



In Golden Go-Seek, players flip cards, shout, "Switch!", and race to cover note names before their opponent claims victory—because in this game, you might just win with someone else's board!

MIDDLE C POSITION NOTE READING



GOLDEN GO-SEEK

Player 1

A

C

B

F

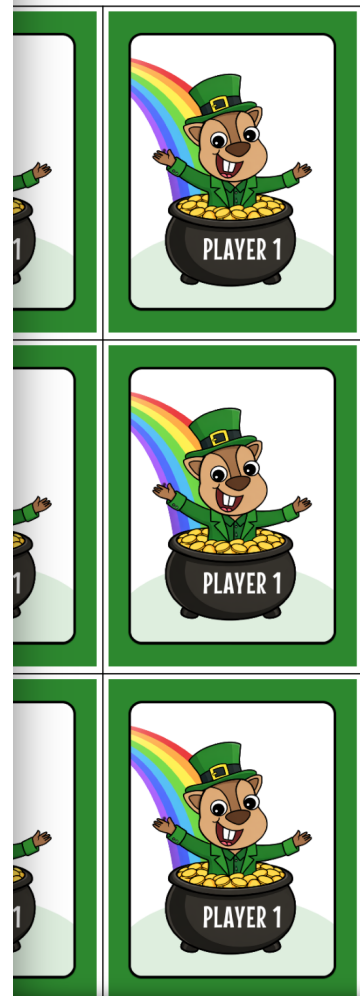
G

F

D

G

E



HOW TO PLAY

Players

2 players

Materials

- Two laminated game boards
- 20 markers (coins)
- 18 Player 1 cards
- 18 Player 2 cards

Game Objective

Musical Objective: To reinforce recognition of notes in Middle C Position.

Game Objective: To be the first player to place game markers over all note names.

Setting It Up

Players must first decide who will be Player 1 and who will be Player 2, then sit opposite each other. Each player should have a game board, 10 game markers (coins), and 18 playing cards. Players should lay out their 18 playing cards face down in two rows below their game boards.

Playing the Game

1. This game is designed as a race. Steps A–D below (explained for Player 1 only) will be performed simultaneously by both players.

A) On the word “Go!”, Player 1 flips over the first card in their row, names the note, and places a coin over the

corresponding note name on their game board.

B) As soon as Player 1 places the first coin, they race to flip over the second card in the row and place a second coin over the correct note name on their game board (just as in Step A).

C) Player 1 continues flipping cards and placing coins until all note names are covered.

D) If a player flips over a card and the corresponding note name on their board is already covered, they place the card in a discard pile and continue with the next card.

2. But there’s an exciting twist! Each player has two cards that say “Switch!”. If a player flips over a “Switch!” card at any point during the game, that player yells “Switch!”, and both players leap up, switch places (and game boards), and continue the game.

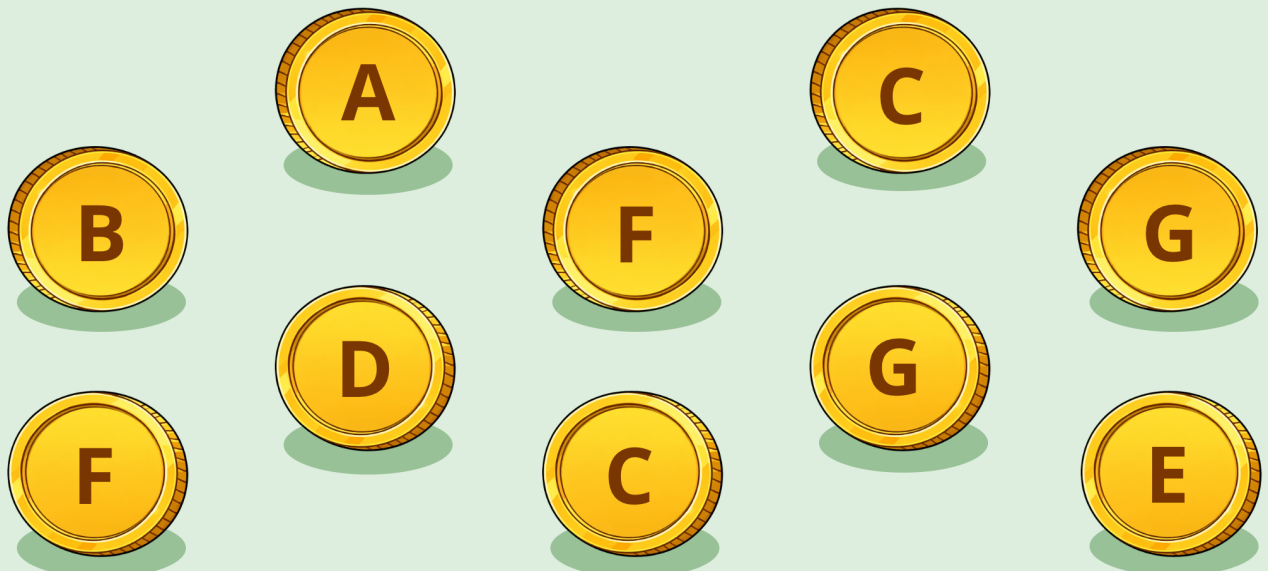
3. If a player has flipped a card but has not yet placed their coin when their opponent yells “Switch!”, they flip the card back over.

