

MUSIC CARD GAMES – Teacher Guide for use in online lessons

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 in online teaching

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

- a) As flash cards – great to learn/revise rhythm notation
- b) As a game – works well, student or teacher with cards in view of camera. Play as per rules except person with the cards will turn all cards over (ie one from their pile, one from other player's pile). When player calls out "Bags the Beat!" the cards are added to that person's pile.

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

- a) As flash cards – great to learn/revise dynamics symbols and meanings
- b) As this game usually involves drawing from each players hand of cards, you need to change the format of the game. Instead, play it like 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. You can either let the student do all the choosing and you give feedback about correct matches, or the student/teacher with the cards can turn over for the other person when it is their turn

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

The rules for the game are in the card pack

- a) As flash cards – great to learn/revise chromatic notes
- b) As a game – if student has cards, they can play as per rules, but student has all turns! Goal is to match all the pairs, and teacher can check pairs are correct and explain enharmonic matches

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

The rules for the game are in the card pack

- a) As flash cards – great to learn/revise note & fingering recognition (cover half of card)
- b) As a game – this works well if the student has the pack of cards on a table in view of the camera. They place their hand and teacher's hand of cards on either side of table, have their turn, then play for the teacher, who can give feedback on matches. Other rules as normal.

DOMINO TREBLE CLEF / DOMINO BASS CLEF

The rules for the game are in the card pack

- a) As flash cards – great to learn/revise notes of staff lines and spaces (cover half of card)
- b) As a game – works well if the student has the pack of cards on a table in view of the camera. They place their hand and teacher's hand of cards on either side of table, have their turn, then play for the teacher, who can give feedback on matches. Other rules as normal.