

POURING ON PINTER



WUNDER

KEYYS



PIANO FOR PRESCHOOLERS

Reinforcing Beginning Listening Skills With

POURING ON POINTER

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HOW TO PLAY

Players:

1 player

Materials:

one laminated game board, one Teacher Master Sheet, 18 playing cards, 16 buttons or dimes, a dry erase pen

Game Objective:

Musical Objective: To identify sounds moving higher, sounds moving lower, and sounds staying the same
Game Objective: To flip over as many cards as possible before the umbrella fills with rain (buttons)

Setting It Up:

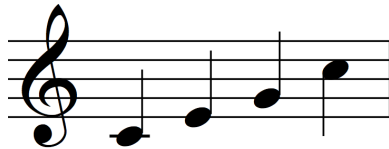
The student should sit on the floor with the game board placed in front. One button should be placed over each of the 16 raindrop images on the game board. The 18 playing cards should be spread out around the game board with the "raindrop side" facing down. The teacher should be seated at the piano with the Teacher Master Sheet.

Playing the Game:

- 1) The teacher begins by playing any one of the 18 measures of music on the Teacher Master Sheet. After the measure of music has been played, the teacher crosses it out using a dry erase pen.
- 2) The student determines if the notes played by the teacher in Step 1 are moving higher, moving lower, or staying the same, and then turns over a playing card displaying the corresponding label. For example, if the teacher plays a measure of music with the notes moving higher, the student locates any card labelled with the word "Higher" and then turns it over. *Pre-reading students can be prompted to select a card by identifying the initial letter "H", "L", or "S".*
- 3) On the back of the selected card will be an image of a raindrop labelled with a number. The student takes a number of buttons from the raindrop images that corresponds to the number on the back of the selected card, and places the buttons **over the circles on the umbrella image**. For example, if the student flips over a card to reveal a "2", the student takes two buttons from two raindrops and covers two circles on the umbrella.
- 4) Next, the student removes the card selected in Step 2 from the playing area.
- 5) Steps 1 - 4 are repeated **until all eight circles** on the umbrella image have been covered with buttons. At this point the student counts how many cards were removed from the playing area and records his score. In future games, the student attempts to beat this score.

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TEACHER MASTER SHEET



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POURING ON POINTER



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Higher



Higher



Higher



Lower



Lower



Lower



Same



Same



Same





Higher



Higher



Higher



Lower



Lower



Lower



Same



Same



Same

