

A PIANO GAME MEGA-BOOK
IN MIDDLE C POSITION (88 HEROIC ACTIVITIES)

This is a preview (27 of 91 pages).
Pages have been removed from
various sections.

SHHH... YOUR PIANO TEACHER THINKS THIS IS
NOTE READING



A PIANO GAME MEGA-BOOK
IN MIDDLE C POSITION
(88 HEROIC ACTIVITIES)

Shhh... Your Piano Teacher Thinks This Is Note Reading by Andrea and Trevor Dow
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There is always time for piano games.

I realized this when I started thinking of them not as games but as teaching tools. Suddenly, game-based learning became much more than a brain break—it became a philosophy. This philosophy is guided by one very simple question:

"Can what I am about to explain be better learned with a piano game?"






By adopting this philosophy, you'll discover, as I did, that there is no need to "make time" for piano games. They become a necessary component of any lesson or home practice session and a valuable tool that results in better understanding and increased motivation.

So let's get started building better note readers with piano games.

This book reinforces the following left hand notes in middle C position:

F	G	A	B	C
				

This book reinforces the following right hand notes in middle C position:

C	D	E	F	G
				

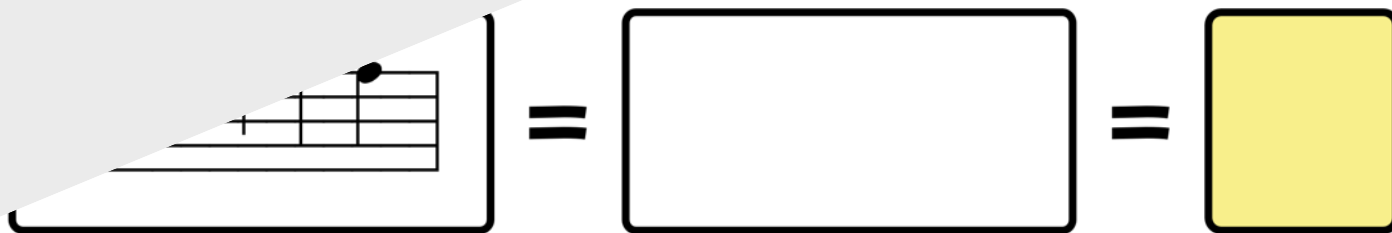
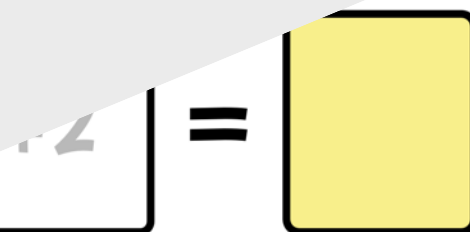
POWER POINTS



- 1 Select a musical excerpt. Use the legend to determine the points received for each note.
- 2 In the second column, add up the points received by the notes. Write the total in the third column.
- 3 Repeat Steps 1 and 2 for the remaining musical excerpts.



Sample



- 1 Place a marker on the START. Start a timer.
- 2 Roll a die and move the marker along the squares. Name the note where the marker comes to a rest.
- 3 Repeat Step 2 until the marker reaches the FINISH. Stop the timer and record your time. Play again.

FAST FLAME

The board game grid consists of several colored squares and musical notation. At the top left, there is a red square labeled 'FINISH' with a white box below it labeled 'TIME'. To its right is a teal square labeled 'START'. The grid is composed of squares with musical notation: a bass clef on a five-line staff with a single note on the second line, and a treble clef on a five-line staff with a single note on the second line. The grid is arranged as follows: Row 1: FINISH, START, Bass clef, Treble clef. Row 2: Bass clef, Treble clef. Row 3: Bass clef, Treble clef. Row 4: Treble clef, Bass clef, Treble clef, Treble clef, Bass clef, Treble clef. Row 5: Treble clef, Bass clef, Treble clef, Treble clef, Bass clef, Bass clef. In the center of the grid is a cartoon illustration of a piano with a face, arms, and legs, sitting on a bench and playing. The piano is on fire, with flames coming out of its top and sides. A large, light gray diagonal watermark with the word 'Sample' is overlaid across the entire grid.



FOREST AVENGER

Starting at the **letter F** in the top row, follow the arrows until you reach the **letter F** again. Using half notes, print the note F on each staff along the path. Repeat with

	F				
F			G		A

Sample

DOT TO DOT















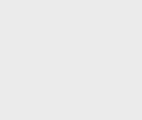





Starting at the cat and ending at the snowflake, draw a line that passes through seven note circles. In Box 1, write the name of each note in each circle that rests on your path. Draw a new path and write the note names in Box 2. Finally, play again.



Sample

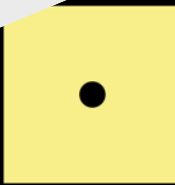
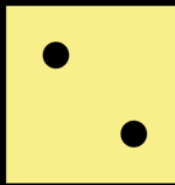
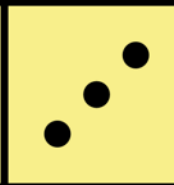
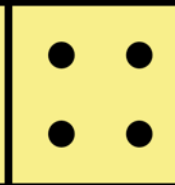
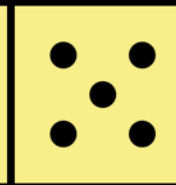


1		2		3	
----------	--	----------	--	----------	--

B					
I					
N					
G					

Sample

Roll a die to determine the number of notes to cross out. Then, roll a die to determine the note name. Repeat until you score a BINGO (all squares are FREE). Note: Roll again if you roll a "6" or if all notes have already been crossed out in previous turns.

