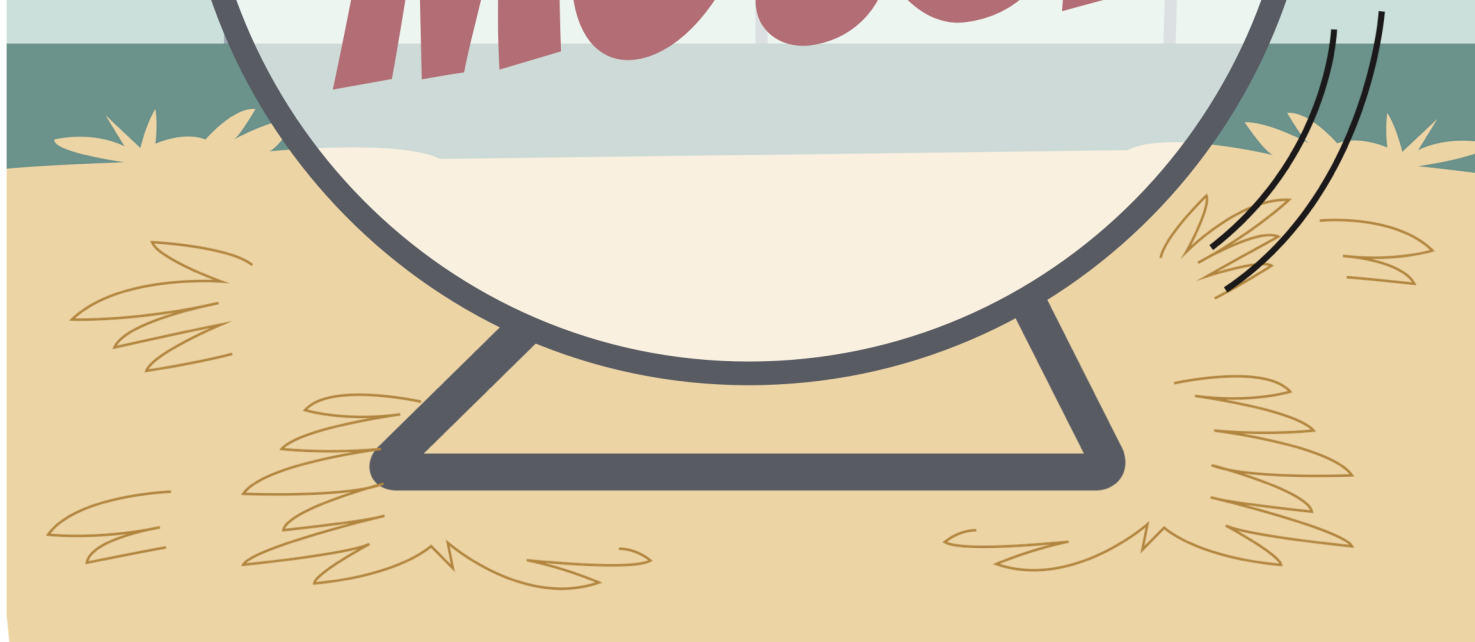




# **MARATHON** **MOUSE**



*Listening For Harmonic Intervals With*

# **MARATHON MOUSE**

by Andrea and Trevor Dow



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# HOW TO PLAY

## Players:

2 players

## Materials:

one laminated game board, one game marker,  
one Teacher Master Sheet, 18 playing cards, a dry erase pen

## Game Objective:

Musical Objective: To reinforce aural recognition of harmonic intervals (2nd, 3rd, 4th, and 5th)  
Game Objective: To reach the center of the wheel

## Setting It Up:

The student should sit on the floor with the game board placed in front and the game marker placed on the square marked with the star. The 18 playing cards should be spread out around the game board with the interval labels facing up. The teacher should be seated at the piano with the Teacher Master Sheet.

