

HEAVE HO HO HO!



Reinforcing Recognition of Cs on the Grand Staff with

HEAVE HO HO HO!

by Andrea and Trevor Dow



© 2017 Teach Music Today Learning Solutions

This musical game file is intended for use in the purchasing teacher's private studio. Permission is granted to the purchasing teacher for duplication and use within a private studio. Duplication for resale is not permitted. Any adaptation of this copyrighted material requires the written consent of the copyright owner.

HOW TO PLAY

Players:

2 players

Materials:

one laminated game board, one coin,
two dice, nine playing cards

Game Objective:

Musical Objective: To reinforce recognition of Cs on the grand staff
Game Objective: To rescue Santa from the chimney

Setting It Up:

Players should sit beside one another with the game board and the deck of cards placed between. Each player should have a die. The coin should be placed over the image of Santa's legs on the game board.

Playing The Game:

- 1) During the game, the teacher attempts to move the coin toward the reindeer with the purple nose and the student attempts to move the coin toward the reindeer with the yellow nose.
- 2) To begin, one player removes the top card from the deck and flips it over to reveal an image of a grand staff.
- 3) At this point the game becomes a race. Step 4 below (while explained for Player 1 only) will be performed **simultaneously by both players**.
- 4) As soon as the card in Step 2 is flipped over, Player 1 determines how many Cs are on the revealed grand staff and then attempts to roll the matching value on her die.
- 5) The first player to roll the correct number on her die wins the round. If the winner is the student, the coin is moved one game space (one reindeer) toward the reindeer with the **yellow nose**. If the winner is the teacher, the coin is moved one game space (one reindeer) toward the reindeer with the **purple nose**.
- 6) Steps 2 - 5 are repeated until the coin lands on the reindeer with the purple nose (the student loses the game) or the reindeer with the yellow nose (the student wins the game).
- 7) If all cards have been removed from the deck and the coin has not landed on a reindeer with a yellow nose or a purple nose, players analyze the location of the coin on the game board. If it is closer to the reindeer with the purple nose, the student loses and if it is closer to the reindeer with the yellow nose, the student wins.

This page has been left blank for teachers wishing to
apply double-sided printing.

HEAVE HO HO HO!



This page has been left blank for teachers wishing to
apply double-sided printing.



First measure of musical notation. Treble clef: G4, A4. Bass clef: E3, F3.

Second measure of musical notation. Treble clef: B4, C5. Bass clef: G3, A3.

Third measure of musical notation. Treble clef: D5, E5. Bass clef: B2, C3.

Fourth measure of musical notation. Treble clef: F5, G5. Bass clef: D3, E3.

Fifth measure of musical notation. Treble clef: A5, B5. Bass clef: F3, G3.

Sixth measure of musical notation. Treble clef: C6, D6. Bass clef: A2, B2.

Seventh measure of musical notation. Treble clef: E6, F6. Bass clef: C3, D3.

Eighth measure of musical notation. Treble clef: G6, A6. Bass clef: E2, F2.

Ninth measure of musical notation. Treble clef: B6, C7. Bass clef: G2, A2.