



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	Play Black Key Flats on the on-screen keyboard	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	Hear and identify 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	Identify Treble G, Middle C, Bass F on the staff	1300	1850	2200	-
Pattern Reading 1	Read & play Steps and Repeats (treble pitches)	250	300	300	-
Grand Staff Guide Notes 2	Read & play Treble C, Middle C, Bass C on the onscreen keyboard	1300	1850	2200	-
Grand Staff Guide Notes 3	Read & play Treble G, Middle G, Bass G on the onscreen keyboard	1300	1850	2200	-
Page Turner - Letters 3	Name Treble Spaces	20	2000	3000	3000
Page Turner - Letters 4	Name Treble Lines	2000	2000	3000	3000
Pattern Reading 2	Read & play Steps and Repeats (bass pitches)	260	300	300	-

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

### ***Rhythm - Aural***

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Smiley & Friends-Rhythm 1	Aurally match 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	Name note and rest values-Quarter and half note, quarter rest	1200	1200	1600	-
Meteor Match 3	Name 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	Place 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	Read and play the notes of the C Major pentascale-Middle CDEFG	20	180	4000	-
Page Turner Keyboard 2	Read and play the notes of the C Major pentascale-Bass CDEFG	20	200	3800	4000
Page Turner Keyboard 6	Middle CBAGF	1850	2300	2700	-
FloatANote Pentascales 1	Identify the notes of the C Major pentascale - Middle CDEFG	900	1350	1850	-
FloatANote Pentascales 2	Identify the notes of the C Major pentascale - Bass CDEFG	900	1350	1850	-
FloatANote Pentascales 3	Identify the notes of the G Major pentascale - Treble GABCD	900	1350	1850	-
FloatANote Pentascales 4	Identify the notes of the bass G Major pentascale - bass GABCD	900	1350	1850	-
FloatANote Pentascales 5	Identify the notes of the G Major pentascale - Middle GABCD	900	1350	1850	-
Page Turner Keyboard 4	Read and play the notes of the Treble G Major pentascale-GABCD	1850	1850	2700	-
Page Turner Keyboard 5	Read and play the notes of the Bass G Major pentascale-GABCD	1850	1850	2700	-
Page Turner Keyboard 6	Read and play the notes of the middle G Major pentascale-GABCD	1850	1850	2700	-
Cosmic Key Signatures 1	Identify key signatures - 1. C-F-G Major	12	120	200	-
Songbirds Major & minor	Aurally identify pentascales as Major or minor	100	500	600	-

### Intervals - Aural

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Catch the Coconut 1	Hear 2nds & 5ths	12	16	16	-
Climbing High	Hear and play back 2nds, 3rds, 4ths, 5ths - same root - Major pentascale	1400	3600	25+	-
Catch the Coconut 2	Hear 2nds & 3rds	12	1500	1600	-
Catch the Coconut 3	Hear 2nds, 3rds & 5ths	130	180	200	-
Catch the Coconut 4	Hear 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 pentascale	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 identify 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	Name Intervals - 2nds & 3rds	none	15	15	-
Interval Surprise 1	Identify 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	Identify 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	Identify Level 1 music symbols (see the "Learn" level of the game)	1350	1850	2350	-
Falling Symbols 3	Identify Level 1 music symbols (see the "Learn" level of the game)	1800	1850	2350	-
Music Darts 3	Identify 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	Hear and play back random patterns of DO-RE-MI-FA-SOL -- pre-staff	-	9	8	-
Staff Birds 4	Hear and play back random patterns of 4 notes C D E G-- birds on staff	-	10	7	-
Staff Birds 5	Hear and play back random patterns of 4 notes F G A C-- birds on staff	-	10	7	-
Staff Birds 6	Hear and play back random patterns of 4 notes G A B D-- birds on staff	-	10	7	-
Staff Birds 7	Hear and play back random patterns of 5 notes C D E F G-- birds on staff	-	10	8	-
Staff Birds 8	Hear and play back random patterns of 4 notes G A B C D-- birds on staff	-	10	8	-
Musical Memory 1 - 1	Hear and play back random patterns of C D E -- notes on staff	-	7	6	-
Musical Memory 1 - 2	Hear and play back random patterns of C D E G-- notes on staff	-	7	6	-
Musical Memory 1 - 3	Hear and play back random patterns of C D E F G-- notes on staff	-	7	6	-
Musical Memory 2 - 1	Play back random patterns of C D E -- notes on staff - <i>no visual clues</i>	-	7	6	-
Musical Memory 3 - 1	Play back random patterns of C D E -- notes on staff - <i>playback on onscreen keybd</i>	-	7	6	-