## Playing The Game:

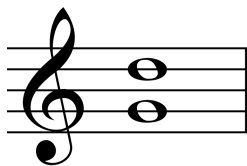
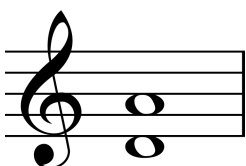
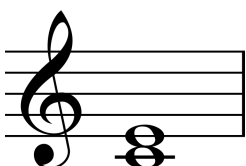
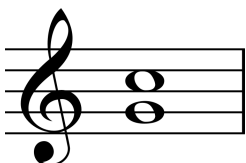
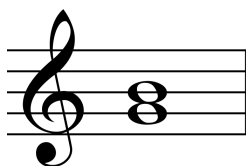
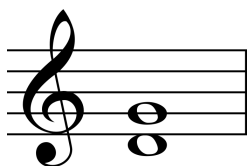
- 1) To begin, the teacher plays an interval from the Teacher Master Sheet and then crosses it off with a dry erase pen. Next, the student selects any card containing a label that matches the interval played by the teacher.
- 2) The back of the card selected in Step 1 contains instructions indicating how the student should move the game marker along the game board. For example, if the back of the card reads "Move 3 Spaces", the student moves the game marker three spaces forward on the game board.
- 3) After moving the game marker, the student analyzes the game square where the game marker is resting. If the game square is blank, the turn is over. However, if the game square contains directions, the player moves the game marker accordingly. For example, if the game marker lands on a game square that reads "-2", the student moves the game marker back two spaces.
- 4) Next, the playing card selected in Step 1 is removed from the playing area and Steps 1 - 3 are repeated.
- 5) Play continues until the game marker reaches the grey circle in the center of the game board (the student wins) **or** a card is flipped over to reveal the words GAME OVER (the teacher wins).

## Note:

1. The "exact" number does not need to be displayed on the back of a card when moving the game marker onto the final game square.

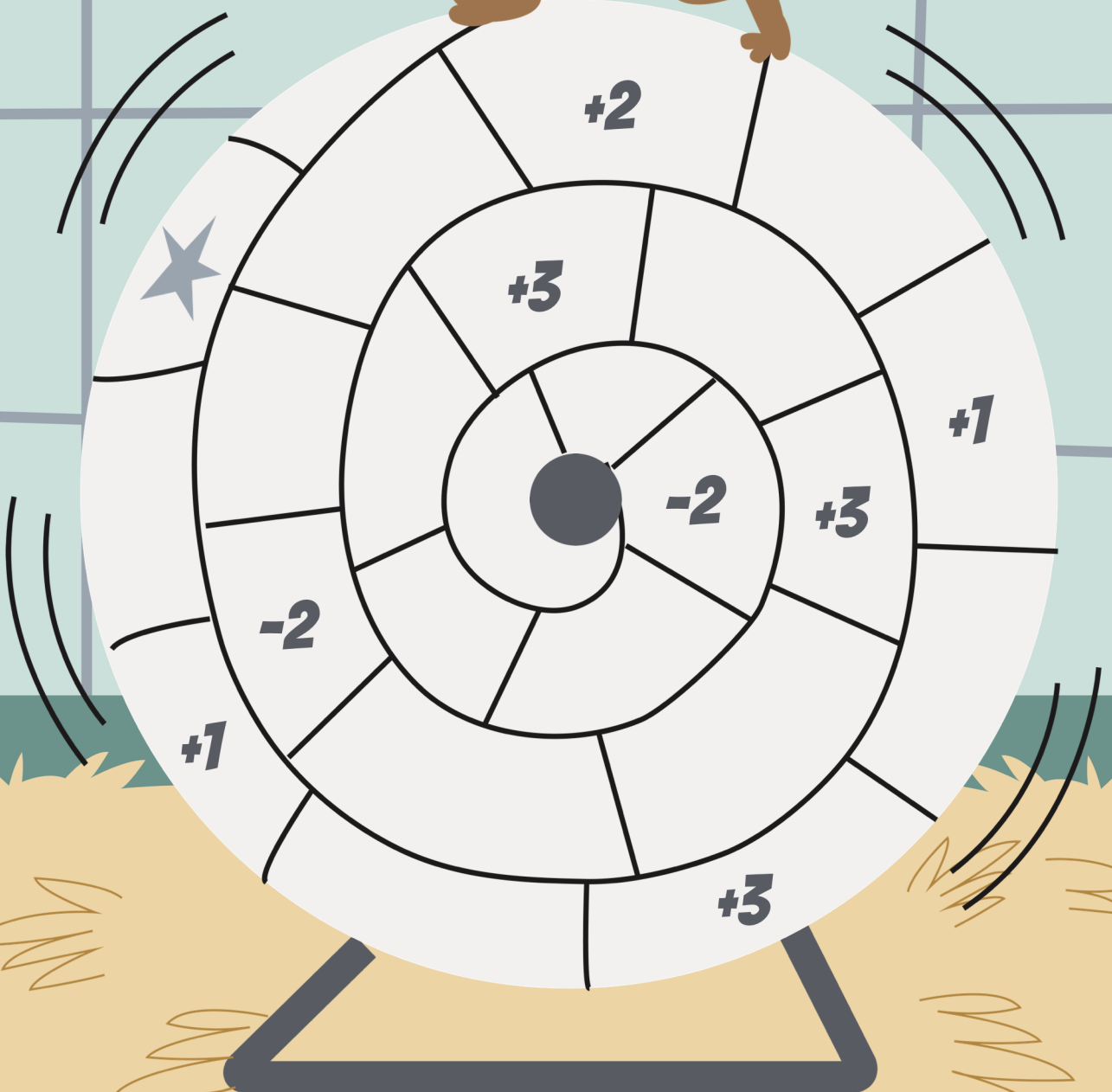
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# TEACHER MASTER SHEET



