NoTE NAME
BATTLESHIP
TREBLE AND BASS CLEF

Learning about the lines, spaces and note names in the treble and bass clef is sure to be a hit! Includes 30 game boards, playing pieces, reproducible worksheets and assessments.

Music Mastery Kits

Music Mastery Kits contain class sets of games and activities to teach musical terms, skills and concepts. Each kit also includes reproducible worksheets and assessment activities. These games and activities are enjoyable for the students and make learning in the music classroom exciting and constructive. Many valuable lessons are taught in the Music Mastery Kits with minimal preparation for the teacher. This is a unique resource for the music classroom that will inspire teachers to try new activities with their students.

About Note Name Battleship

This game is sure to be a hit! Note Name Battleship includes 30 card stock game boards and playing pieces for students to use. The game boards can be laminated but will be durable even if you choose not to. Each game card is double-sided which gives the teacher many playing options for students. On one side of the game card there is a treble staff and on the other side is the bass staff. The teacher can choose to use treble or bass clef depending on the ability level of their students. A reproducible Note Name Battleship game has been added to this kit which allows students to practice writing notes on the music staff and add ledger lines for an additional challenge.

Reproducible worksheets are included with Note Name Battleship. The worksheets can be used to prepare students to play the game, reinforce their learning and assess their new knowledge. A quiz is provided at the end of the reproducible worksheets section for individual student assessment.

Playing pieces created on durable card stock have been included in this kit. You may wish to laminate the playing pieces before cutting them out. The playing pieces are organized in rows so they are faster to cut out on a paper cutter. There are enough playing pieces included on the card stock for one class of 30 students to play this game plus some extras if students lose their pieces. The playing pieces are also found in the reproducible photocopying section

so that you may photocopy these playing pieces for use with future classes. Other playing piece options that you may choose to use include pennies, buttons or bingo chips. Many teachers choose to use the playing pieces included in this kit because it is easy and inexpensive to create more if students lose the pieces.
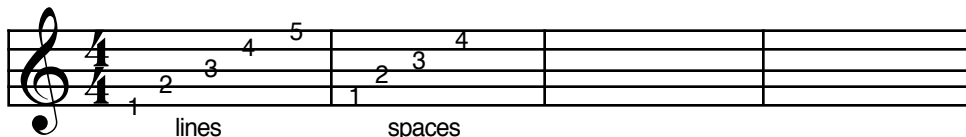
Note Name Battleship Instructions

Materials:
1. One Note Name Battleship game board per player
2. 20 playing pieces per player (place 40 in a Ziploc bag for each pair of students)
3. A binder or book to separate each board game from the partners line of vision

Preparation:
1. Place 40 playing pieces or bingo chips in a Ziploc bag. This saves time because the teacher can give one bag to each pair of students.
2. Review the line and space numbers of the musical staff with students. This is important because students will need to know the note name <u>and</u> the line or space that the note is found on. This could be left on the board, if needed, while the students are still learning the game:

lines   spaces

3. In the **treble clef**:
Remind students that D, which is found underneath the first line, and G, which is found over the fifth line, will be used in this game.
In the **bass clef**:
Remind students that F, which is found underneath the first line, and B, which is found over the fifth line, will be used in this game.

Number of Players:
Two

Goal of the Game:
To sink the opposing players battleships.

There are **two** game options for treble and bass clef battleship:
A.   Students randomly place their battleships onto the musical staff, from left to right - this version takes less time for students to play and is easier when they are first learning. Because it takes less time, you may want students to play several rounds.
B.   Students place their battleships onto the musical staff (from left to right) in such a way that the notes spell a word - this version takes more time.

Instructions:

Option A - Random placement of battleships (notes)
* It would be helpful for students if the teacher would model how to play the game before beginning. You could make an overhead of the game board, place your notes, and show students how to name them.

The top music staff is for your own battleships (notes). The bottom music staff is for recording coordinates that have been called and were either hits or misses. When any battleship has been sunk on the top or bottom staff turn the playing piece over so it is blank side up.

1. Make sure that each student has a partner. Set up a binder or some other objects between players, so that they cannot see each other's game boards.

