



Learn = Tutorial-introduction Play = Practice

Quiz = Mastery Challenge = Challenge

The learning games are listed by category. Then, within each category the games are listed in order of difficulty and the order that correlates with most teaching methods.

Keyboard Elements

Target Scores

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
LetterFly 4	Black Key Flats	250	300	400	-
LetterFly 5	Black Key Sharps	250	300	400	-
LetterFly 6	Black Key Sharps & Flats	250	300	400	-

Pitch & Melody - Aural

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Storm Chasers 2	Up, Down, Same	70	900	1000	-
Smiley and Friends 2	Two notes -- Same or different	8	10	100	-
Pick the Pattern- <i>Forte Piano</i>	Hear, then identify each chord in a 4-chord pattern as forte or piano.	85	120	1800	-
Melody Pix 2	Hearing and identifying patterns of Do-Re-Mi -different tonics; staff & noteheads.	100	1200	1200	-
Storm Chasers 3	Aurally identify whether a pitch pattern goes up or down by step or up or down by skip	1000	1200	1500	-
Melody Puzzles	Hear a melody, see the measures out of order, listen to each measure and put the measures in order.	-	none	-	-
Melody Pix 3	Listen to a melodic pattern and tell whether it is the same as or different than the written	80	105	120	-
Practice Buddy 1	Error detection -- hear a phrase from a folk tune and find the error on the notated page	-	800	800	-

Pitch & Melody - Visual - reading, writing, performing

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Grand Staff Guide Notes 1	Identifying Treble G, Middle C, Bass F on the staff	1300	1850	2200	-
Pattern Reading 1	Reading & playing Steps and Repeats (treble pitches)	250	300	300	-
Grand Staff Guide Notes 2	Reading & playing Treble C, Middle C, Bass C on the onscreen keyboard	1300	1850	2200	-
Grand Staff Guide Notes 3	Reading & playing Treble G, Middle G, Bass G on the onscreen keyboard	1300	1850	2200	-
Page Turner - Letters 3	Naming Treble Spaces	20	2000	3000	3000
Page Turner - Letters 4	Naming Treble Lines	2000	2000	3000	3000
Pattern Reading 2	Reading & playing Steps and Repeats (bass pitches)	260	300	300	-

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Page Turner - Letters 5	Naming Bass Spaces	20	25	270	280
Page Turner - Letters 6	Naming Bass Lines	20	25	300	300
Jingle Notes 1	Identifying all lines and spaces on the treble staff	2250	2250	3000	4000
Jingle Notes 2	Identifying all lines and spaces on the bass staff.	2250	2250	3000	4000
Bumble Keys 1	Reading and playing the notes of the treble staff on the onscreen keyboard	3000	4000	3000	4000
Bumble Keys 2	Reading and playing the notes of the bass staff on the onscreen keyboard	3000	4000	3000	4000
Grand Staff Pattern Reading 1	Reading from 3 Guide Notes: Treble G, Middle C, and Bass F	360	360	550	-
Grand Staff Pattern Reading 2	Reading from 3 Guide Notes: Bass C, Middle C, Treble C	300	300	450	-
Float a Note 1	Naming Treble Staff lines and spaces	1700	1800	3000	-
Float a Note 2	Naming Bass Staff lines and spaces	1700	1800	3000	-
Bumble Keys 3	Reading and playing treble clef sharps & flats on the onscreen keyboard	2800	3800	3000	3800
Bumble Keys 4	Reading and playing bass clef sharps & flats on the onscreen keyboard	2800	3800	3000	3800
Grand Staff Alphabet	Naming Grand Staff Lines and Spaces	2000	2800	3000	-

Rhythm - Aural

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Smiley & Friends-Rhythm 1	Aural matching of quarter note and quarter rest patterns.	8	10	100	-
Steady As She Goes	Hear a portion of a song. Is the beat steady or unsteady?	900	950	1300	-
Faster-Slower-Same 2	Does the music become faster, slower or the same?	85	110	1200	-
Rhythm Pix 1	Is this rhythm the same or different from the one you hear? 1. Quarter notes and quarter rests	80	1000	1200	-
Rhythm Rally 2	Which one-measure rhythm is played? Quarter, half, dotted half and whole notes.	8	9	1000	-
Rhythm Regatta 1	See 2 rhythms, choose which one you hear. Quarter, half, dotted half, whole notes.	800	1200	1200	-
Rhythm Regatta 2	See 2 rhythms, choose which one you hear. Quarter notes and rests, half notes and rests.	800	1200	1200	-
Faster-Slower-Same 3	Identify and demonstrate understanding of terms "ritardando" and "accelerando" in musical examples	85	110	1200	-
Rhythm Rockets 1	See a rhythm, then choose from 4 rhythms you hear: Quarter notes and quarter rests	800	1100	1200	-