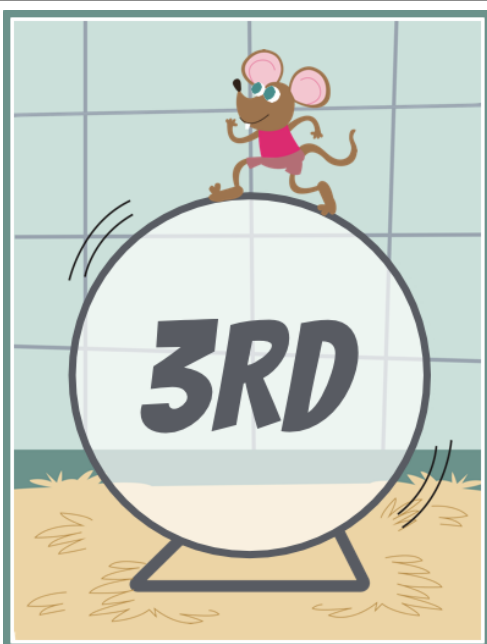
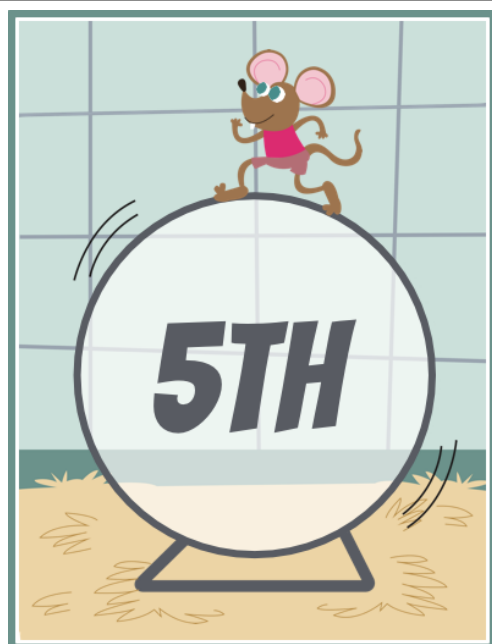
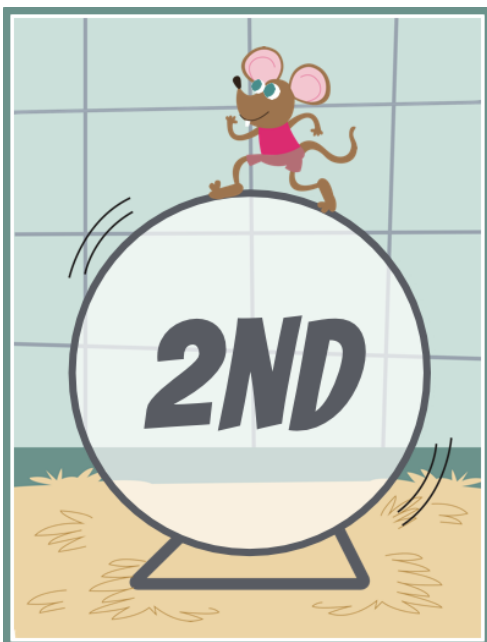
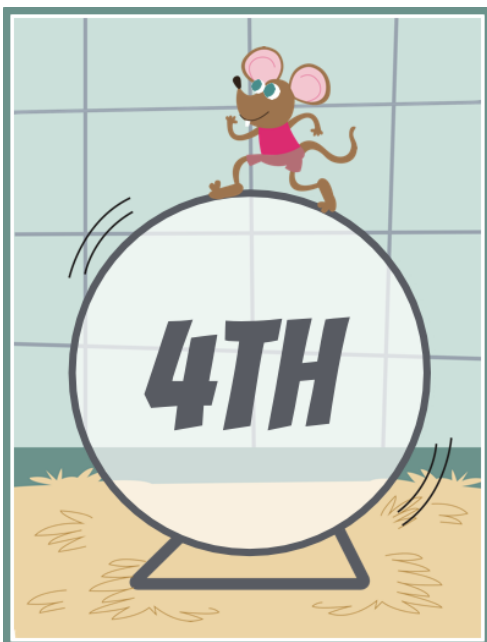
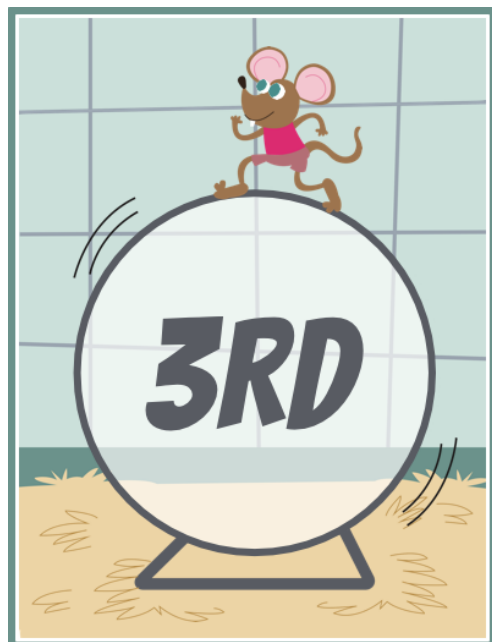
