

More Music Activities for Small Groups

A Collection of Music Games and Activities

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LEP interactive

Sudoku for Two – Player 1

Get a copy of “How to SUDOKU!” from your teacher. Find a partner who has a page labeled “Player 2.” Work through the first puzzle as fast as you can to try and beat your partner!

The symbols you should use are a pair of eighth notes, a quarter note, a half note, and a whole note.



When both of you have finished Puzzle 1, move on to Puzzle 2.

Hint: To get started, find a line, column, or four-square box that has three of the symbols already filled in.

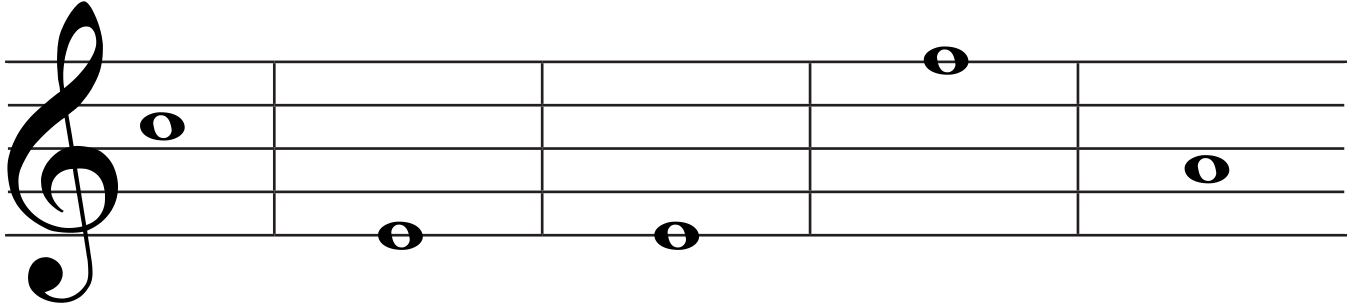
PUZZLE 1

PUZZLE 2

Hit the Note

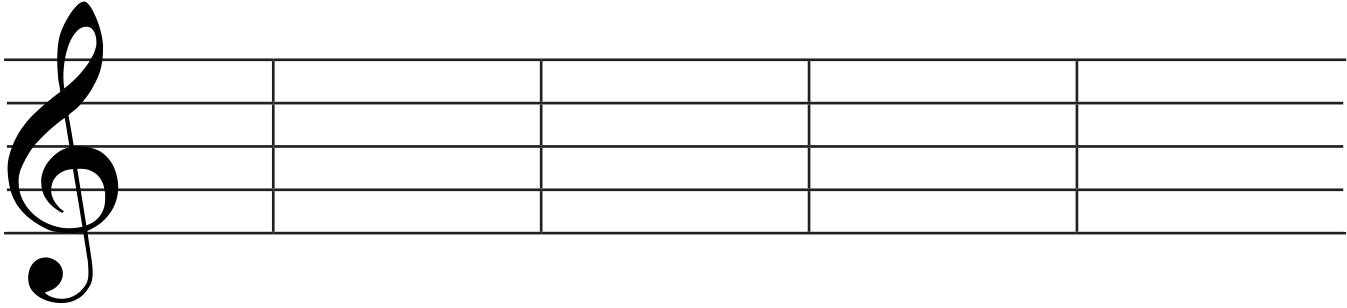
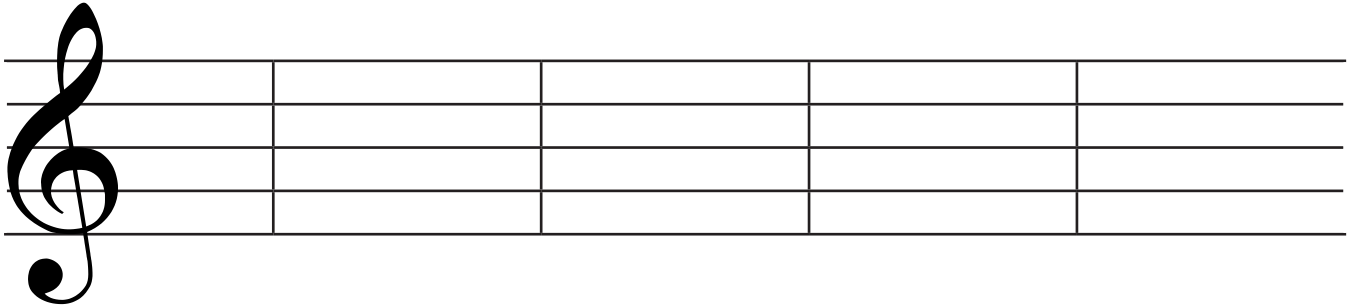
Your teacher will assign partners. Find your partner, and sit facing him or her. Hide your paper behind a folder or other object so your partner cannot see it.

