

See reverse for Game Instructions



Players: 2 players

Materials: one game board, 20 coins, one die

Game Objectives:

Musical Objective: To listen for loud and soft sounds

Game Objective: To collect coins from the game board

Setting It Up:

The student should sit on the floor with the game board placed in front. The 20 coins and the die should be placed over the title image at the bottom of the game board.

How To Play:

- 1 To begin, the student rolls the die and then uses coins to cover a number of bike tires on the game board that corresponds with the number rolled. *For example, if the student rolls a "3," three coins are used to cover any three bike tires.*
- 2 Next, the teacher plays a loud sound or a soft sound.
- 3 The student determines **if the sound played by the teacher** was *forte* or *piano* and then slides each of the coins placed in Step 1 to the side to examine the dynamic markings underneath.
- 4 If a coin is resting on a bike tire **with a dynamic marking that matches the sound** played by the teacher in Step 2, the coin is removed from the bike tire and given to the student. If a coin is resting on a bike tire that does not match the sound played by the teacher in Step 2, the coin is removed and given to the teacher. *For example, if the teacher played a forte sound, any coins resting on bike tires with the forte symbol are given to the student and any coins resting on bike tires with piano symbols are given to the teacher.*
- 5 Steps 1 - 4 are repeated **until a player collects 10 or more coins** and wins the game.