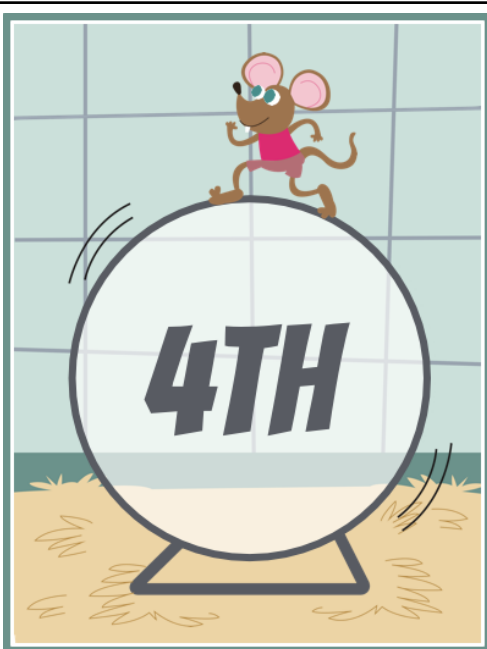
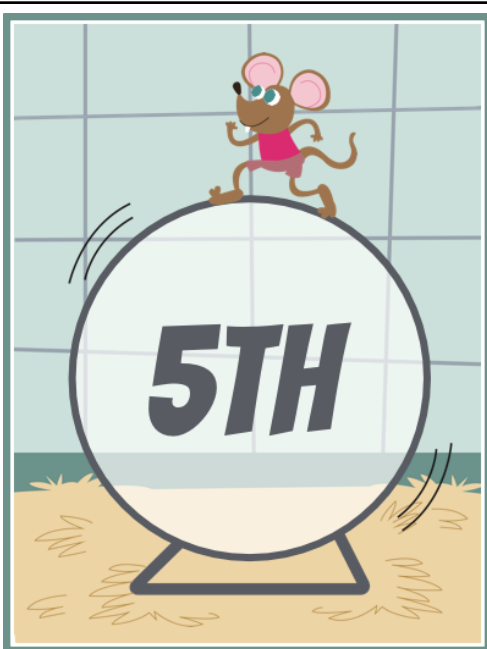
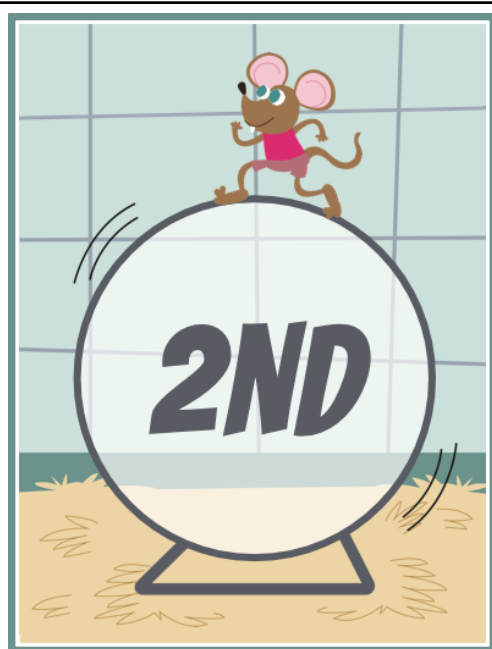
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# MARATHON MOUSE



