

Subject: Music

Grade Level: Middle School

Mechanics:

Number of Teams: 4 max

Minimum Number of People per team: 2

Cooperative or Competitive?: Competitive against other teams, cooperative with teammates

Battle of the Bands (chance to steal)

Narrative:

The team is a band on a tour

Point of the Game: Each team rolls to move on the board. After landing on a color space, the team must choose a card from the pile with the same color. If they get the answer right, they move the number of spaces that card is worth (ex. Charades would be 1 step, translation is 5)

- Whoever picks up the card cannot answer the question

Jeopardy categories (in order of difficulty): (4 of each cards)

- Charades : Yellow 100
 - Three chances, team must agree on answer
- Keep the beat : blue 200
- Sheet music reading : orange 300
- Symbol recognition : purple 400
- Translate base to treble & vice versa : red 500

Teams:

Chips - notes

Ideas:

- Mapping out a tour

Locations name ideas (20):

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Questions:

Charades : Yellow

1. Act out playing the drums
2. Act out playing the piano
3. Act out playing the guitar
4. Act out playing the trombone
 - Violin, trumpet, triangle,

Keep the beat : blue

1. Q
2. Q
3. Q
4. q

Sheet music reading : RED

1. Treble
2. Treble
3. bass
4. bass

Symbol recognition : 300 orange

1. Forte
2. Piano
3. **Crescendo**
4. Half sharp
 - Whole note, half note, quarter note, niente

Scale reg find the error : Purple - find the error in the scale

1. C scale
2. G scale
3. F scale
4. D scale

Move Sheet music to 500
Answer inside folded card

Pieces are in pencil case

Learning Goals

By the end of this class, students will:

- Apply their comprehension of sheet music and sight reading to improve their musical ability in playing their instruments
- Understand music terminology (such as forte, crescendo, and piano)
- Be able to recognize different musical instruments (such as the drums, piano, and the violin)

Lesson Overview

1hr 15

School ends 3:45 pm

Timing	Type	Section	Summary
3:45 pm	Tuning/ Warm-Up	Practicing Scales	Students will prepare for class by retrieving their instruments and tuning them. The students then participate in a warm-up of scales.
4:00 pm	Practicing Select Songs + Reviewing Musical Terms	Reviewing Songs	Students will practice songs selected by the teacher by reviewing their section and critical terminology.
4:30 pm	Reflection	Discussing Songs	Students will reflect on their playing and identify what they are struggling with or want to review for future classes.
4:35 pm	Putting away instruments	Clean up	Students will

4:40 pm	Discussion + Activity	Music Game and Explanation	The instructor will explain the game and put students into small groups. Each group will play the game as an overview of their music comprehension.
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Tuning and Warm Up:

Students will follow the director to play an A to see which instruments need to be tuned. Then, students will warm up by playing the D scale.

Practicing Select Songs:

- Don't stop believing
- Polar Express
- Star wars
- Ode to Joy

Reflection:

Students will come together as a group and discuss points in the songs they would like to highlight and review for future practice.

Discussion + Activity:

The instructor will explain the game as they set up the board. They will then place the students into small teams. Each team will have to select a space on the board to go to and answer the question from the corresponding category.

Red 500

- Sight reading

Orange 300

- symbol

Yellow 100

- charades

Blue 200

- Keep the beat

Purple 400

- scale

Feedback:

Sight reading was difficult

Make the band idea more interactive

Move:

-Sight reading to 500

-Scale to 400

-Symbol 300

Steal other peoples tour spots

Bonus for changing questions - moving through the map

- Lifeline system
- Special
- Ex call an opener

Write on the cards - instructions for how to open

Things to add

Points = fans

Bonus points for bands who are able hit all locations

- First to start in the place gets bonus points

Add names for locations - that correspond to the type of questions

Name Ideas: play on words

Sight reading

Symbol recognition

- Cymbal

Charades

-

Keep the beat

- Beatbox

Scale: find the error

Music genre ideas for locations:

Pop

Classical/Opera

Rock

Electronic

Famous arts or band names

Fix cards

- 2 cards
- Some of them acr out some of them make the noise for the instrument

Place Names

1. Jazzville
2. Blueshurg
3. Rockford
4. Ska Springs
5. Funkton
6. HipHop Hills
7. Poptropolis
8. Countryborough
9. Rapture City
10. Folksong Hollow
11. Metaltopia
12. Classicalshire
13. Reggae Ridge
14. Punk Grotto
15. Technopool
16. Salsa Corner
17. Disco City
18. Soulville
19. Ambient Avenue
20. Electro City

Game Name Ideas

- Sound Showdown
- Band Blitz
- Rock 'n Rivalry
- Band Beatdown
- Band Clash
- Band Brawl
- Band Quest
- Band Battle of Wits
- Band Knowledge Knockdown
- Rhythm and Riddles
- Rock the World: Quiz Tour
- Concert Quest

Game Instructions

*Game for Playtesting is a Demo version. For the sole purpose of playtesting, the questions are limited, and only two teams are available to play.

Content:

- Gameboard
- 20 Team Tokens (2 teams, 40 tokens total)
- 20 Cards (4 cards per category)

Setup:

1. Have the group separate into teams of two or more. Make sure each team has its own tokens.
2. Separate the question cards by color. Place to the side with the name of the category visible on the top of each card.

Play:

How to Win:

- Be the team that has the most fans when every place has been performed!
- Earn points for getting a question correct.
- Bonus points of 100 pts are awarded to every group that answers at least one question from each category.

How to Play:

1. Choose which team to go first
2. During a team's turn, they can choose which location to go to.
3. One person from the team must go and pick up a card from the category that matches the color on the board.
 - This person will hold the question to their group, keeping the answer inside hidden from view.
4. The team will answer the question according to which category it belongs to. Each team will be permitted a minute to decide who will answer the question for their entire team.
 - If the team gets the answer, they get the points for that category.
 - If the team fails, another team will have the chance to steal.

Categories:

Red 500

- Sight reading

Orange 300

- symbol

Yellow 100

- charades

Blue 200

- Keep the beat

Purple 400
- scale

Charades (Yellow-100 points):

- One team member must follow the instructions on the card. Only one team member must give the answer to the rest of the group.

Keep the Beat (Blue-200 points):

- One team member must hold up the card. Another member must clap out and say what the beats for the measure are.

Symbol Recognition (Orange-300 points):

- One team member will hold up the card with the symbol. Another member will have to answer quickly which symbol it is.

Scale Error (Purple-400 points):

- The team will be tasked with finding the error on a scale.

Sight Reading (Red-500 points):

- One team member will hold up the card with a piece of sheet music. Another team member must say which notes (its letter) are in the measure.

Original Board (With Notes):