Rhythm - Visual - reading, writing, performing

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Meteor Match 2	Naming note and rest values-Quarter and half note, quarter rest	1200	1200	1600	-
Meteor Match 3	Naming note and rest values-Quarter, half, dotted half and whole notes	1200	1200	1600	-
Rhythm Pop 2	How many beats? Quarter, half, dotted half and whole notes, and quarter rests	1400	1800	2000	-
Time Signature Blimp 1	See a melody and identify the time signature--3-4 and 4-4	1400	1900	1800	-

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Rhythm Writer 3	Placing Barlines plus Rhythm Math	-	70	-	-
Meteor Match 4	Quarter and half notes; quarter and half rests	1200	1200	1600	-
Rhythm Pop 3	How many beats? - Adds half and whole rests and ties	1850	2300	2850	-
Time Signature Blimp 2	See a melody and identify the time signature--3-4, 4-4, 5-4 and 6-4	1400	1900	2500	-

Scales & Key Signatures

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Page Turner Keyboard 1	Reading and playing the notes of the C Major pentascale-Middle CDEFG	20	180	4000	-
Page Turner Keyboard 2	Reading and playing the notes of the C Major pentascale-Bass CDEFG	20	200	3800	4000
Page Turner Keyboard 3	Middle CBAGF	1850	2300	2700	-
Cosmic Key Signatures 1	Identify key signatures - 1. C-F-G Major	12	120	200	-
Songbirds Major & minor	Aurally identifying pentascales as Major or minor	100	500	600	-

Intervals - Aural

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Catch the Coconut 1	Hearing 2nds & 5ths	12	16	16	-
Climbing High	Hearing and playing back 2nds, 3rds, 4ths, 5ths - same root - Major pentascale	1400	3600	25+	-
Catch the Coconut 2	Hearing 2nds & 3rds	12	1500	1600	-
Catch the Coconut 3	Hearing 2nds, 3rds & 5ths	130	180	200	-
Catch the Coconut 4	Hearing 4ths & 5ths	100	150	185	-
Super Monkey Intervals 1	Hear, then play 2nds through 5ths on the onscreen keyboard - C Major pentascale	200	225	300	-
Super Monkey Intervals 2	Hear, then play 2nds through 5ths on the onscreen keyboard - bass G Major pentascal	200	230	360	-
Interval Slide 1	Aurally identify an interval then choose the correct written version of the interval. C-F-G Major 2nds-5ths	1250	1350	2000	-

Intervals - Visual - reading, writing, performing

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Step Right Up 3	Visually identifying two notes as a step up, step down or skip up and skip down	1750	2300	2300	-
Will Work for Peanuts 1	Visually identify 2nds, 3rds, 4ths, & 5ths on the keyboard	1100	1150	1200	-
Undersea Intervals 2	Naming Intervals - 2nds & 3rds	none	15	15	-
Interval Surprise 1	Identifying Intervals - 2nds, 3rds, 4ths, and 5ths	1400	2600	3500	-
Beat the Clock-Playing Intervals 1	Given the first note, play half steps up & down on the onscreen keyboard	260	360	470	-
Cannon Intervals 1	Identifying half steps and whole steps on the keyboard and the staff	1100	1450	3000	-

Music Symbols and Terms

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Falling Symbols 2	Identifying Level 1 music symbols (see the "Learn" level of the game)	1350	1850	2350	-
Falling Symbols 3	Identifying Level 1 music symbols (see the "Learn" level of the game)	1800	1850	2350	-
Music Darts 3	Identifying Level 1 music symbols (see the "Learn" level of the game)	none	1500	1700	-
Snowball Stems 1	Identify whether the stem direction of a note is correct or incorrect.	1300	2300	3000	-
Music Symbol Match-Challenge	Popular memory/concentration game format	160	350	400	325

Tonal Memory & Play Back

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Songbirds 4	Hearing and playing back random patterns of DO-RE-MI-FA-SOL -- pre-staff	-	9	8	-
Staff Birds 4	Hearing and playing back random patterns of 4 notes C D E G-- birds on staff	-	10	7	-
Staff Birds 5	Hearing and playing back random patterns of 4 notes F G A C-- birds on staff	-	10	7	-
Staff Birds 6	Hearing and playing back random patterns of 4 notes G A B D-- birds on staff	-	10	7	-
Staff Birds 7	Hearing and playing back random patterns of 5 notes C D E F G-- birds on staff	-	10	8	-
Staff Birds 8	Hearing and playing back random patterns of 4 notes G A B C D-- birds on staff	-	10	8	-
Musical Memory 1 - 1	Hearing and playing back random patterns of C D E -- notes on staff	-	7	6	-
Musical Memory 1 - 2	Hearing and playing back random patterns of C D E G-- notes on staff	-	7	6	-
Musical Memory 1 - 3	Hearing and playing back random patterns of C D E F G-- notes on staff	-	7	6	-
Musical Memory 2 - 1	Playing back random patterns of C D E -- notes on staff - <i>no visual clues</i>	-	7	6	-
Musical Memory 3 - 1	Playing back random patterns of C D E -- notes on staff - <i>playback on onscreen keyb</i>	-	7	6	-