4. The fun continues until one player has all 10 note names covered. Due to the “Switch!” cards, a player may win the game using a board that was not originally their own.



GOLDEN GO-SEEK

Player 1

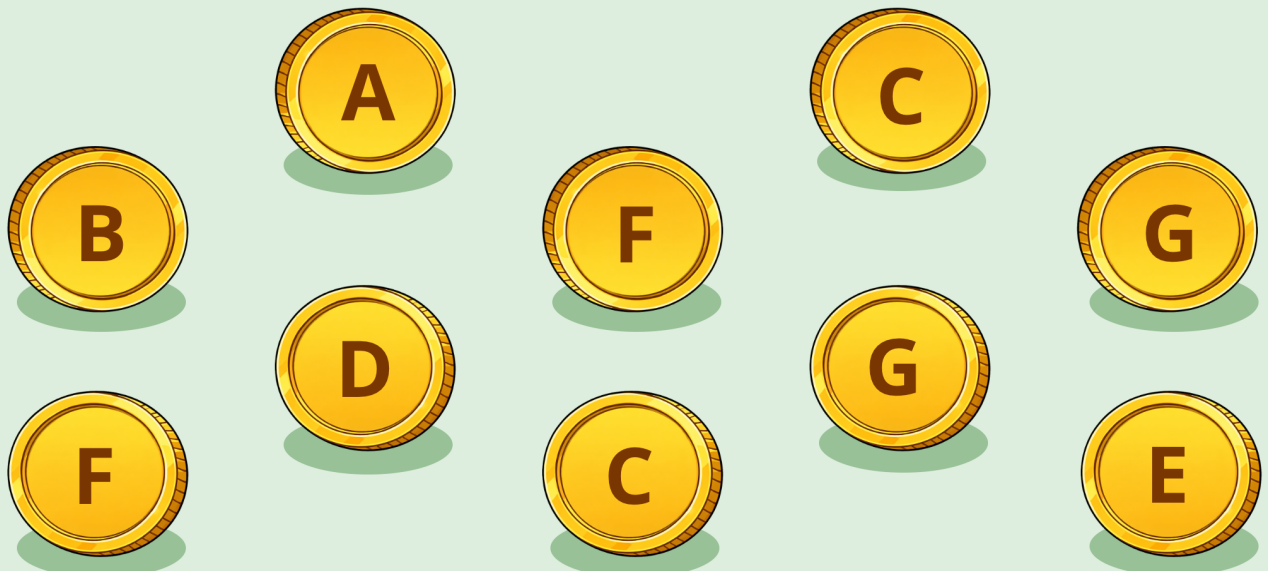


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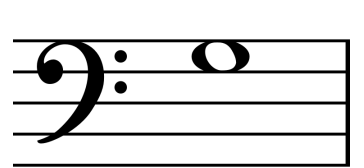
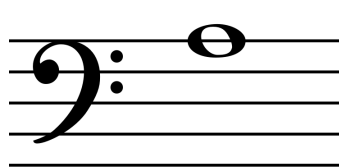
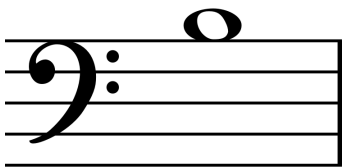
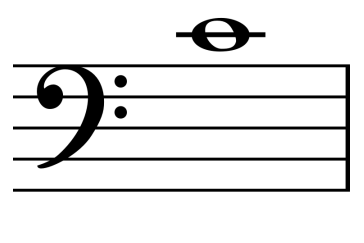
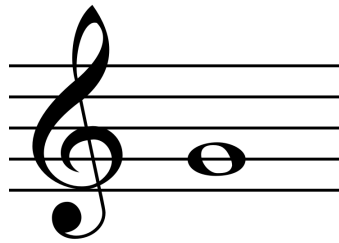
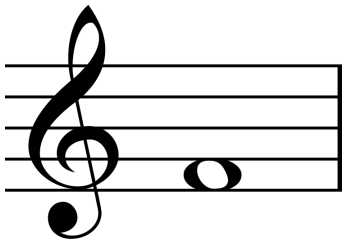
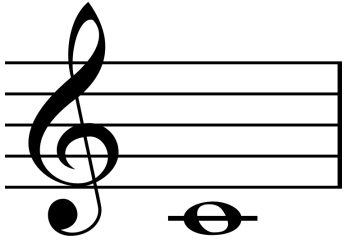
GOLDEN GO-SEEK