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***MOVE***



***SPACES***

***MOVE***



***SPACES***

***MOVE***



***SPACES***

***MOVE***



***SPACE***

***GAME***



***OVER***

***MOVE***



***SPACE***

***MOVE***



***SPACES***

***MOVE***

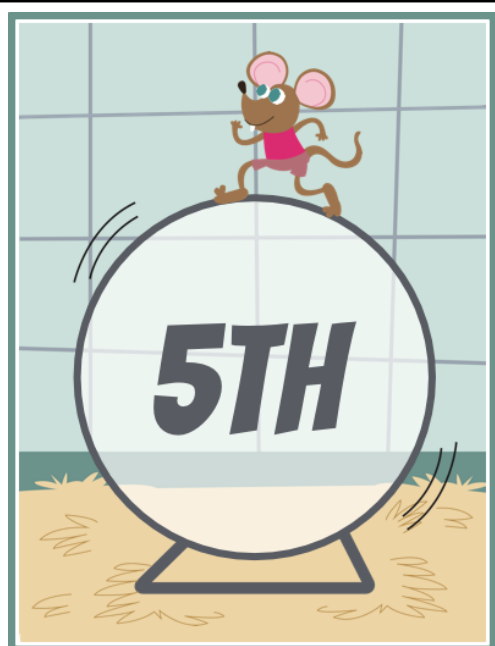
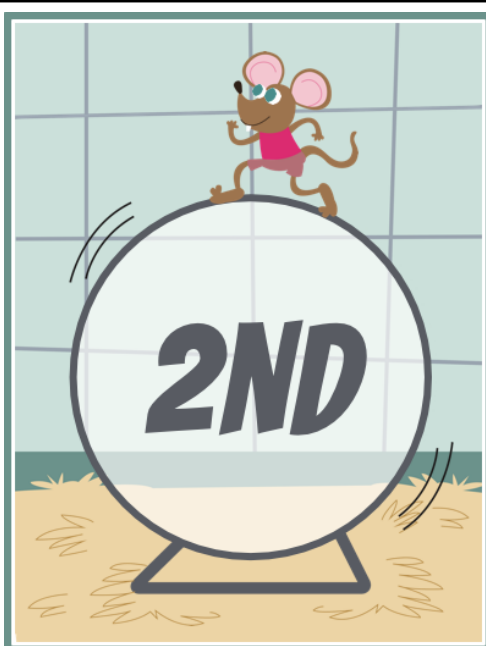
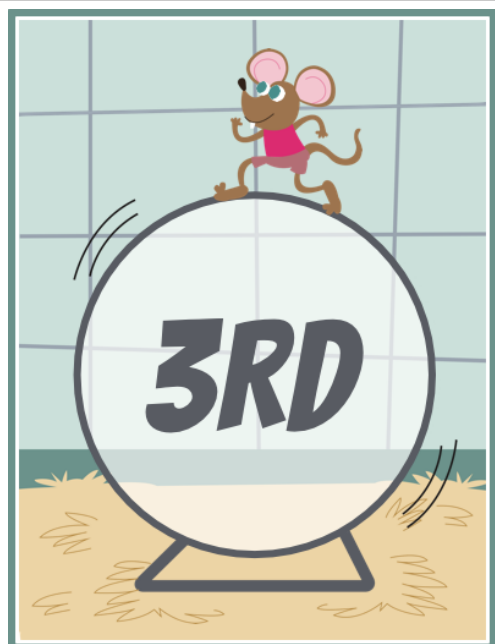
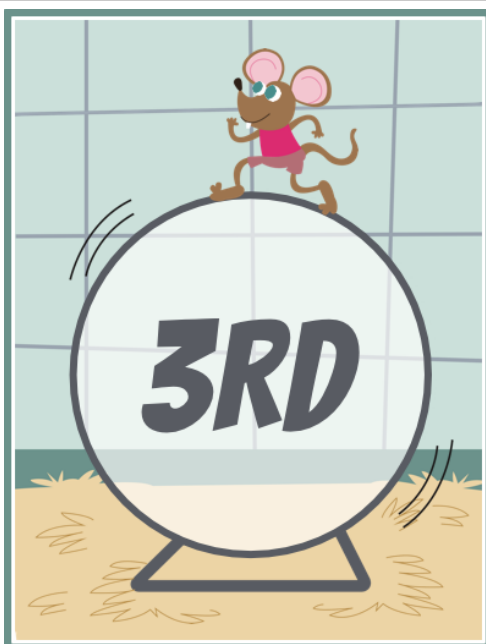
