



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
Low Middle High	Identifying keys that are low, middle and high on the keyboard	100	500	1200	-
LetterFly 1	CDE--Identifying and playing on the onscreen keyboard	20	180	200	-
LetterFly 2	FGAB	300	300	300	-
LetterFly 3	White Keys	30	300	300	-
LetterFly 4	Black Key Flats	250	300	400	-
LetterFly 5	Black Key Sharps	250	300	400	-

Pitch & Melody - Aural

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Songbirds High and Low	Identifying high sounds and low sounds	6	600	600	-
Storm Chasers 1	Up and Down	70	900	1000	-
Smiley and Friends 1	Tunes -- Same or different	6	10	100	-
Storm Chasers 2	Up, Down, Same	70	900	1000	-
Smiley and Friends 2	Two notes -- Same or different	8	10	100	-
Pick the Pattern- Loud Soft	Hear, then identify each chord in a 4-chord pattern as loud or soft.	85	120	150	-
Melody Pix 1	Hearing and identifying patterns of Do-Re-Mi - same tonic.	100	1000	1200	-
Melody Pix 2	Hearing and identifying patterns of Do-Re-Mi -different tonics; staff & noteheads.	100	1200	1200	-

Pitch & Melody - Visual - reading, writing, performing

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Note Balloons 1	Identifying Treble CDEFG	300	300	3000	-
Page Turner - Letters 1	Naming the notes of the Middle C Pentascale	20	1800	3000	-
Grand Staff Guide Notes 1	Identifying Treble G, Middle C, Bass F on the staff	1300	1850	2200	-

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Note Balloons 2	Identifying Treble & Bass CDEFG	300	400	4000	-
Page Turner - Letters 2	Naming 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	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

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 quarter rests	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	Naming note and rest values - Quarter note, half note	1200	1200	1200	-
Meteor Match 1 A	Naming note and rest values - Quarter note, quarter rest	1200	1200	1200	-
Meteor Match 2	Quarter and half note, quarter rest	1200	1200	1600	-

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
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	Placing 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	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	-

Intervals - visual

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Step Right Up 1	Visually identifying notes as on lines or spaces	1300	1800	1800	-
Step Right Up 2	Visually identifying two notes as a step up, step down and the same	1300	1800	1800	-
Step Right Up 3	Visually identifying 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	Naming Intervals - steps & skips	none	15	15	-
Undersea Intervals 2	Naming Intervals - 2nds & 3rds	none	15	15	-
Interval Surprise 1	Naming 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	Identifying Left and Right hand	1050	1400	1850	-
Falling Symbols 1	Matching Primary-1A music symbols (see Curriculum Guide)	1800	1700	1800	-

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Falling Symbols 2	Identifying Primary-1A music symbols (see Curriculum Guide)	1350	1850	2350	-
Music Darts 1	Identifying Primary-1A music symbols (see Curriculum Guide)	none	940	1000	-
Music Darts 2	Identifying Primary-1A music symbols (see Curriculum Guide)	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	Hearing and playing back random patterns of DO - RE -- pre-staff	-	6	6	-
Songbirds 2	Hearing and playing back random patterns of DO - RE - MI -- pre-staff	-	7	7	-
Songbirds 3	Hearing and playing back random patterns of DO - RE - MI - SOL -- pre-staff	-	8	8	-
Staff Birds 1	Hearing and playing back random patterns of C and D -- birds on staff	-	9	7	-
Staff Birds 2	Hearing and playing back random patterns of C D E -- birds on staff	-	10	8	-
Staff Birds 3	Hearing and playing back random patterns of F G A -- birds on staff	-	10	8	-