



Reinforcing Recognition of Notes in Treble C Position With

DON'T SCARE THE SKUNK

by Andrea and Trevor Dow



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HOW TO PLAY

Players:

2 players

Materials:

one laminated game board, two game markers, nine playing cards, six clothespins, one die

Game Objective:

Musical Objective: To reinforce recognition of notes in Treble C position

Game Objective: To place a clothespin over each of the three note images on a playing card

Setting It Up:

Players should sit beside one another with the game board placed in front and the die placed to the side. The two game markers should be placed on the green square containing the white circle. Each player should have **one** playing card (selected at random) and three clothespins.

Playing the Game:

- 1) Player 1 rolls the die and moves her game marker clockwise according to the number rolled. *Note: In addition to the seven green game squares on the game board, the skunk image also serves as a game square.*
- 2) If Player 1's game marker lands on a circle with a note name, she compares that note name to the note images on her playing card. If the note name matches a note image, Player 1 clips one clothespin onto the matching note image on her playing card. If the note name does not match a note image, she does not clip a clothespin to her playing card.
- 3) If Player 1's game marker does not land on a green square containing a note name she does the following:
 - 1) If her game marker lands on the green square containing the white circle, her turn is over.
 - 2) If her game marker lands on the the green square containing the white star, she clips a clothespin onto **any** note image on her playing card.
 - 3) If her game marker lands on the image of the scared skunk she removes **all** clothespins from her playing card. *If she does not have any clothespins on her playing card her turn is simply over.*
- 4) Player 2 repeats Steps 1 - 3.
- 5) Players continue alternating turns until one player manages to clip clothespins to **all three note images** on her playing card and wins the game.

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