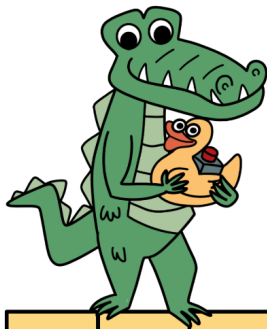


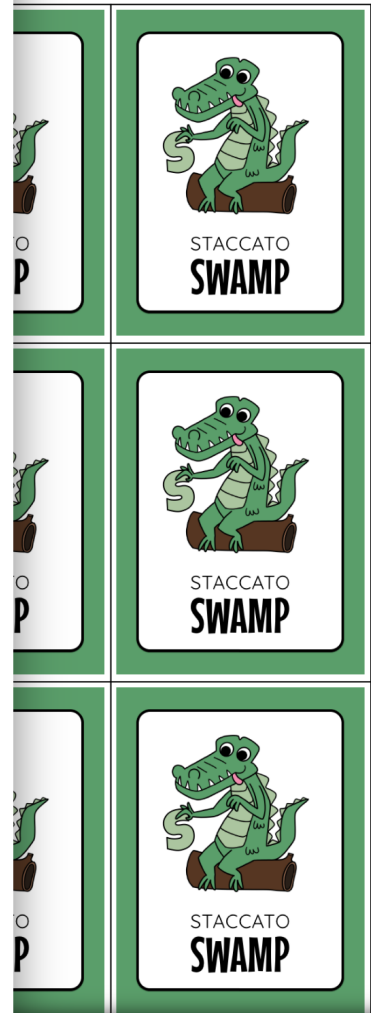
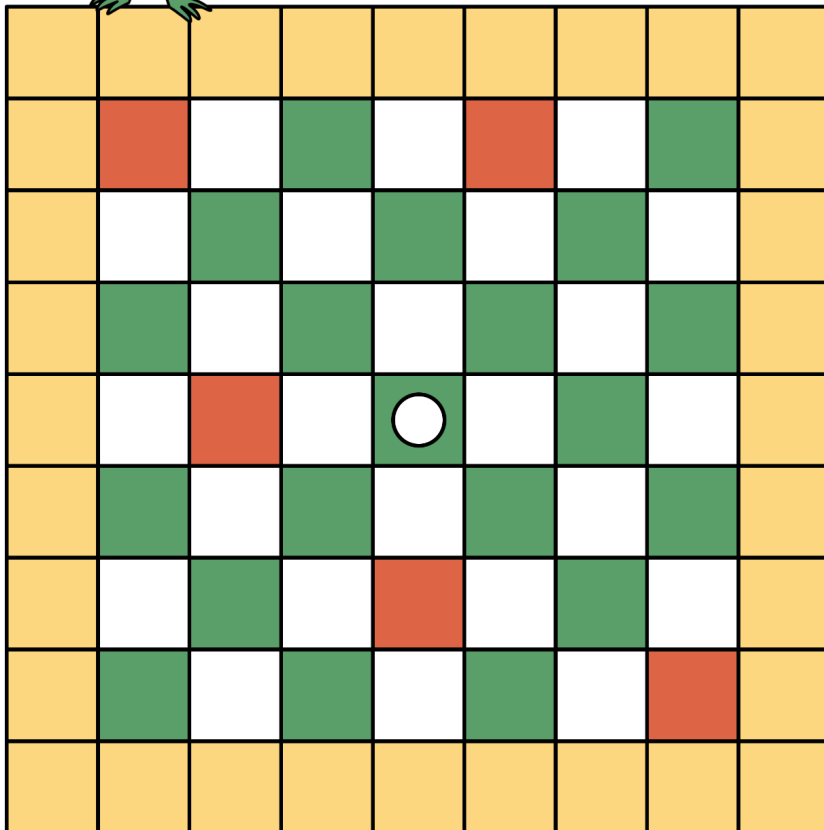


With staccato and legato as their guides, students twist, turn, and backtrack through the swamp in a fun-filled level 1 piano game!

STACCATO VS LEGATO



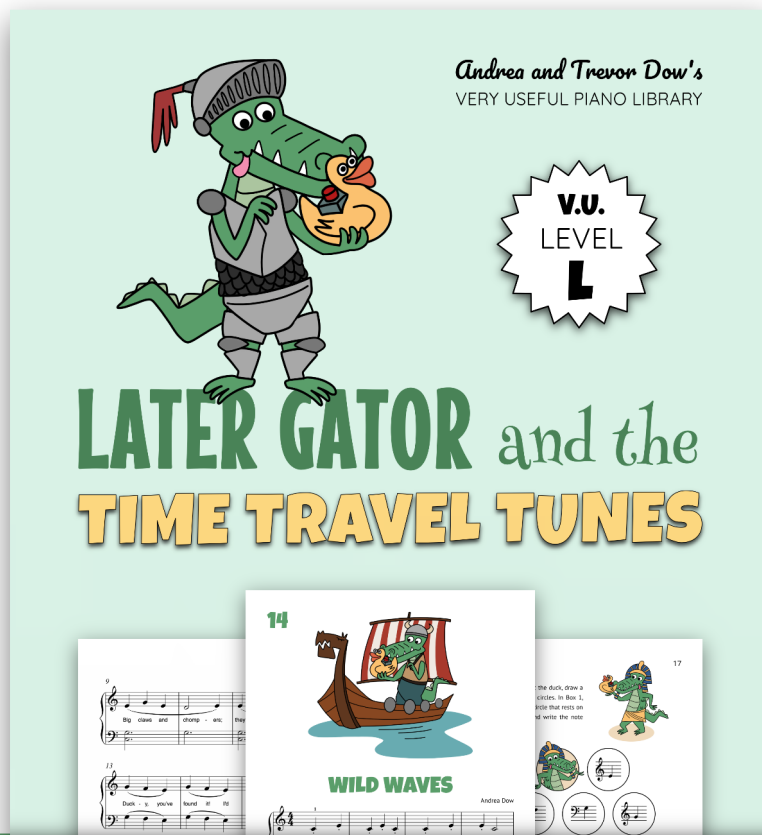
STACCATO SWAMP



LEVEL 1 MUSIC

Later Gator and the Time Travel Tunes is the perfect resource for students who have completed a primer method book series and are ready to move into a Level 1 book.

