

Use today's Muttzart and Ratmaninoff board game to reinforce understanding of accidentals.

## PIANO BOARD GAMES

### the CAT VS DOG SHOWDOWN



1. To begin, players decide who will be Player 1 and who will be Player 2 and then sit opposite one another with a die.
2. Player 1 shuffles the deck of cards containing the key images. Player 2 shuffles the deck of cards containing the key names.
3. On the word "Go!" the players flip over the top cards of their decks and place them face up on the table.
4. The players analyze the two cards to determine if the key name matches the key image. If a match is found both players race to roll a "6" on a die. The first player to roll a "6" wins the round and scores a point. The two cards are then removed from the playing area. If a match is not found both players continue flipping cards.
5. Play continues until one player scores five points and wins the game. If all cards have been played before a winner is determined, both players shuffle their cards and then play continues.



## INSTRUCTIONS

PLAYER 1



PLAYER 1



PLAYER 1



PLAYER 2



PLAYER 2

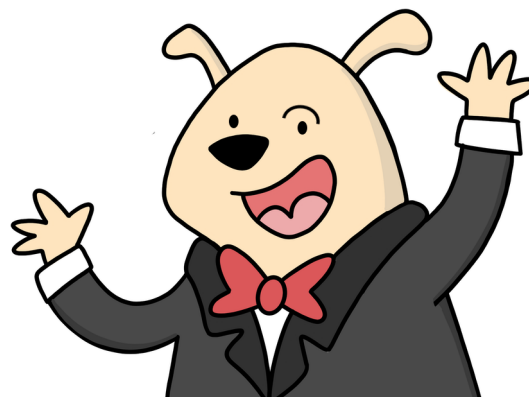


PLAYER 2



# COMIC BOOK MUSIC

*Muttzart and Ratmaninoff in Eine Kleine Feline* is a laugh-out-loud, comic-based songbook packed with piano pieces and activities that reinforce playing with accidentals. Inside this level 1B resource you will discover 8 piano songs, a teacher-student duet, a guided composing activity, note reading games, a sight-reading exercise, a practice tracker, and a certificate.



*"Mine came today and it's FABULOUS!! Hands down, the best VU book yet!"*

**MUTTZART AND RATMANINOFF**  
 in **EINE KLEINE FELINE**  
 V.U. LEVEL 0  
 Andrea and Trevor Dow's  
 VERY USEFUL PIANO LIBRARY

COMIC-BASED SONGS AND ACTIVITIES  
**FOR LEVEL 1B PIANO STUDENTS**

AVAILABLE ON AMAZON



*Andrea and Trevor Dow's*  
 VERY USEFUL PIANO LIBRARY

# the CAT VS DOG SHOWDOWN



1. To begin, players decide who will be Player 1 and who will be Player 2 and then sit opposite one another with a die.
2. Player 1 shuffles the deck of cards containing the key images. Player 2 shuffles the deck of cards containing the key names.
3. On the word "Go!" the players flip over the top cards of their decks and place them face up on the table.
4. The players analyze the two cards to determine if the key name matches the key image. If a match is found both players race to roll a "6" on a die. The first player to roll a "6" wins the round and scores a point. The two cards are then removed from the playing area. If a match is not found both players continue flipping cards.
5. Play continues until one player scores five points and wins the game. If all cards have been played before a winner is determined, both players shuffle their cards and then play continues.



## INSTRUCTIONS

This page has been left blank for teachers wishing to  
apply double-sided printing.