Now place five notes on the first music staff (one in each measure). They can be space notes or line notes. An example is below.



Take turns "searching" for notes. The person searching for a note will ask a question such as "Do you have an E in the first measure?" If that note is in the measure, the person says, "You hit the note!" If that note is not in the measure, the person says, "You missed the note!" If you hit a note, mark it down on the second staff. Make sure to mark where the note does not exist as well so you don't guess the same one twice!

The first player to find all five of his or her partner's notes is the winner!



Pin the Note on the Staff

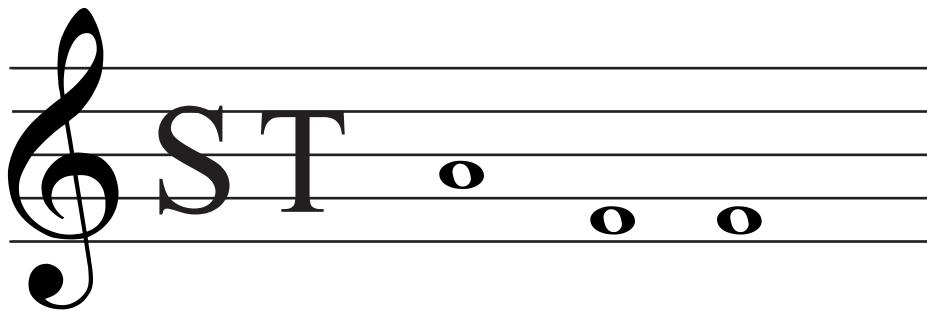
This activity will give your students practice with both the placement of notes on the musical staff and spelling.

Divide the class into multiple teams, and provide each team with tape and a copy of the next page. Have the students cut out the whole notes and place a piece of tape on the back of each one. While the students move to their assigned groups and get the notes ready, create a musical staff on the board for each team. Make sure they are a good distance from each other so the teams have enough room.

Note: If you plan to use this activity multiple times, make a few copies of the next page on cardstock, cut out the notes, and laminate them so you can use them more than once.

Begin by selecting a word for each team. This can be the same word or a unique word for each team (make sure they have the same number of letters). Each team should discuss the word and decide how to spell it. Then, they will spell it on their musical staff. Letters that correspond to a note on the staff (A, B, C, D, E, F, G) will be “written” by placing a whole note in the appropriate location. Any other letters will be written out on the staff.

Example: To spell STAFF, write out the S and the T, and then place three whole notes next to them in the appropriate locations on the staff to finish spelling the word (A, F, and F).



The winner is the team that spells their word correctly and uses the whole notes when appropriate. If it is a tie, the team that finishes the fastest wins.

You can make the activity more challenging by turning it into a musical version of “Pin the Tail on the Donkey.” Write out the letters that cannot be represented by notes on the staff, leaving enough space for the whole notes that will represent the other letters. Then, have each team blindfold one of their players and hand him or her a whole note with a piece of tape on the back. The team spins the player around twice and faces him or her toward the board. From this point on, the team may not touch the player. Team members must work together to give the player directions for placing the note correctly between the given letters and on the staff. If there is more than one letter missing, after the first note is placed, the next team member is blindfolded and given directions. The team that places their notes with the most accuracy is the winner.

Pin the Note on the Staff