This exciting resource includes piano songs, note-reading games, warm-up exercises, sight-reading practice, articulation activities, a practice tracker, and a certificate of achievement.



AVAILABLE ON AMAZON

NEXT WEEK

Andrea and Trevor Dow's
VERY USEFUL PIANO LIBRARY

SUPPLEMENTARY SONGS AND ACTIVITIES FOR
EARLY LEVEL 1 PIANO STUDENTS

HOW TO PLAY

Players:

1 player

Materials:

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

Game Objective:

Musical Objective: To reinforce aural recognition of staccato and legato
Game Objective: To land the game marker on an orange square

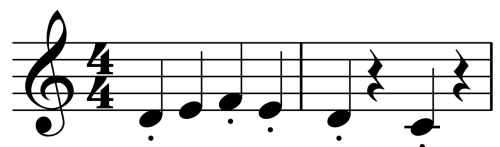
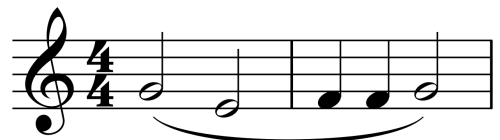
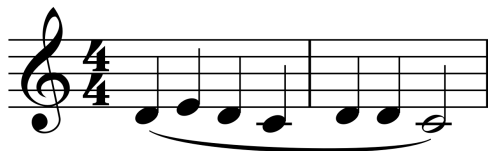
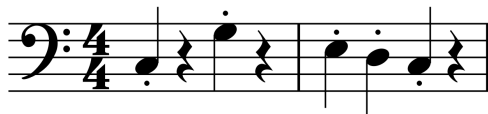
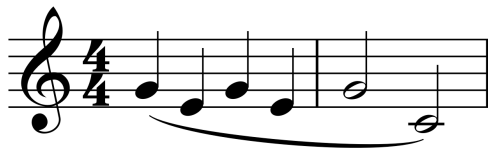
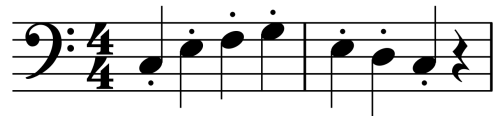
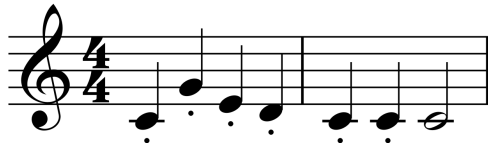
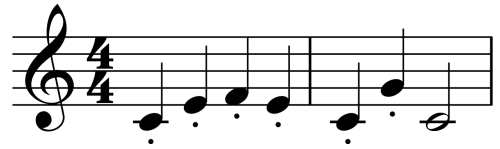
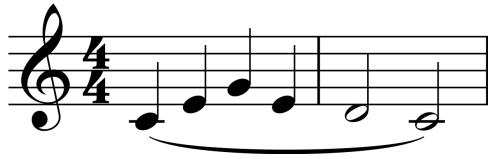
Setting It Up:

The student should sit on the floor with the game board placed in front. The single game marker should be placed on the circle in the center of the game board. The 18 playing cards should be spread out on the floor with the S (Staccato)/ L (Legato) 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 a musical excerpt from the Teacher Master Sheet and then crosses it off with a dry erase pen.
- 2) The student flips over a card displaying the letter label that matches the musical excerpt played in Step 1. For example, if the teacher plays **legato**, the student flips over a card with an **L**.
- 3) On the back of the card selected in Step 2 is a direction (Up, Down, Left, Right). Based on this direction, the student moves the game marker one square. For example, if the card says "Right", the student moves the game marker to the very next square that is to the right of the game marker's current location.
- 4) Next, the card selected in Step 2 is removed from the playing area and Steps 1 - 3 are repeated. Play continues until the game marker lands on an **ORANGE** square (the student wins the game) or there are no more cards to be turned over (the student loses the game).
- 5) If, at any point during the game, the game marker lands on a **YELLOW** square, the game marker is returned back to the circle in the center of the game board and play continues.
- 6) If the student wins the game, she counts the number of cards removed from the playing area before she reached an orange square. In future games she can attempt to beat this score.

TEACHER MASTER SHEET



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apply double-sided printing.



STACCATO
SWAMP



STACCATO
SWAMP



STACCATO
SWAMP



STACCATO
SWAMP



STACCATO
SWAMP



STACCATO
SWAMP



STACCATO
SWAMP



STACCATO
SWAMP



STACCATO
SWAMP

RIGHT ▶

◀ LEFT

↑ UP

◀ LEFT

↑ UP

DOWN ↓

DOWN ↓

◀ LEFT

RIGHT ▶



STACCATO
SWAMP



STACCATO
SWAMP



STACCATO
SWAMP



STACCATO
SWAMP



STACCATO
SWAMP



STACCATO
SWAMP



STACCATO
SWAMP



STACCATO
SWAMP



STACCATO
SWAMP

◀ LEFT

DOWN
▼

RIGHT ▶

▲
UP

RIGHT ▶

◀ LEFT

RIGHT ▶

DOWN
▼

▲
UP