Matching
answer sheet for Symbol Matching

- How to Play:**
1. Spread all the cards out so that you can see them.
 2. Match up the symbol with the words that tell what it means.
 3. When you have finished check with the answer sheet.
 4. If there were any that you did not know, look at them carefully so you will know them next time.

Is That Loud or Soft?

Materials Required: set of cards for dynamics symbols and words
answer sheet for dynamics symbols and words

- How to Play:**
1. Spread all the cards out so that you can see them.
 2. Match up the symbol with the words that tell what it means.
 3. When you have finished check with the answer sheet.
 4. If there were any that you did not know, look at them carefully so you will know them next time.



What Is This?

A large, 3D-style grid of 30 numbered boxes (1-30) arranged in a zig-zag path. The path starts at box 1 (bottom left) and ends at box 30 (top right). Each box contains a different musical symbol or instrument icon. The symbols include: treble clef, bass clef, musical notes, rests, bar lines, and a piano keyboard. The word "Free" appears in boxes 11 and 27. The text "Start Here" is written next to box 1. Surrounding the grid are several floating icons: a purple treble clef, a purple bass clef, purple musical notes, and green piano keyboard icons.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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