Player 2

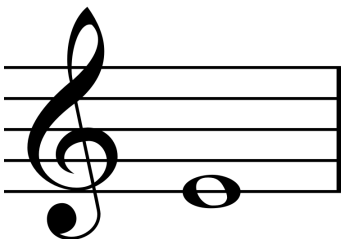
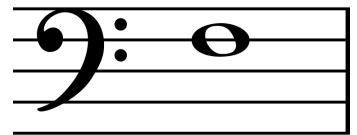
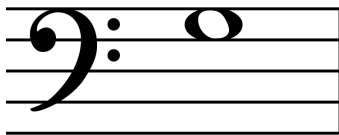
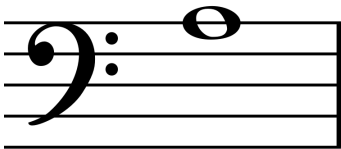
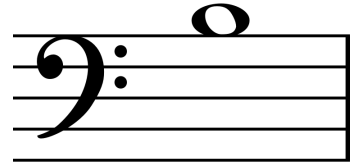
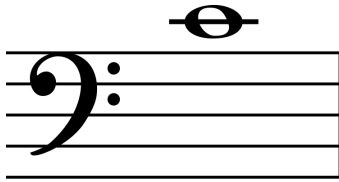
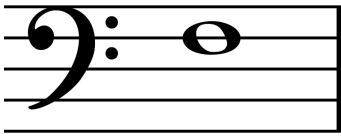


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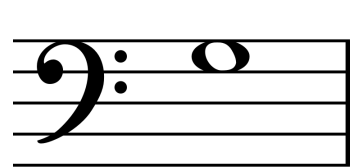
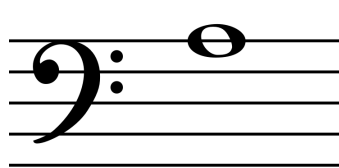
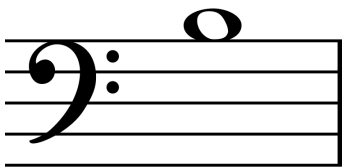
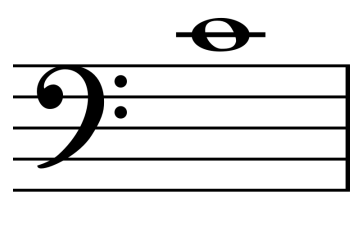
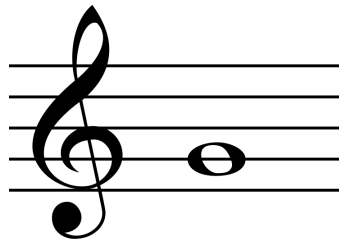
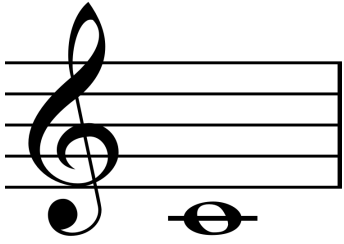




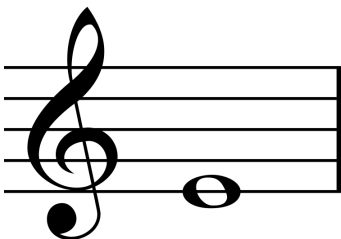
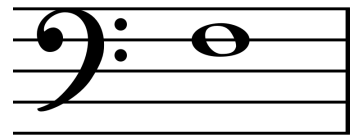
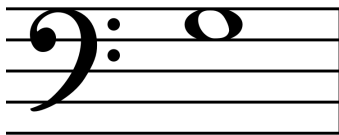
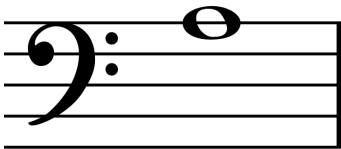
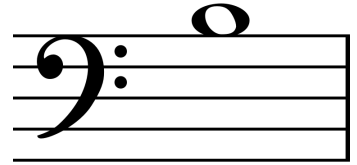
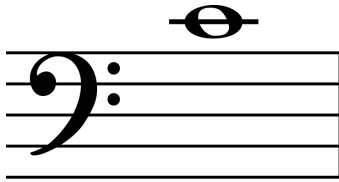
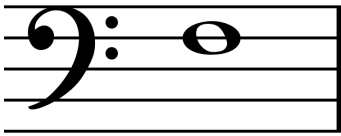
SWITCH!

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