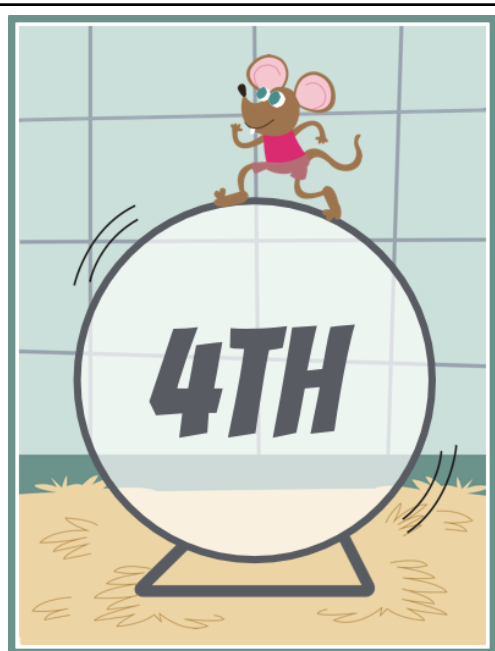
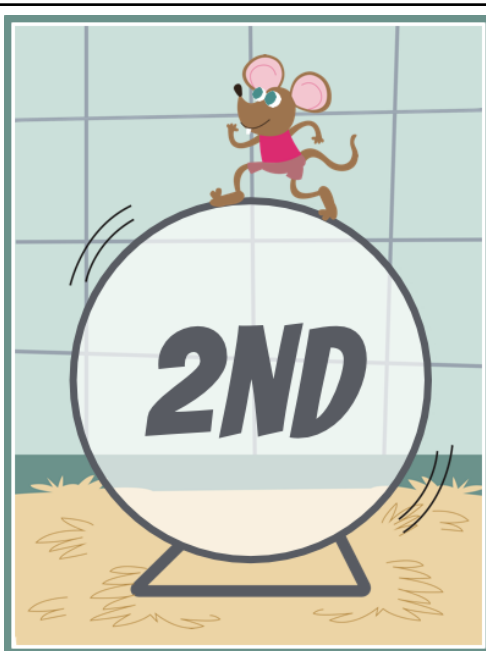
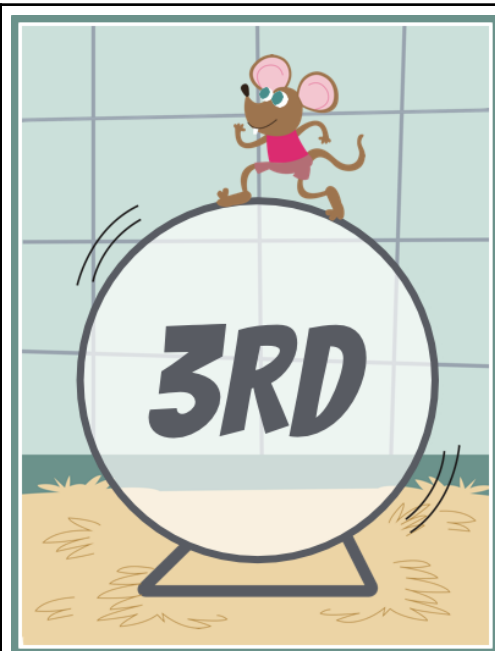


***SPACES***

***MOVE***



***SPACES***



***MOVE***



***SPACES***

***MOVE***



***SPACE***

***MOVE***



***SPACES***

***MOVE***



***SPACE***

***MOVE***



***SPACES***

***MOVE***



***SPACE***

***MOVE***



***SPACES***

***MOVE***



***SPACE***

***MOVE***



***SPACES***