

JACK AND THE PUMPKIN PATCH



Listening For Eighth Notes In 3/4 Time With

JACK AND THE PUMPKIN PATCH

by Andrea and Trevor Dow



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HOW TO PLAY

Players:

2 players

Materials:

one laminated game board, 11 coins, 18 playing cards, one game marker, one Teacher Master Sheet, one dry erase pen

Game Objective:

Musical Objective: To reinforce aural recognition of eighth notes in 3/4 time
Game Objective: To collect coins from the game board

Setting It Up:

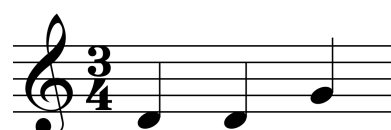
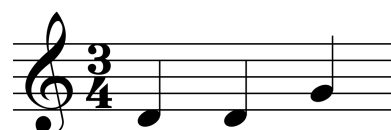
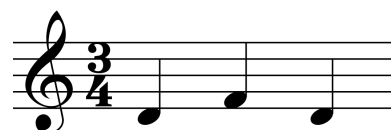
The student should sit on the floor with the game board placed in front and the game marker placed on "Jack". Two coins should be placed over the leaf marked with a "3", two coins should be placed over the leaf marked with a "6", three coins should be placed over the leaf marked with a "9", and four coins should be placed over the leaf marked with a "12". The 18 playing cards should be spread out around the game board with the word labels facing up. The teacher should be seated at the piano with the Teacher Master Sheet.

Playing The Game:

- 1) To begin, the teacher plays a randomly-selected musical excerpt from the Teacher Master Sheet and then crosses it off with a dry erase pen.
- 2) After listening to the musical excerpt, the student flips over a "Yes" card if eighth notes were played or a "No" card if eighth notes were not played.
- 3) On the back of the card selected in Step 2 will be a number **or** the words "Game Over". If the card contains a number, the student moves her game marker along the game squares (the numbered leaves) according to the number displayed on the card. If the student's game marker lands on a leaf containing coins, **or passes** a leaf containing coins, she takes the coins from the leaf and places them in a pile beside the game board.
- 4) The card selected in Step 2 is removed from the playing area.
- 5) Steps 1 - 4 are repeated until one of two things happens: 1. the student is happy with the number of coins she has collected and chooses to end the game, 2. the student flips over a "Game Over" card and loses all of her coins, ending the game, OR 3. the student collects all of the coins from the game board.
- 6) If the student chooses to end the game before a "Game Over" card is revealed, her coins are counted and her score is recorded.
- 7) Play three more games. After all four games have been played, the teacher makes note of the student's highest score. In subsequent games the student can attempt to beat her "high score".

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TEACHER MASTER SHEET



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JACK AND THE PUMPKIN PATCH



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1

**GAME
OVER**

3

2

2

1

1

1

1



1

**GAME
OVER**

1

2

3

2

1

1

1