

Learn = Introduction
Play = Practice
Quiz = Mastery
Challenge = Challenge

Use the **Primary 1A** game menu

Name _____

Date _____

Assigned: **Pages 4-8**

	Category	Game	Skills / Concepts	Learn	✓	Play	✓	Quiz	✓	Challenge	✓
	Rhythm-A	Faster-Slower-Same 1	Does the music become faster or slower?	85		110		1200		-	
	Pitch-A	Songbirds High & Low	Identify high sounds and low sounds	6		600		600		-	
	Keyboard	Low Middle High	Identify keys that are low, middle and high on the keyboard	1000		1800		1800		-	
	Rhythm-A	Steady As She Goes	Hear a portion of a song. Is the beat steady or unsteady?	900		950		1300		-	
	Symbols	Finger Finder	Finger Numbers for the Right and Left hands	350		2100		2300		-	
	Symbols	Hand Prints	Identify Left and Right hand	1050		1400		1850		-	
	Playback	Song Birds 1	Hear and play back random patterns of DO - RE -- pre-staff	-		6		6		6	
	Pitch-A	Pick the Pattern Loud Soft	Hear, then identify each chord in a 4-chord pattern as loud or soft.	65		85		90		-	
	Pitch-A	Smiley & Friends 1	Hear Tunes -- Same or different	6		10		100		-	
	Symbols	Falling Symbols 1	Match music symbols (see the "Learn" level of the game)	1800		1700		1800		-	

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	Category	Game	Skills / Concepts	Learn	✓	Play	✓	Quiz	✓	Challenge	✓
	Keyboard	Tommy Tiger's 2's & 3's	Identify the groups of 2 and 3 black keys on the keyboard	1350		1400		1500		-	
	Rhythm-A	Smiley & Friends-Rhythm 1	Aural matching of quarter note and quarter rest patterns.	8		10		100		-	
	Pitch-A	Storm Chasers 1	Aurally identify Up and Down	70		900		1000		-	
	Rhythm-V	Meteor Match 1A	Name notes and rests - Quarter note, quarter rest	1200		1200		1200		-	
	Rhythm-A	Rhythm Pix 1	Is this rhythm the same or different from the one you hear? Quarter notes and rests	80		1000		1200		-	
	Rhythm-V	Meteor Match 1	Name notes and rests - Quarter note, half note	1200		1200		1200		-	
	Rhythm-A	Rhythm Rally 1	Which one-measure rhythm is played? Quarter notes and quarter rests	8		9		10		-	
	Rhythm-V	Rhythm Pop 1	How many beats? Quarter, half, and whole notes	1050		1100		1200		-	

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	Category	Game	Skills / Concepts	Learn	✓	Play	✓	Quiz	✓	Challenge	✓
	Symbols	Alpha Order Up	Name missing letters in the ascending music alphabet	850		1050		1350		-	
	Keyboard	LetterFly 1	CDE--Identify and play on the onscreen keyboard	20		180		200		-	
	Pitch-A	Pick the Pattern <i>Forte Piano</i>	Hear, then identify each chord in a 4-chord pattern as forte or piano.	65		85		900		-	
	Keyboard	LetterFly 2	FGAB--Identify and play on the onscreen keyboard	300		300		300		-	
	Rhythm-V	Meteor Match 2	Name notes and rests - Quarter and half note, quarter rest	1200		1200		1600		-	
	Rhythm-A	Rhythm Rally 1A	Which one-measure rhythm is played? Quarter notes and half notes	10		10		10		-	
	Playback	Song Birds 2	Hear and play back random patterns of DO - RE - MI -- pre-staff	-		7		7		7	

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	Category	Game	Skills / Concepts	Learn	✓	Play	✓	Quiz	✓	Challenge	✓
	Keyboard	LetterFly 3	White Keys--Identify and play on the onscreen keyboard	30		300		300		-	
	MIDI	MIDI LetterFly 3	White Keys--Identify and play on the MIDI keyboard	26		28		30			
	Symbols	Falling Symbols 2	Identify music symbols (see the "Learn" level of the game)	1350		1850		2350		-	
	Pitch-A	Smiley & Friends 2	Hear Two note patterns -- Same or different?	8		10		100		-	
	Pitch-A	Storm Chasers 2	Up, Down, Same	70		900		1000		-	
	Rhythm-A	Faster-Slower-Same 2	Does the music become faster, slower or the same?	85		110		1200		-	
	Symbols	Alpha Order Down	Name missing letters in the descending music alphabet	850		1050		1100		-	
	Intervals-V	Alpha Steps & Skips 1	Name the letters of the musical alphabet that make steps up & down	1050		1350		1650		-	
	Rhythm-V	Meteor Match 4	Name rhythm symbols - Quarter and half notes; quarter and half rests	1200		1200		1600		-	
	Playback	Song Birds 3	Hear and play back random patterns of DO - RE - MI - SOL -- pre-staff	-		8		8		7	