

PIZZA



WITH

KEYS

Reinforcing Steps, Skips, Leaps, and Repeats with

PIZZA WITH KEYS

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HOW TO PLAY

PLAYERS:

2 players

MATERIALS:

2 laminated game boards, 2 laminated menus, 2 dice,
1 dry erase pen, 24 laminated pizza toppings, 2 piano pieces

GAME OBJECTIVE:

Musical Objective: To reinforce recognition of steps, skips, leaps, and repeats
Game Objective: To build the most delicious pizza

SETTING IT UP:

Each player will need 1 game board, 1 laminated menu and 12 pizza toppings (2 of each topping). Before the game begins, the players should place 2 of each pizza topping onto the corresponding plates on their game boards.

Each player should have a piano piece (from a method book or supplementary repertoire) beside her game board. The piano pieces should each contain at least 12 measures.

PLAYING THE GAME:

- 1) Player 1 begins by filling in the first column on her Menu Page. To accomplish this, Player 1 rolls the dice. She adds up the number rolled and writes this number in the first empty box in Column 1. Player 1 then rolls the dice again. She adds this number up and **also writes it in the first box** of Column 1 (there should now be 2 numbers in the first box). Player 1 continues rolling the dice until every empty box in Column 1 contains 2 numbers.
- 2) Player 2 completes Step 1 on his own Menu Page.
- 3) When the menu pages for each player are complete, it is time to start building the pizzas.
- 4) In Step 1, the players were filling in the first column on their menu pages with 2 numbers. These numbers represent **measure numbers** within each player's piano piece.
- 5) Each box in the second column on the menu page contains one of the following words: step, skip, repeat, leap. This indicates that players will be examining measures in their piano piece (as indicated by the numbers in Column 1) to see if the first two notes in those measures represent a step, skip, repeat, or leap.
- 6) The final column on the Menu Page contains images of the different pizza toppings. If a player searches his piano piece and finds a step, skip, repeat, or leap in the first two notes of the designated measure, he places the appropriate pizza topping on his pizza.

Instructions continued on next page:

HOW TO PLAY







CHECK OUT THE EXAMPLE BELOW:

- 7) Let's assume Player 1 has written the numbers "5" and "11" in the first box on her menu page; these numbers correspond to measures "5" and "11" in her piano piece. In the column beside the numbers "5" and "11" on her Menu Page the word "Leap" is written. Player 1 must examine measure "5" and then "11" to determine if **the first two notes** of each of these measures represent a "leap" (an interval greater than a 3rd).
- 8) If a "leap" is represented by the first two notes of measures "5" or "11", Player 1 must look to the third column on the Menu Page to see which topping must be added to her pizza... in this case the topping is a fish! If a "leap" is found in *both* measures, 2 fish must be added. If a "leap" is found in 1 measure, 1 fish is added. If no "leap" is found, no fish are added. **If the measure being examined is a measure that contains no notes, or only one note then no topping is added.**
- 9) Player 1 then repeats Steps 7 - 8 for each of the remaining rows on her Menu Page.
- 10) Player 2 should be performing Steps 7 - 8 simultaneously with Player 1.
- 11) When both pizzas are complete, it is time to pick a winner. To do this, invite a parent, a sibling, or the next piano student into the studio to choose the pizza that looks the most delicious.

FOR VISUAL LEARNERS:

Player 1 begins by filling in the first column on her Menu Page. To accomplish this, Player 1 rolls the dice. She adds up the number rolled and writes this number in the first empty box in Column 1. Player 1 then rolls the dice again. She adds this number up and also writes it in the first box of Column 1 (there should now be 2 numbers in the first box). Player 1 continues rolling the dice until every empty box in Column 1 contains 2 numbers.

Player 1 must examine measure "5" and then "11" to determine if the first two notes of each of these measures represent a "leap" (an interval greater than a 3rd). If the first two notes of a measure represents a "leap", Player 1 adds a fish to her pizza.

PIZZA		WITH	KEYS
5, 11	Leap		
6, 7	Step		
4, 3	Repeat		
12, 8	Skip		
9, 7	Step		
5, 4	Skip		

PIZZA

WITH



KEYS



PIZZA



WITH

KEYS

	Leap	
	Step	
	Repeat	
	Skip	
	Step	
	Skip	

PIZZA

WITH



KEYS



PIZZA



WITH

KEYS

	Leap	
	Step	
	Repeat	
	Skip	
	Step	
	Skip	

