

# Zoo Food



*Reinforcing Note Recognition With*

# **ZOOFOOD**

by Andrea and Trevor Dow



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# HOW TO PLAY

## PLAYERS:

2 players

## MATERIALS:

1 laminated game board, 2 game markers,  
1 laminated Food Tracker Sheet, 1 dry-erase pen

## GAME OBJECTIVE:

Musical Objective: To reinforce note recognition in the treble and bass clef  
Game Objective: To collect food for the zoo animals so that they eat the food... and not YOU!

## SETTING IT UP:

The players should sit facing each other with the game board placed in the middle. Players should decide if they will be playing treble clef or bass clef and place the corresponding Food Tracker Sheet to the side. The players must also choose who will be Zookeeper 1 and who will be Zookeeper 2.

Each player should put his game marker in the Crocodile Cage. (Important! Each of the four animal cages are also squares that must be moved through as the players make their way around the board).

*There are two phases to this game... as the players complete their **first two laps** around the game board this is called the "Gathering Food" Phase. After those first two laps, players have then entered the "Feeding" Phase.*

## PLAYING THE GAME:

- 1) Player 1 begins by rolling a single die and moving his game marker clockwise around the board.
- 2) If Player 1 lands on a square marked with a note name, he must find the picture of that note on the Food Tracker Sheet.
- 3) Player 1 then colors in one bucket of food (under the Zookeeper 1 column) that corresponds to that note.
- 4) If Player 1 lands on an animal cage during the "Gathering Food" Phase, nothing happens.
- 5) Player 2 then repeats Steps 1 - 4.
- 6) For the first two laps around the game board, both players continue to roll the dice, move their markers, and gather food on the Food Tracker Sheet. Once they have passed the Crocodile Cage for the second time... no more food can be gathered and the "Feeding" Phase begins!
- 7) During the "Feeding" Phase, both players continue to roll the die and move around the board. If they land on a square with a note name, nothing happens, BUT... If a player lands on an animal cage they must feed that animal.

Instructions continued on next page...

# HOW TO PLAY

## PLAYING THE GAME (CONTINUED):

- 8) To feed the animal after landing in its cage, a player looks on the game board to see which letters the animal is missing from its name.
- 9) The player then looks at Column 1 on the Food Tracker Sheet, finds the pictures of the notes that correspond to the missing letters, and looks to see if he has any colored buckets of food for these notes. If the player does, he feeds the animal by putting an **X** through one of his colored buckets only. It is now the next player's turn.
- 10) If a player lands on an animal cage during the "Feeding" Phase and **DOES NOT** have a colored bucket beside the pictures of the notes that correspond to one of the missing letters, or **DOES NOT** have any colored buckets left, that player is eaten by the animal and loses the game!

## NOTE:

- 1) Three of the small brown squares on the game board contain images of an animal. If, at any point in the game, a player lands on one of these squares he must proceed directly to the corresponding animal cage.
- 2) During the "Feeding" Phase a player needs only to feed an animal **one** colored bucket of food... even if that player has colored buckets that correspond to two of the missing letters.

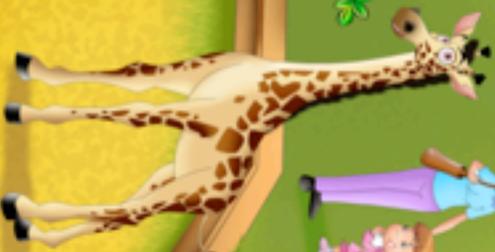
Cro\_odile



Pan\_\_



\_iraf\_e



# ZOO

a b c d e f g h i j k l m n o p q r s t u v w x y z

\_\_ar



Sample File Only



# FOOD TRACKER

ZOOKEEPER 1

ZOOKEEPER 2




# FOOD TRACKER

ZOOKEEPER 1

ZOOKEEPER 2


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