



Each game has up to four levels:  
Learn (tutorial-introduction); Play (practice);  
Quiz (mastery); Challenge (beyond Quiz)

Name \_\_\_\_\_

**Keyboard Elements**

Record your best scores for each game.

Date assigned	Game	Target score	Learn Best	Target score	Play Best	Target score	Quiz Best	Target score	Challenge Best
	LetterFly 3-Quiz	30		275		300		-	
	LetterFly 4-Quiz	250		300		400			
	LetterFly 5-Quiz	250		300		400		-	
	LetterFly 6	250		300		400		-	

**Pitch & Melody - Aural**

Date assigned	Game	Target score	Learn Best	Target score	Play Best	Target score	Quiz Best	Target score	Challenge Best
	Storm Chasers 2-Quiz	70		900		1000		-	
	Smiley and Friends 2-Quiz	8		10		100		-	
	Pick the Pattern-Forte Piano	85		120		1800		-	
	Melody Pix 2	100		1200		1200		-	
	Storm Chasers 3	1000		1200		1500		-	
	Melody Puzzles	-		none		-		-	
	Melody Pix 3	80		105		120		-	
	Practice Buddy 1	-		800		800		-	

**Pitch & Melody - Visual (reading, writing and performing)**

Date assigned	Game	Target score	Learn Best	Target score	Play Best	Target score	Quiz Best	Target score	Challenge Best
	Grand Staff Guide Notes 1	1300		1850		2200		-	
	Pattern Reading 1	250		300		300		-	
	Grand Staff Guide Notes 2	1300		1850		2200		-	
	Grand Staff Guide Notes 3	1300		1850		2200		-	
	Page Turner - Letters 3	20		2000		3000		3000	
	Page Turner - Letters 4	2000		2000		3000		3000	
	Pattern Reading 2	260		300		300		-	
	Page Turner - Letters 5	20		25		270		280	
	Page Turner - Letters 6	20		25		300		300	
	Jingle Notes 1	2250		2250		3000		4000	
	Jingle Notes 2	2250		2250		3000		4000	
	Bumble Keys 1	3000		4000		3000		4000	
	Bumble Keys 2	3000		4000		3000		4000	
	Grand Staff Pattern Reading 1	360		360		550		-	
	Grand Staff Pattern Reading 2	300		300		450		-	

**Pitch & Melody - Visual** *cont.*

Date assigned	Game	Target score	Learn Best	Target score	Play Best	Target score	Quiz Best	Target score	Challenge Best
	Float a Note 1	1700		1800		3000		-	
	Float a Note 2	1700		1800		3000		-	
	Bumble Keys 3	2800		3800		3000		3800	
	Bumble Keys 4	3000		4000		3000		3800	
	Grand Staff Alphabet 1	2000		2800		3000		-	

**Rhythm - Aural**

Date assigned	Game	Target score	Learn Best	Target score	Play Best	Target score	Quiz Best	Target score	Challenge Best
	Smiley & Friends-Rhythm 1-Quiz	8		10		100		-	
	Faster-Slower-Same 2-Quiz	85		110		1200		-	
	Steady as She Goes	900		950		1300		-	
	Rhythm Pix 1	80		1000		1200		-	
	Rhythm Rally 2	8		9		1000		-	
	Rhythm Regatta 1	800		1200		1200		-	
	Rhythm Regatta 2	800		1200		1200		-	
	Faster-Slower-Same 3	85		110		1200		-	
	Rhythm Rockets 1	800		1100		1200		-	

**Rhythm - Visual** *(reading, writing and performing)*

Date assigned	Game	Target score	Learn Best	Target score	Play Best	Target score	Quiz Best	Target score	Challenge Best
	Meteor Match 2	1200		1200		1600		-	
	Meteor Match 3	1200		1200		1600		-	
	Rhythm Pop 2	1400		1800		2000		-	
	Time Signature Blimp 1	1400		1900		1800		-	
	Rhythm Writer 3	-		70		-		-	
	Meteor Match 4	1200		1200		1600		-	
	Rhythm Pop 3	1850		2300		2850		-	
	Time Signature Blimp 2	1400		1900		2500		-	

