

Note Cards
♪

Letter Cards (ABC)

♪

START

ABC

♪

♪

Sour Note
Go back
2 Spaces

ABC

♪

Sweet Note
Go forward
3 Spaces

♪

♪

ABC

Practice!
Play a song
on the piano!

♪

Sour Note
Go back
2 Spaces

ABC

♪

Study Time
Say the music
alphabet
backwards

♪

♪

Improv!
Use C, D, & E
and make up a
short song

ABC

The Piano Game

by Jamie K. Auberg

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Sour Note
Go back
2 Spaces








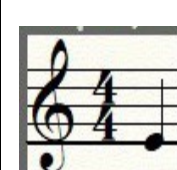












FINISH

♪

Practice!
Other players:
Each play a
song on the
piano!

♪

♪

				
				
				
				
C	D	E	F	G
C	D	E	F	G
C	D	E	F	G
C	D	E	F	G

Cut
these out
to be your
game cards

An expansion
pack of cards
will be
coming in the
near future
including
Bass Clef
notes!

The Piano Game

(a Note Finding and Note Reading Game)

Game Rules

- 1) **Starting Player:** Each player rolls the dice. The player with the highest number on the dice goes first. The player with the second highest number goes second... and so forth. Roll again if two players have the same number.

- 2) **Playing the Game:** When it is a player's turn, roll the dice and move down the game board the amount of squares indicated on the top of the dice.
 - **Note Squares:** If a player lands on a square with a note on it then the player must draw a “Note Card” from the top of the pile. The card will show a musical note on the Treble or Bass Staff. The player must place that card on the piano key that matches the note on the staff.
 - *Place Correctly = next player's turn
 - *Place wrong = player returns to where they were before they rolled the dice
= next player's turn

 - **ABC Squares:** If a player lands on a square with an “ABC” on it then the player must draw a “Letter Card” from the top of the pile. The card will show a Letter of the musical alphabet. The player must place that card on the piano key that matches the note on the staff.
 - *Place Correctly = next player's turn
 - *Place wrong = player returns to where they were before they rolled the dice
= next player's turn

 - **Sour Note:** If a player lands here, they go back 2 Spaces and play the square they land on.

 - **Sweet Note:** If a player lands here, they go forward 3 spaces and play the square they land on.

 - **Other Squares:** If a player lands on any other square, read and follow the directions written. For the “Practice” Squares and “Improv!” Square, keep the songs very short. If the player fails on the “Study Time” square they should move back 2 spaces.

- 3) **WIN the Game:** A player must roll the exact number needed to reach the “FINISH.” If the player does not roll the needed number, then they should repeat the action of the square that they are on and will have to wait for their next turn to roll again.