

The Music Staff Game

The image shows a 3x10 grid of musical staves. The top row contains a 'START' box on the left, followed by 10 staves with notes, and a 'FINISH' box on the right. The middle row contains 10 staves with notes, but the right side is partially obscured by a grey bar. The bottom row contains 10 staves with notes. Each staff has a treble clef and contains a sequence of notes on a five-line staff.

START											

AUBERG INSTRUCTIONAL INNOVATIONS

designed by Jamie K. Auberg

Forward to

C

Forward to

D

Forward to

E

Forward to

F

Forward to

G

Say the
Musical Alphabet
backwards

Say Correctly:

Forward 2 Spaces

Say Wrong:

Backward 2 Spaces

Backwards to

C

Backwards to

D

Backwards to

E

Backwards to

F

Backwards to

G

Say the
Musical Alphabet
backwards

Say Correctly:

Forward 2 Spaces

Say Wrong:

Backward 2 Spaces

The Music Staff Game

Game Rules

Starting:

- Each player begins at the word “Start.”
- Shuffle the cards and then place them upside down.
- Each player draws a card off the top of the deck; the player with the highest letter goes first (“forward to” or “backward to” does not matter here).
- Player moves forward to the letter indicated on the card they drew (even if the card said 'backwards to' – this is for the first move only)

Playing the Game:

- Player draws a card
- Player moves forward or backward according to the card to the music note that matches the letter on the card. Next player goes.
 - If card is a “Backward to” card but there are no notes of that letter to go backwards to on the board then player stays where they are. Next player goes.
 - If card says “Say the musical alphabet...” then follow directions on card, then next player goes.

Winning the Game:

- When a player makes it to the final row of letters that lead to the “Finish” (this is the center row of notes) the player becomes confined to that row and begins ignoring* the “Backwards to” Cards.
 - *If player receives a “Backwards to” Card then the player stays right where they are. Next player goes.
- **Winning:** The player must make it to the final note “G” in front of the “Finish” square. At the final music note square (which is “G”) the player can slide over to “Finish” and win the game.