**Scales & Key Signatures**

Date assigned	Game	Target score	Learn Best	Target score	Play Best	Target score	Quiz Best	Target score	Challenge Best
	Page Turner Keyboard 1	20		180		4000		-	
	Page Turner Keyboard 2	20		200		3800		4000	
	Page Turner Keyboard 3	1850		2300		2700		-	
	FloatANote Pentascales 1	900		1350		1850			
	FloatANote Pentascales 2	900		1350		1850			
	Page Turner Keyboard 4	1850		1850		2700			
	Page Turner Keyboard 5	1850		1850		2700			
	FloatANote Pentascales 3	900		1350		1850			
	FloatANote Pentascales 4	900		1350		1850			
	FloatANote Pentascales 5	900		1350		1850			
	Page Turner Keyboard 6	1850		1850		2700			
	Cosmic Key Signatures 1	12		120		200		-	

**Scales & Key Signatures continued**

Date assigned	Game	Target score	Learn Best	Target score	Play Best	Target score	Quiz Best	Target score	Challenge Best
	Songbirds Major & minor	100		500		600		-	
	Pentascle Toolbox 1	1350		1850		1900		-	
	Pentascle Toolbox 2	1350		1850		1900		-	
	Pentascle Toolbox 3	1350		1850		1900		-	

**Intervals - Aural**

Date assigned	Game	Target score	Learn Best	Target score	Play Best	Target score	Quiz Best	Target score	Challenge Best
	Catch the Coconut 1	12		16		16		-	
	Climbing High	1400		3600		25+		-	
	Catch the Coconut 2	12		1500		1600		-	
	Catch the Coconut 3	130		180		200		-	
	Catch the Coconut 4	100		150		185		-	
	Super Monkey Intervals 1	200		225		300		-	
	Super Monkey Intervals 2	200		230		360		-	
	Interval Slide 1	1250		1350		2000		-	

**Intervals -Visual (reading, writing and performing)**

Date assigned	Game	Target score	Learn Best	Target score	Play Best	Target score	Quiz Best	Target score	Challenge Best
	Step Right Up 3	1750		2300		2300		-	
	Will Work for Peanuts 1	1100		1150		1200		-	
	Undersea Intervals 2	-		15		15		-	
	Interval Surprise 1	1400		2600		3500		-	
	Beat the Clock - Intervals 1	260		360		470		-	
	Cannon Intervals 1	1100		1450		2300		-	
	Interval Surprise 2	1800		2400		2300		-	

**Music Symbols and Terms**

Date assigned	Game	Target score	Learn Best	Target score	Play Best	Target score	Quiz Best	Target score	Challenge Best
	Falling Symbols 2	1350		1850		2350		-	
	Falling Symbols 3	1800		1850		2350		-	
	Music Darts 3	none		1500		1700		-	
	Snowball Stems 1	1300		2300		3000		-	
	Music Symbol Match	160		350		400		325	

**Tonal Memory & Play Back**

Date assigned	Game	Target score	Learn Best	Target score	Play Best	Target score	Quiz Best	Target score	Challenge Best
	Songbirds 4	-		9		8		-	
	Staff Birds 4	-		10		7		-	
	Staff Birds 5	-		10		7		-	
	Staff Birds 6	-		10		7		-	
	Staff Birds 7	-		10		8		-	
	Staff Birds 8	-		10		8		-	
	Musical Memory 1 CDE	-		7		6		-	
	Musical Memory 1 CDEG	-		7		6		-	
	Musical Memory 1 CDEFG	-		7		6		-	
	Musical Memory 2 CDE	-		7		6		-	
	Musical Memory 3 CDE	-		7		6		-	