

## MUSIC CARD GAMES – Parent & Student Guide for use at home

Allegro Music Games <https://www.theyoungfluteplayer.com/music-games>

NB The **rules** for each game are in the card pack – this is a guide as to how to modify the rules/game for use at home by student and their family

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### **BAGS THE BEAT!** The **rules** for the game are in the card pack

- a) For 2+ players with musical knowledge – play as normal game (if you need to check a match, you can refer to the 'cheat sheet')
- b) For 2+ players without musical knowledge – play as normal game but players may use the 'cheat sheet' throughout the game
- c) Solo player – can use the cards as a memory game: place all cards face down in rows, turn over 2 cards at a time. If it is a match (symbol and number of beats) put the pair aside. If not a match, turn the cards face down again, try to remember what was on them and then turn over another 2 cards. Goal is to pair all the cards (if you need to check a match, you can refer to the 'cheat sheet').

### **DYNAMIC DYNAMO** The **rules** for the game are in the card pack

- a) For 2+ players with musical knowledge – play as normal game (if you need to check a match, you can refer to the 'cheat sheet')
- b) For 2+ players without musical knowledge – play as normal game but players may use the 'cheat sheet' throughout the game
- c) Solo player – can use the cards as a memory game: place all cards face down in rows, turn over 2 cards at a time. If it is a match (symbol and English meaning) put the pair aside. If not a match, turn the cards face down again, try to remember what was on them and then turn over another 2 cards. Goal is to pair all the cards (if you need to check a match, you can refer to the 'cheat sheet').

## CHROMATIC COMBO – for treble clef, or bass clef, or treble/bass clef combined

The rules for the game are in the card pack

- a) For 2+ players with musical knowledge – play as normal game (if you need to check a match, you can refer to the 'cheat sheet')
- b) For 2+ players without musical knowledge – play as normal game but players may use the 'cheat sheet' throughout the game
- c) Solo player – play as per rules, but player has all turns! Goal is to pair all the cards (if you need to check a match, you can refer to the 'cheat sheet').

## DOMINO FINGERING - for piano, flute, clarinet, trumpet, trombone, violin or cello

The rules for the game are in the card pack

- a) For 2+ players with musical knowledge – play as normal game (if you need to check a match, you can refer to the 'cheat sheet')
- b) For 2+ players without musical knowledge – play as normal game but players may use the 'cheat sheet' throughout the game
- c) Solo player – instead of dealing two hands, just deal 5 cards for yourself. Play as per rules (in card pack) i.e. when you can't play a card from your hand of cards, keep drawing from the face down deck until you can play one. Goal – to use all the cards (if you need to check a match, you can refer to the 'cheat sheet')

## DOMINO TREBLE CLEF / DOMINO BASS CLEF

The rules for the game are in the card pack

- a) For 2+ players with musical knowledge – play as normal game (if you need to check a match, you can refer to the 'cheat sheet')
- b) For 2+ players without musical knowledge – play as normal game but players may use the 'cheat sheet' throughout the game
- c) Solo player – instead of dealing two hands, just deal 5 cards for yourself. Play as per rules (in card pack) i.e. when you can't play a card from your hand of cards, keep drawing from the face down deck until you can play one. Goal – to use all the cards (if you need to check a match, you can refer to the 'cheat sheet')