

# KEYBOARD KRAZIES



## Set Up:

Split your students into two teams and seat them with their backs to the piano so they are not able to see the keyboard. Flip a coin to see which team goes first.

## How to Play:

One student from the team that won the coin flip (Team A) comes up to the piano and places a marker on any key of his choice. **He announces the key name to everyone.**

Team B now gives him directions (one student at a time) such as "Move up one step" or "Move down a 4th" or "Leap up an octave" or "Move down two whole steps". The student at the piano moves the game marker accordingly while his team mates **keep track mentally** of where and how the game marker is moving.

## How to Win:

After 5 directions are given, Team A members must confirm and shout out what key they believe the marker is now on. If they are correct they score one point if they are incorrect they score no points. Switch teams and play again. First one to 4 points wins.