



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

Table with 7 columns: Game, Skills / Concepts, Learn, Play, Quiz, Challenge. Rows include Tommy Tiger's 2's & 3's, Low Middle High, LetterFly 1-5.

Pitch & Melody - Aural

Table with 7 columns: Game, Skills / Concepts, Learn, Play, Quiz, Challenge. Rows include Songbirds High and Low, Storm Chasers 1, Smiley and Friends 1, Storm Chasers 2, Smiley and Friends 2, Pick the Pattern- Loud Soft, Melody Pix 1, Melody Pix 2.

Pitch & Melody - Visual - reading, writing, performing

Table with 7 columns: Game, Skills / Concepts, Learn, Play, Quiz, Challenge. Rows include Note Balloons 1, Page Turner - Letters 1.

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	-
Note Balloons 2	Identify Treble & Bass CDEFG	300	400	4000	-
Page Turner - Letters 2	Name the notes of the Bass C Pentascale	20	1800	3000	-
Grand Staff Guide Notes 2	Treble C, Middle C, Bass C	1300	1850	2200	-
Page Turner - Letters 3	Treble Spaces	20	2000	3000	3000
Page Turner - Letters 4	Treble Lines	2000	2000	3000	3000
Page Turner - Letters 5	Bass Spaces	20	25	270	280
Page Turner - Letters 6	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

Rhythm - Aural

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Faster-Slower-Same 1	Does the music become faster or slower?	85	110	1200	-
Steady As She Goes	Hear a portion of a song. Is the beat steady or unsteady?	900	950	1300	-
Smiley & Friends-Rhythm 1	Aural matching of quarter note and quarter rest patterns.	8	10	100	-
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 quart	80	1000	1200	-
Rhythm Rally 1	Which one-measure rhythm is played? Quarter notes and quarter rests	8	9	10	-
Rhythm Rally 1A	Which one-measure rhythm is played? Quarter notes and half notes	10	10	10	-
Rhythm Rally 2	Which one-measure rhythm is played? Quarter, half, dotted half and whole notes.	8	9	1000	-

Rhythm - Visual - reading, writing, performing

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Meteor Match 1	Name note and rest values - Quarter note, half note	1200	1200	1200	-
Meteor Match 1 A	Name note and rest values - Quarter note, quarter rest	1200	1200	1200	-

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Meteor Match 2	Name note and rest values - Quarter and half note, quarter rest	1200	1200	1600	-
Rhythm Pop 1	How many beats? Quarter, half, and whole notes	1050	1100	1200	-
Meteor Match 3	How many beats? Quarter, half, dotted half and whole notes	1200	1200	1600	-
Time Signature Blimp 1	See a melody and identify the time signature--3-4 and 4-4	1400	1900	1800	-
Rhythm Writer 1	Place barlines in 4-4 time	-	50	-	-
Rhythm Pop 2	How many beats? Quarter, half, dotted half and whole notes, and quarter rests	1400	1800	2000	-
Rhythm Writer 2	Rhythm math - placing correct note values in 4-4 time	-	50	-	-

Scales

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 3	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	-

Intervals - visual

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Step Right Up 1	Visually identify notes as on lines or spaces	1300	1800	1800	-
Step Right Up 2	Visually identify two notes as a step up, step down and the same	1300	1800	1800	-
Step Right Up 3	Visually identify two notes as a step up, step down or skip up and skip down	1300	1800	1800	-
Will Work for Peanuts 1	Visually identify 2nds, 3rds, 4ths, & 5ths on the keyboard	1000	1150	1200	-
Undersea Intervals 1	Name Intervals - steps & skips	none	15	15	-
Undersea Intervals 2	Name Intervals - 2nds & 3rds	none	15	15	-
Interval Surprise 1	Name Intervals - 2nds, 3rds, 4ths, and 5ths	1400	2600	3500	-

Music Symbols and Terms

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Finger Finder	Finger Numbers for the Right and Left hands	350	2100	2300	-
Hand Prints	Identify Left and Right hand	1050	1400	1850	-
Falling Symbols 1	Match Primary-1A music symbols (see the "Learn" level of the game)	1800	1700	1800	-
Falling Symbols 2	Identify Primary-1A music symbols (see the "Learn" level of the game)	1350	1850	2350	-
Music Darts 1	Identify Primary-1A music symbols (see the "Learn" level of the game)	none	940	1000	-
Music Darts 2	Identify Primary-1A 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	Popular memory/concentration game format	160	350	400	325

Tonal Memory & Play Back

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Songbirds 1	Hear and play back random patterns of DO - RE -- pre-staff	-	6	6	-
Songbirds 2	Hear and play back random patterns of DO - RE - MI -- pre-staff	-	7	7	-
Songbirds 3	Hear and play back random patterns of DO - RE - MI - SOL -- pre-staff	-	8	8	-
Staff Birds 1	Hear and play back random patterns of C and D -- birds on staff	-	9	7	-
Staff Birds 2	Hear and play back random patterns of C D E -- birds on staff	-	10	8	-
Staff Birds 3	Hear and play back random patterns of F G A -- birds on staff	-	10	8	-