



Chase
my HEART

Reinforcing Recognition of Stepping, Skipping and Repeating Notes with

CHASE MY HEART

by Andrea and Trevor Dow



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HOW TO PLAY

Players:

2 players

Materials:

one laminated game board, 18 playing cards, four dimes, one penny

Game Objective:

Musical Objective: To reinforce recognition of steps, skips and repeats

Game Objective: To surround Player 1's game marker before it reaches a marked square

Setting It Up:

Players should sit beside one another with the game board placed in front and the 18 playing cards placed to the side. Player 1 should put his game marker (the single penny) on the square marked with the heart and Player 2 should put her game markers (four dimes) on each of the squares marked with a circle.

Notes:

- 1) The game markers for both players must **always remain on the red squares**. The game markers cannot "jump" over any other game markers on the game board and can only move diagonally forwards and backwards (as in Checkers).
- 2) During the game, Player 1 is trying to move his one game marker along the red squares until it reaches a square marked with a circle. When this happens, he wins the game.
- 3) During the game, Player 2 is trying to surround Player 1's single game marker with her own game markers so that Player 1 cannot make any more moves (remember, his game marker cannot jump over her game markers). When this happens, she wins the game.

Playing The Game:

- 1) Player 1 draws a card from the deck and determines if the notes on the back represent a step, skip, or repeat.
- 2) Player 1 moves his game marker a number of spaces that corresponds to the interval on the back of the card selected in Step 1 (repeat = 1, step = 2, skip = 3). For example, if Player 1 flips over a card to reveal an image of a step, he moves his game marker **two spaces** along the red squares.

Instructions continued on the next page...

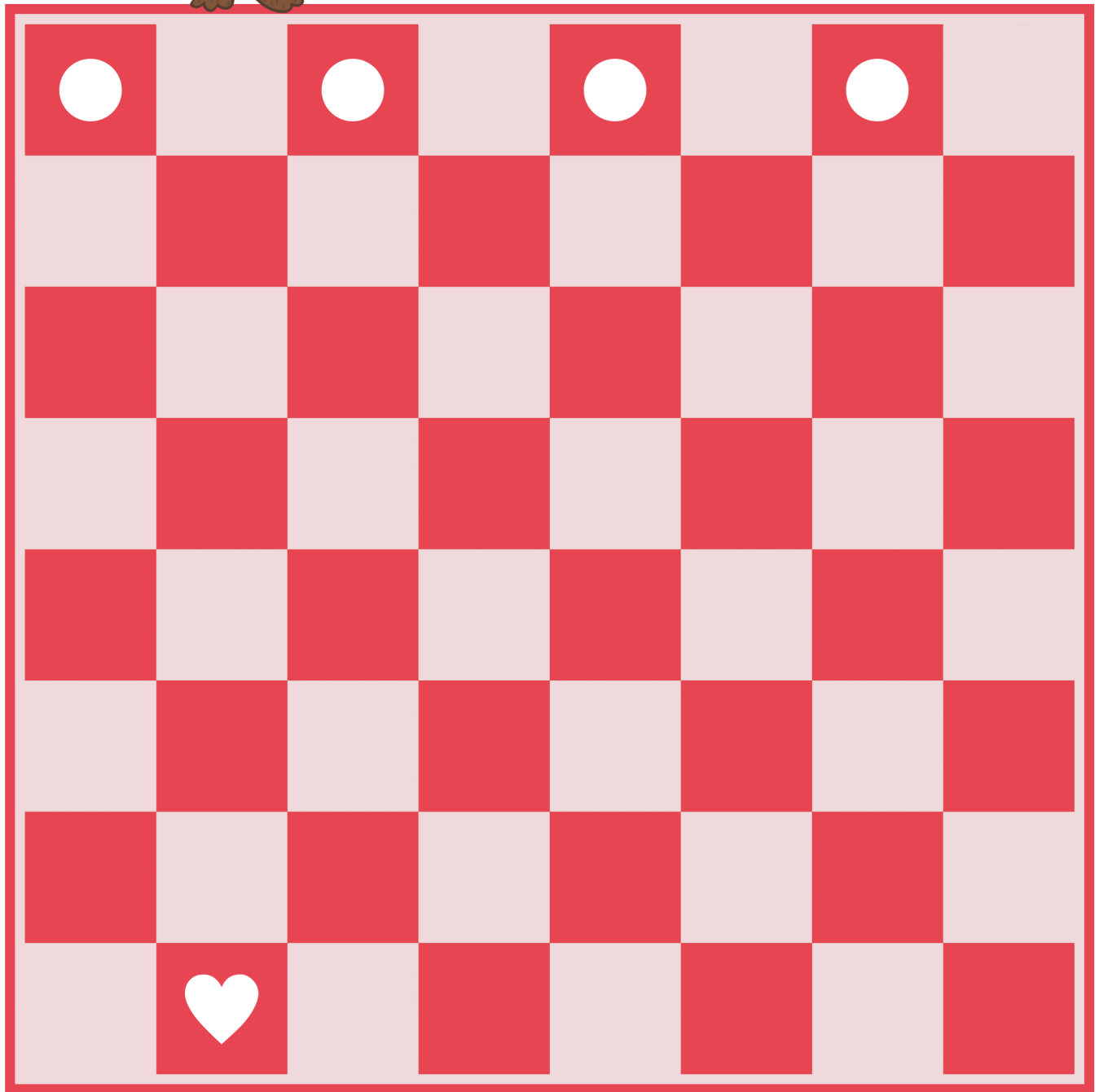
HOW TO PLAY

Playing The Game (continued):

- 3) Next, Player 2 draws a card from the deck and names the interval pictured on the back.
- 4) Player 2 moves her game markers a number of spaces that corresponds to the name of the interval on the back of the card selected in Step 3. **Important!** Because Player 2 has four game markers, she can choose to move just one of her game markers or she can split her moves between several game markers. (Example: If Player 2 flips over a card to reveal an image of a skip (three spaces), she can move three of her markers one space each OR one of her markers two spaces and one of her markers one space OR one of her markers all three spaces.)
- 5) Players continue alternating turns until Player 1's game marker reaches any red square marked with a circle **or** Player 2's game markers block Player 1's game marker from making any more moves.
- 6) If, during the game, all cards have been removed from the deck they are reshuffled and play continues.



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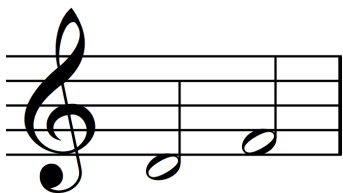
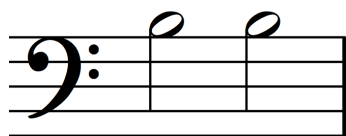
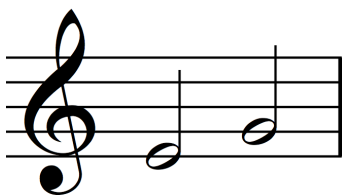
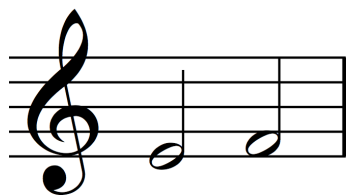
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