

Note Matching Tiles

Instructions to prepare games:

1. Cut out the tiles and glue onto colourful card stock that is slightly larger than the note tiles themselves so you have a Color boarder around each note.
2. Use two colors of card stock, for example dark blue and light blue. Glue treble clef middle C - G, and bass clef middle C - F on one Color. Glue the remaining tiles onto the other color. This creates two 'levels' of tiles.



Game 1: Note Matching

1. Spread the staff and letter name tiles on the floor of the relevant level for your student (maybe only one color, perhaps mixed)
2. Review landmark notes - G line in treble clef, middle C line, and F line in bass clef. The student should use these landmarks to match the note names with the notes on the staff
3. The goal of the game is to match the letter as fast and as accurately as possible - each week you play this game, they are racing against themselves to beat their previous time
4. If a note is matched incorrectly, you have to come back to it later - remind students of the process using landmark notes

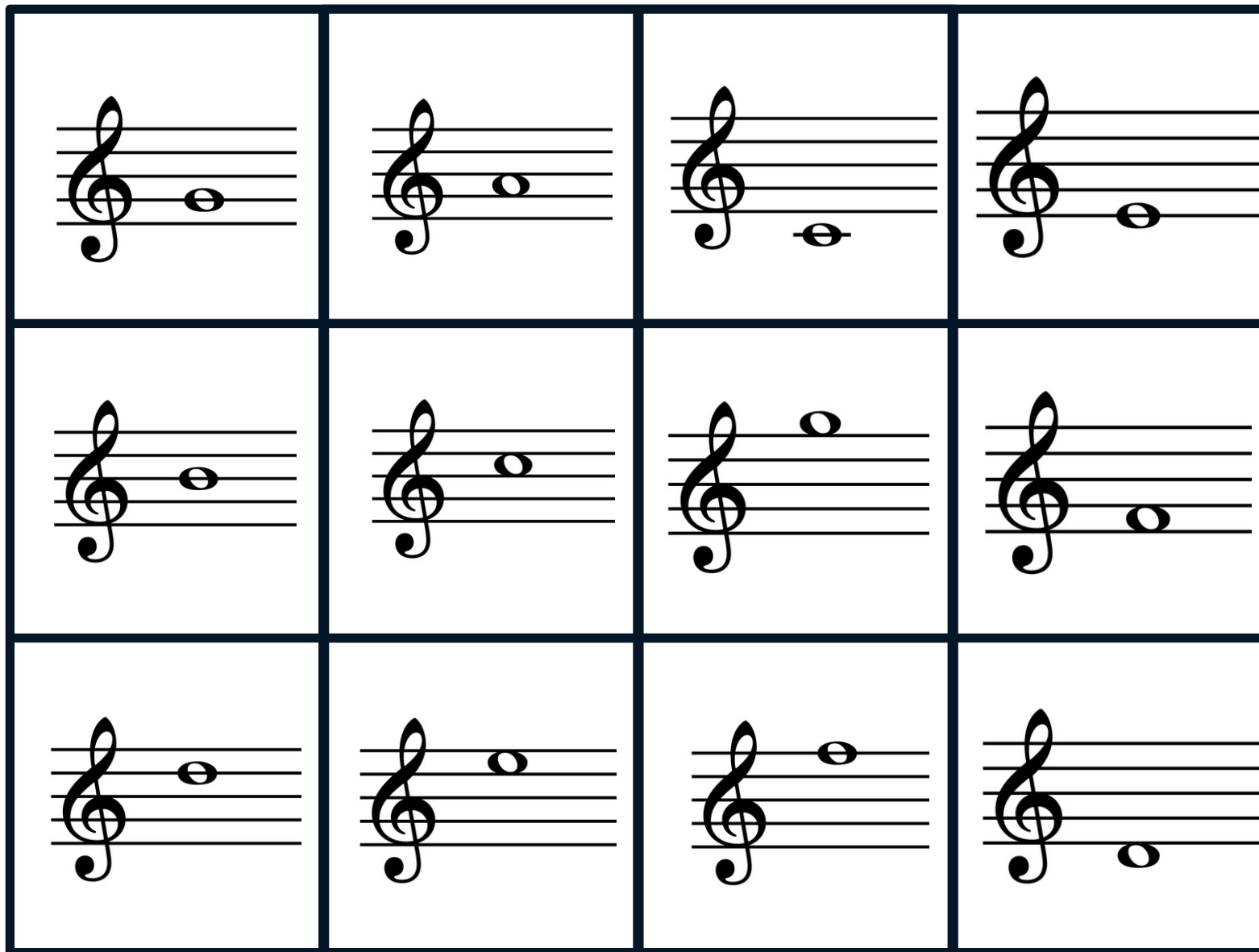
Game 2: Note Relay Race

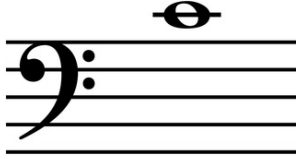
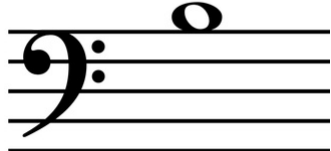
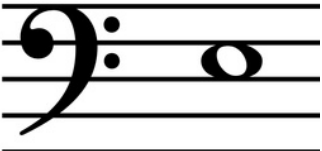

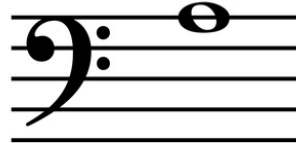
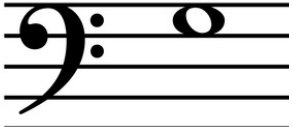
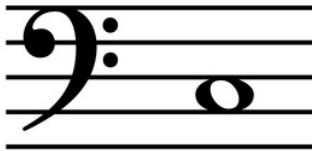
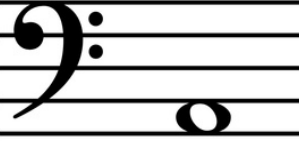

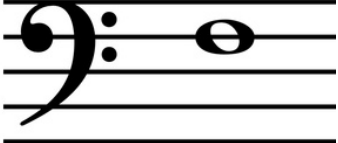
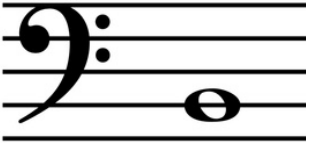
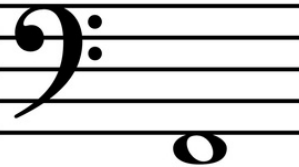
1. Spread the staff tiles on the floor
2. Review landmark notes
3. Move any tripping hazards, piano bench, etc
4. Student must pick a tile up from ground, bring it to the piano, and play the note in the correct octave. Incorrect notes go back into the pile on the floor
5. Time your students so each week they have to try and beat their previous score!

Game 3: Note Finder

1. Use only the letter tiles
2. Student shuffles the tiles and places them in a pile upside down on the piano
3. Student will pick up one tile at a time, and find the note on the piano as fast as they can. If correct, place to the side. If incorrect, place at the bottom of the pile to try again
4. Students have the option to be timed, creating have a self-competition, so each week they are working towards the goal of getting faster and more accurate

I hope you and your students love these games! They bring extra fun to the lessons, while reinforcing foundational theory. It is a win-win for everyone. Many more games will be available soon in the Dynamic Music Lesson Approach Training.



C	E	A	E
D	F	C	F
B	G	G	D

C	B	E	B
A	G	C	A
D	F	F	G