2. Each student will place four chips on any of the lines or spaces on the top staff.   Notes should be placed from left to right as they would appear on a sheet of music.
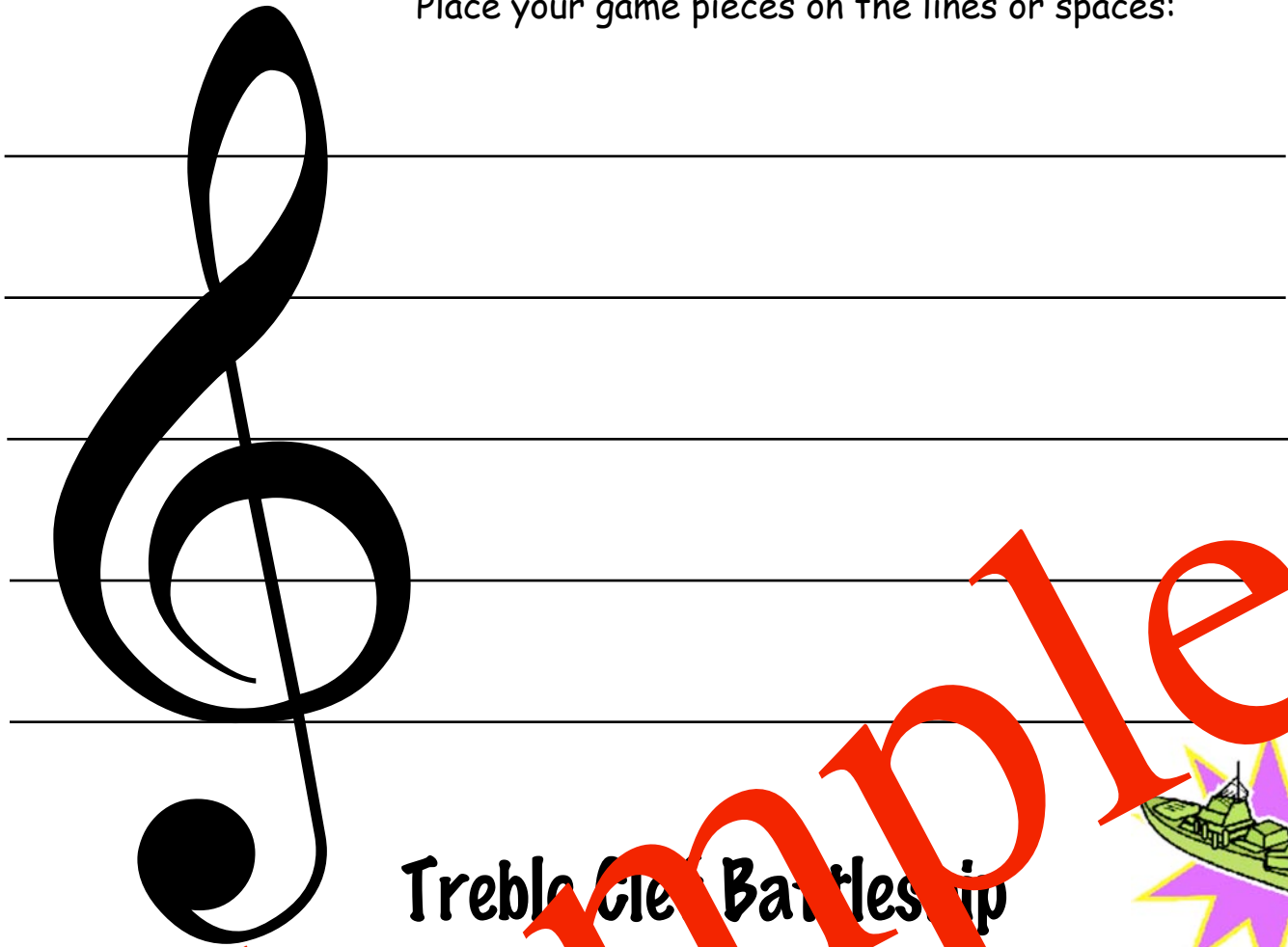
3. Decide which partner will go first. Player 1 will guess where Player 2 has their battleships (notes) placed. Player 1 will call where they think the note is and do so as in this example: "G on the second line."

4. If Player 2 does not have a playing piece on this coordinate then it is a miss. Player 1 will place a playing piece on G of their bottom music staff as a reminder that the note had already been called and was a miss.

If Player 2 does have "G on the second line", they must turn it over (blank side up) on their top music staff - their battleship has been hit and sunk. Player 1 needs to record where the hit took place so that they don't call that coordinate again. Player 1 will now add a playing piece, turned over so it is blank, on G of their bottom music staff.