PLAYER 1



PLAYER 1



PLAYER 1



PLAYER 1



PLAYER 1



PLAYER 1



PLAYER 1

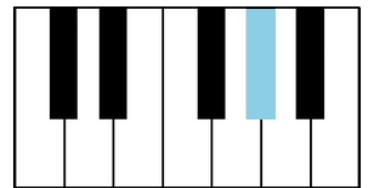
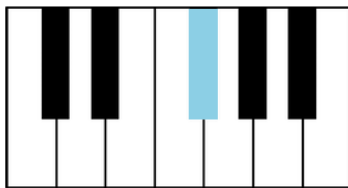
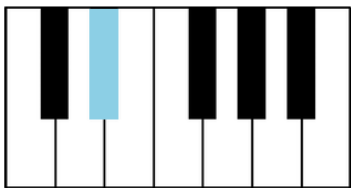
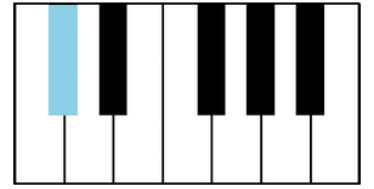
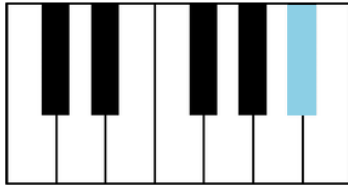
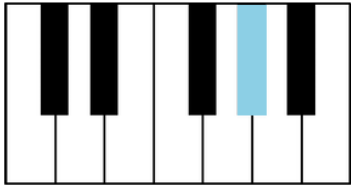
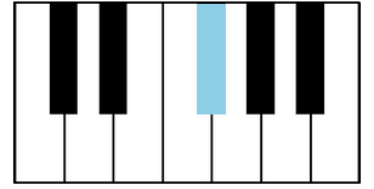
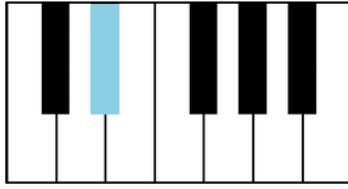
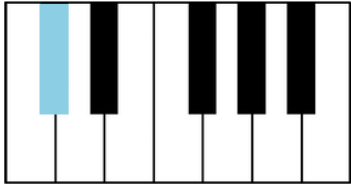


PLAYER 1



PLAYER 1





PLAYER 1



PLAYER 1



PLAYER 1



PLAYER 1



PLAYER 1



PLAYER 1



PLAYER 1

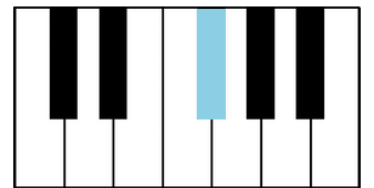
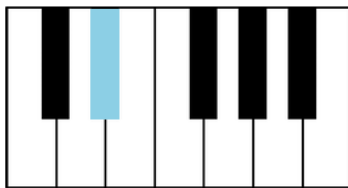
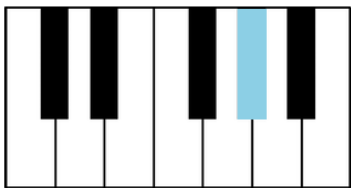
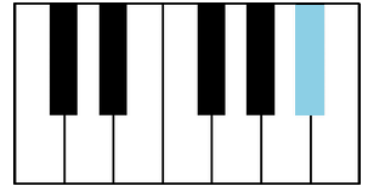
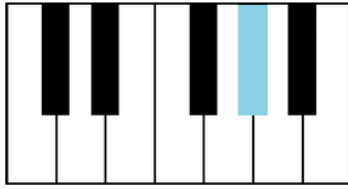
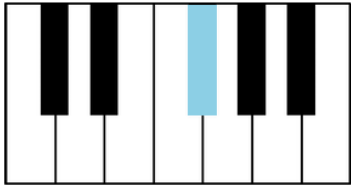
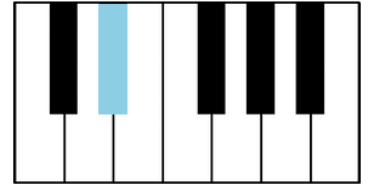
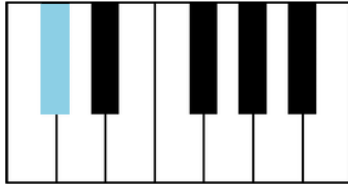
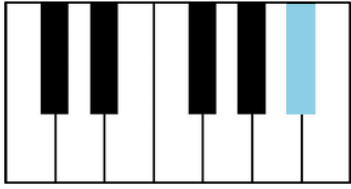


PLAYER 1



PLAYER 1





PLAYER 2



PLAYER 2



PLAYER 2



PLAYER 2



PLAYER 2



PLAYER 2



PLAYER 2



PLAYER 2



PLAYER 2



**C#**

**D#**

**F#**

**G#**

**A#**

**D $\flat$**

**E $\flat$**

**G $\flat$**

**A $\flat$**

PLAYER 2



PLAYER 2



PLAYER 2



PLAYER 2



PLAYER 2



PLAYER 2



PLAYER 2



PLAYER 2



PLAYER 2



**B**  $\flat$

**F**  $\sharp$

**E**  $\flat$

**A**  $\flat$

**B**  $\flat$

**G**  $\flat$

**G**  $\sharp$

**D**  $\sharp$

**C**  $\sharp$