

The end

There is no real 'end' to the game, you can just play for as long as you like, or as long as you had agreed at the start (5 minutes, 2 octaves, 10 throws...)

More than one student playing

The game can be played with more than one student, of course. You just need to use both counters (or find something else to use as well – a coin, a pen top, anything really!).

The same rules apply, except that if a student gets a task wrong, they will not move forward that time. The other student could try the task to see if they could take the moves, or perhaps to help their classmate move on (in a spirit of collaboration!).

You could agree that the winner is the player who is furthest ahead when the time is up, or the first to complete an octave.

It's up to you!

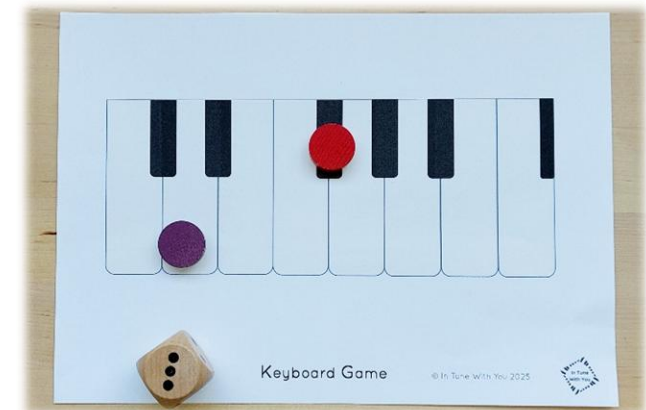
Adapt it to suit your students.
Be as creative as you like.

**Above all – allow your students
to have fun learning!**



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The Keyboard Game



In Tune With You

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Why play The Keyboard Game?

Using this game as part of your lessons offers a fun way to take a break, change the pace of the lesson, and to consolidate the student's knowledge of what has been learned so far.

Some of the tasks are similar to questions that might be asked in practical exams (aural / viva voce exams) and theory exams.

How often you play the game, and how long for, will depend upon the student/s you are working with – how long they can concentrate for, their style of learning, and how much revisiting of information is required.

Setting up the game

You will need:

- The game board
- Some short pieces of music, or the student's book
- The die + counters
- The 4 sets of cards
- A piano!



Sort the cards into 4 piles:
TTT black, TTT white,
KG black, KG white.



Shuffle the cards,
but do not mix up the piles.

White cards = writing / reading tasks
Black cards = playing / listening tasks

How to play

Agree with your student how long you will play for. It might be one or two octaves, or 5 or 10 minutes, depending on the plan for rest of the lesson.

The student rolls the die and moves their counter *chromatically* on the keyboard, as many keys as the number thrown. If they land on a white key, they take a KG white card; if they land on a black key they take a **KG black card**.

The teacher should choose **one** of the tasks on the card for the student to complete, according to the level they are working at, and what they need to practise.

If they get it right, the student can roll again, and move on along the keyboard, or back down the octave. If they get it wrong, make sure they understand why, and offer another task from the same card (or another card in the same pile) for them to get right before they move on.

Rolling a six – Test The Teacher!

If the student rolls a 6, they should move their counter as usual, but they should take a TTT white card or a **TTT black card**, depending on which colour key they land on. The student then chooses one task from that card for the teacher to do.

TTT is a great way to boost a student's confidence – especially if the teacher (deliberately) gets something wrong, and the student can spot it. It's also useful to be able to see if the student has fully grasped the concept, because they need to understand it well to be able to assess whether the teacher has done it right!