5. Play continues until one player has sunk all of his opponents battleships (notes). This player is the winner. Encourage students to play several games.
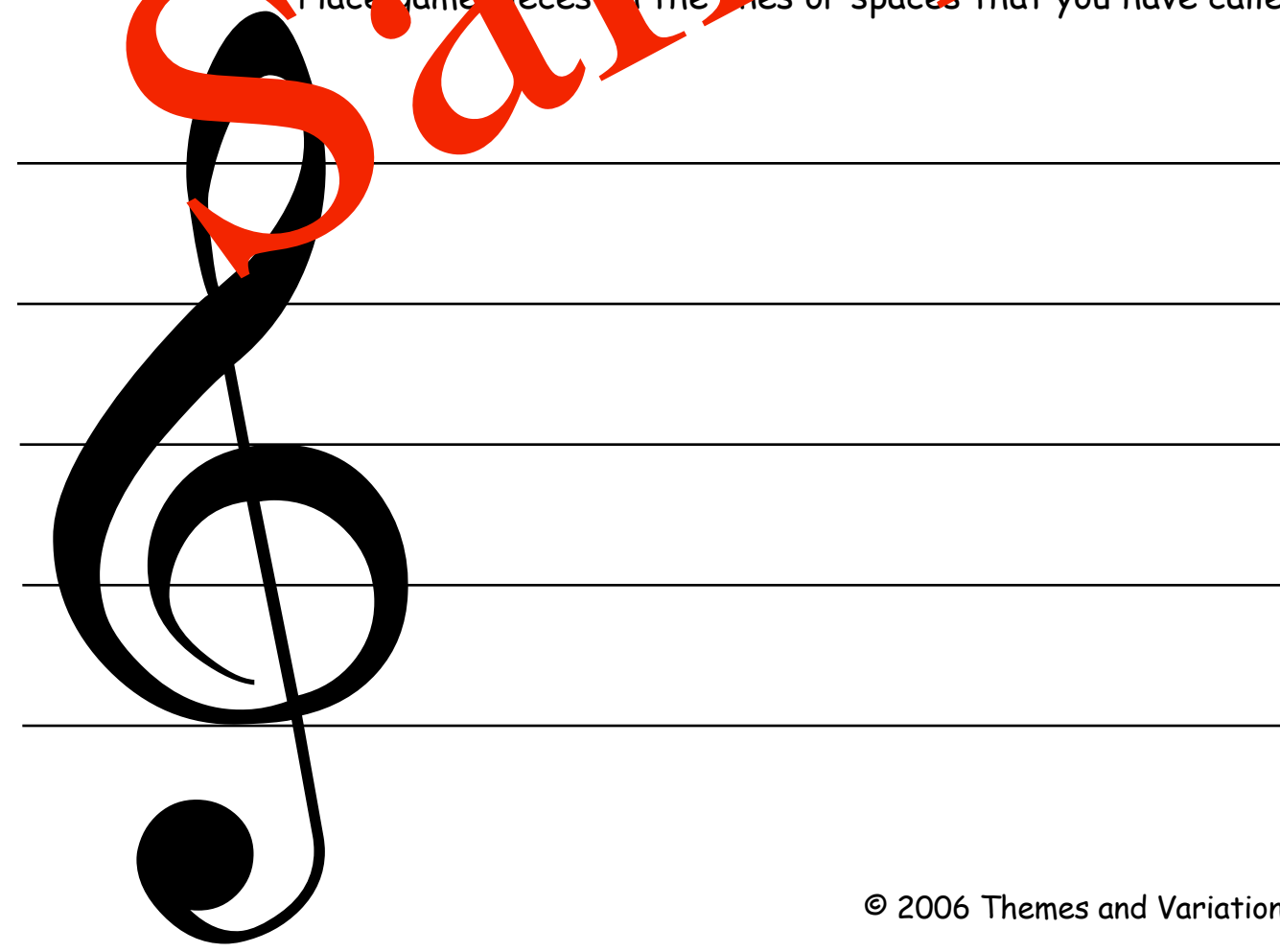
Place your game pieces on the lines or spaces:

Treble Clef Battleship

Place game pieces on the lines or spaces that you have called:

Bass Clef Battleship

Place your game pieces on the lines or spaces:

Place game pieces on the lines or spaces that you have called:

Sample