


Classic Games

In Music Mind Games, teachers impart knowledge using Teaching Games, and students improve their understanding by playing Memory Games. With Memory Games, students absorb knowledge naturally and learn from their peers. As with all Music Mind Games, students work together, and winning is not a priority. Teachers are involved very little or not at all, using this opportunity to observe and evaluate their students' progress. During play, students may use Guide Cards to check their answers. As they progress through the games, their confidence will grow and their reliance on Guide Cards will diminish. These games form a sequence that gradually requires more independent thought. Players relax even in the midst of increasingly complex and often fast-paced games. They recall information quickly and efficiently, just like musicians must while they play.

Classic Games are templates that can be used to learn and review multiple music theory subjects using different materials and slightly modified rules. The 14 Classic Games included here are all Memory Games. Their descriptions focus on one subject; suggestions for additional subjects are also included.

More information, videos and information about workshops can be found at the Music Mind Games website: www.musicmindgames.com

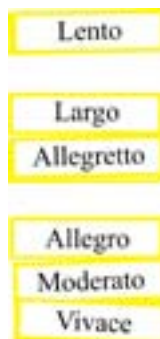
 = number of players	Levels:
 = or more	 = Beginner
	 = Intermediate
	 = Advanced












1. PLAY OR PASS



When presented with new facts to learn, students must look at the new information long enough to develop a memory of it. In this game, curious students play together, watch intently as other students play, and learn from each other.

Together with the students, arrange all of the *tempo cards* in order. (The cards are shown in order on page 31.) Snap your fingers for students to close their eyes. Rearrange the cards so they are out of order, then clap twice for the students to open their eyes. Players take turns around the circle returning the cards to the correct order. Each player may move only one card per turn and may not simply switch two cards. A card can be moved to its proper spot, but if there is another card in that space, the two cards may be stacked temporarily. If a student prefers to skip his turn, he says "pass", as there is no pressure to play. On another turn, a player may slide the bottom card out and move it. Cards may be moved repeatedly. The game finishes when all the students say "pass" around the circle, which means they all agree that everything is correct.



Level:	Use this Game to Learn:	Play:	Specifics:
	Seconds and intervals	<i>alphabet cards</i>	fix the cards
	5 or 8 notes and 5 rests	<i>rhythm playing cards</i>	fix the cards
	Notes and rests	<i>notes and rests cards</i>	fix the cards
	Dynamics	<i>music symbol cards</i>	fix the cards
 	Notes on the staff	<i>staff slates, magic notes, ledger lines</i>	fix the <i>magic notes</i> and <i>ledger lines</i>
	Tempos	<i>tempo cards</i>	fix the cards
 	Card chart	<i>blue jello word cards or notes and rests cards</i>	fix the cards
 	Scales and key signatures	<i>staff slates, alphabet cards, accidentals</i>	fix the cards and <i>accidentals</i>












2. CHANCE MATCH per deck of cards



If you ask students to correctly match cards, it can be perceived as a test. Instead, give them cards to match by chance and it becomes an intriguing game.

Four students select the five different rests and five different note cards from one deck of *rhythm playing cards* then move apart to play side-by-side games. The top row of note cards is arranged in order. The second row of rests is dealt one card at a time with the first card placed under the left-most card in the top row. If there is a match between a top card and the one underneath it, the pair is marked with a *magic note*. Matched cards remain in place, and any unmatched cards in the second row are picked up and shuffled. Repeat until all cards are matched. (For the note and rest values, see page 12.) Students enjoy this game and will want to play it again and again. For trickier versions, place the cards out of order or deal both rows randomly. (See photo on p. 10.)



Level:	Use this Game to Learn:	Play with:	Specifics:
	5 notes and 5 rests	<i>rhythm playing cards</i>	match notes and rests
 	Solfège	<i>do re mi cards</i>	choose an interval and sing the matches
 	Notes and rests	<i>notes and rests cards</i> <i>blue jello word cards</i>	match multi-note cards to single-note or rest cards
 	Notes on the staff	<i>alphabet cards,</i> <i>grand staff cards</i>	match notes to letter names
 	Notes on the staff	<i>do re mi cards,</i> <i>grand staff cards</i>	match notes to solfège names
 	Key signatures	<i>alphabet cards,</i> <i>accidentals</i>	match <i>accidentals</i> to <i>alphabet cards</i>