				
F	G	A	B	C





Roll a die and then locate the note name that matches the number rolled. On any staff below the note name, draw a half note that matches the note name.

Repeat these instructions until each staff in a column below one note name contains a note image. If the first complete column is above a shield, you win. If the first complete column is above a branch, you lose.

A B C



SUPER DOODLES

swirl
background.

the note that matches the number
the drawing instructions that match the named
more times, and then color in the rest of the picture.

					ROLL AGAIN

BEAT THE CLOCK

Select a note name and then find the box with its matching note image. Next, use a colored pencil to trace a path from the note name to the note image. Play again with a new note name and note image.



A large maze with a grey diagonal watermark reading "Sample". At the top left of the maze is a box containing a musical note on a staff with a treble clef. At the top center of the maze is a box containing the letter "A". At the bottom of the maze are three arrows pointing downwards to three boxes containing musical notes on staves.



SUPER SECRET



To begin, write the note names in the boxes. Next, on the lines at the bottom of the page, write only the note names that match the question numbers. Finally, read the **Secret Message**.

1

2

3

6

15

18

19

20

21

22

23

24

25

I H T I R W I T H I R

8 15 19 1 23 7

TIC TAC TOE

Play Tic Tac Toe with a friend. Look at Game 1 below. Instead of drawing an **X** in a square, Player 1 prints an **F** on a bass staff. Instead of drawing an **O** in a square, Player 2 prints a **G** on a bass staff. Remember, three in a row wins the game!



Game 1 - Fs and Gs

Game 2

Sample

Game 4 - As and Cs

PASSWORD

- 1 Determine the letter name of Note Image 1. Cross out one clock with the matching letter name.
- 2 Repeat Step 1 for the remaining five note images. When complete, three clocks will not be crossed out.
- 3 Unscramble the three letters in the remaining three clocks to spell the password and crack the code.
- 4 Record the password here: _____



Sample



1	2	3	4	5	6



THE ARROW ADVENTURE

Starting at the **letter D** in the top row, follow the arrows until you reach the **letter D** again. Using quarter notes, print the note **D** on each staff along the path. Repeat with **E** and **F**.

D		E			
D					
	E			F	

PASSWORD

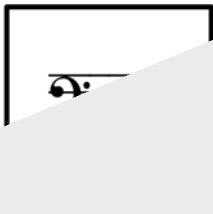
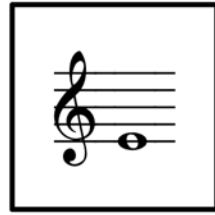
- 1 Determine the letter name of Note Image 1. Cross out one leaf that displays the matching letter name.
- 2 Repeat Step 1 for the remaining five note images. When complete, four leaves will not be crossed out.
- 3 Unscramble the four letters in the four remaining leaves to spell the password and crack the code.
- 4 Record the password here: _____



Sample

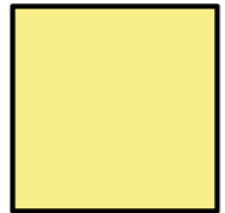


1	2	3	4	5	6



Sample

to a rest.
the note image.
the yellow square (you
note image that does not have an
name in Set 1 (you lose). Play again using
name set.



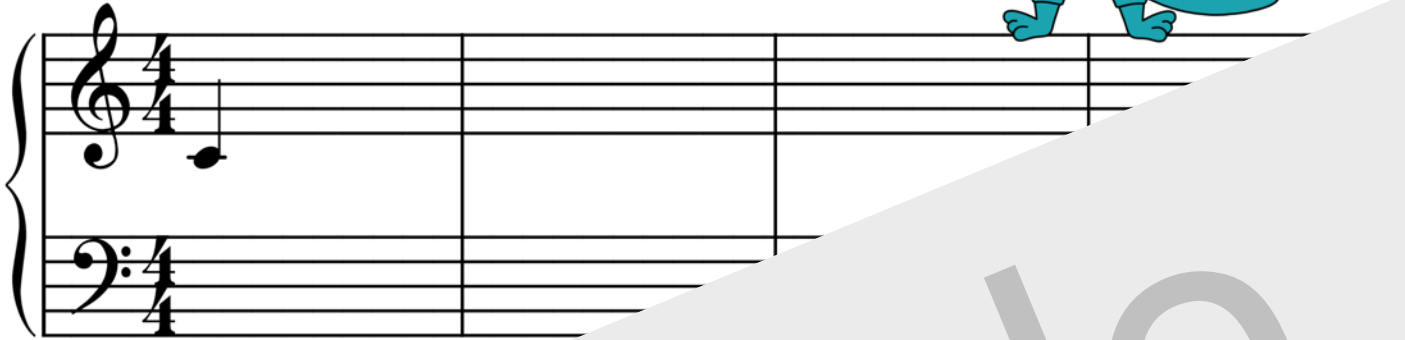
SET 1

C D E E F G G

SET 2

C C D D E F G

RH ROLL-A-SONG COMPOSING



Sample

...). Find the note name that matches the
 ... staff, draw a quarter note in middle C position that
 ... repeat until you have composed a right hand song with four
 ... treble staff measure.

TREBLE C	TREBLE D	TREBLE E	TREBLE F	TREBLE G





LH CAPE COLORS

F								
G								
A								

Sample

... find the note image below that matches the
 ... above that matches the note image and color in one
 ... Repeat these instructions until all of the squares beside a
 ...



•	• •	• • •	• • • •	• • • • •

Thank you for previewing

**Shhh... Your Piano Teacher
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