



# Music Centers

## Kit 1: Grades 3-6

Class sets of colorful, exciting game boards and activities developed to teach dynamics, tempo, note names and symbols. Many reproducible worksheets, assessments and activities included.



Veronica  
Harper

# Music Centers

## Kit 1: Grades 3-6

### This Kit Includes:

- Four of the following:  
*Treble Trouble*,  
*Tempo Twister*,  
*Dynamics Dash*, and  
*Go Fish!*  
game boards
- 4 card stock sets of *Go Fish!* cards
- 2 reproducible activities with instructions
- Reproducible “cheat” sheets



To get your **Download Edition for Music Centers Kit 1**,  
visit <https://downloads.musicplay.ca/> and type in the download code below.  
If the code is covered scratch the silver label below.

### DOWNLOAD CODE:

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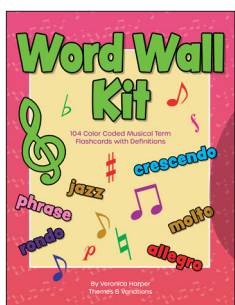
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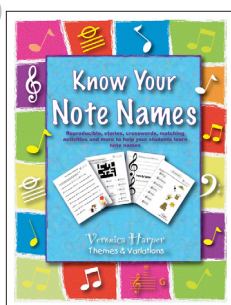
# Music Centers

- Centers take about 7-8 minutes to complete. You can adjust the amount if your students need additional time.
- The board games are played in pairs. There are enough board games for 32 students. The board games, worksheets and cheat sheets for the games can be kept in separate file folders.
- If cheat sheets are needed, include one cheat sheet for every pair of students. That way, they can correct their own work.
- Some of the centers have a worksheet for students to complete. The worksheets can be used by the teacher for tracking students' progress and assessment.
- A student instruction page is included for every game in the kit and can be laminated and left at each center, or in a file folder, for students to refer back to.
- There are reproducible activities included that can be completed individually by students. The activities that can be played by individual students are found on page 20 and 21.
- Use a bell or other signal for students to rotate through the centers. Have all the materials students will require ready at each center.
- The centers are most effective if students with advanced note reading abilities are paired with weaker students.
- Cheat Sheets are included for every game in this kit for students who are unfamiliar with the music terms and symbols used in the game.
- All centers are self-correcting. When students have completed an activity, they can correct their own work.
- When students have completed the centers, pass out a small prize to every child.

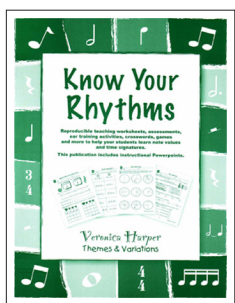
## More Music Theory Resources That Your Students Will Love



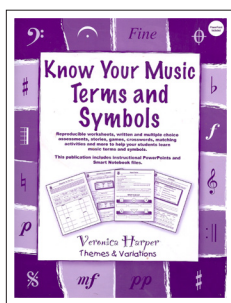
**Word Wall Kit** is a set of 100 musical term flashcards with definitions. The terms contained in the kit are those that are most commonly used in elementary music programs. Includes photos and ideas for creating your own music word wall.



**Know Your Note Names** 50 reproducible pages of kid-tested activities to help your students learn their note names in the treble and bass clef. A wide variety of reproducible activities and PowerPoints.



**Know Your Rhythms** written for Grades 3 - 6, contains 56 pages of fun, kid-tested reproducibles to help your students learn their note values and time signatures. A wide variety of reproducible activities and PowerPoints.



**Know Your Music Terms and Symbols** has reproducible worksheets, written and multiple choice assessments, stories, games, crosswords, matching activities and more to help your students learn music terms and symbols.

Visit [www.musicplay.ca](http://www.musicplay.ca) for more information about other books and kits in this series.



# treble trouble

## Preparation:

1. Pass out a playing piece to every student. You can use buttons, pennies, small round bingo chips or any small object that fits in the spaces.
2. This game is played in pairs. Pass out one die to every pair of students.



## Instructions:

1. Find a partner for every student. Player 1 rolls the die and moves their game piece the number shown on the die. Player 1 and 2 alternate turns.
2. If the players land on the same space, or the same symbol, the first player to say "Treble Trouble" can remain on the space. The other player must go back to the start.
3. The first player to make it to the finish line is the winner.

\*Student Instructions for the Treble Trouble Center and optional worksheet are found on the pages that follow.


## Optional:

1. Pass out a Treble Trouble worksheet to every student.
2. When a student lands on a music symbol, they write the name of the symbol and its definition on their Treble Trouble worksheet. The worksheets are completed individually.
3. When finished, students can correct their worksheets with the cheat sheet.

**For students who are unfamiliar with the music symbols, use the music symbol cheat sheets that are included with this kit. Photocopy one cheat sheet for every board game.**




## STUDENT INSTRUCTIONS FOR TREBLE TROUBLE

1. Player 1 rolls the die  and moves the number shown on the die.
2. If the players land on the same space, or the same type of symbol, the first player to say "Treble Trouble" can remain on the space. The other player must go back to the start.
3. Take turns with your partner.
4. The first player to make it to the finish line is the winner.

### Optional:

1. When you land on a music symbol, write the name of the symbol and its definition on the worksheet. The worksheets are completed individually.
2. When finished, you can correct your worksheet with the cheat sheet.

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### Optional:

1. When you land on a music symbol, write the name of the symbol and its definition on the worksheet. The worksheets are completed individually.
2. When finished, you can correct your worksheet with the cheat sheet.

# treble trouble symbols




Name: \_\_\_\_\_ Class: \_\_\_\_\_














**Instructions:** Name the symbols you land on in Treble Trouble and write the definition.

symbol name












definition

1. # \_\_\_\_\_ - \_\_\_\_\_
2. b \_\_\_\_\_ - \_\_\_\_\_
3. ○ \_\_\_\_\_ note \_\_\_\_\_
4. :|| \_\_\_\_\_ - \_\_\_\_\_
5.  $\frac{4}{4}$  \_\_\_\_\_ - \_\_\_\_\_
6.  \_\_\_\_\_ - \_\_\_\_\_
7.  \_\_\_\_\_ - \_\_\_\_\_
8.  \_\_\_\_\_ - \_\_\_\_\_
9.  \_\_\_\_\_ note \_\_\_\_\_
10.  \_\_\_\_\_ note \_\_\_\_\_
11.  \_\_\_\_\_ - \_\_\_\_\_
12.  \_\_\_\_\_ rest \_\_\_\_\_
13.  \_\_\_\_\_ note \_\_\_\_\_
14.  \_\_\_\_\_ - \_\_\_\_\_

# Music Symbol Cheat Sheet

#	sharp	raises the pitch of the note one half step
b	flat	lowers the pitch of the note one half step
♮	natural	cancels a sharp or flat
	treble clef	circles the note G and is used for higher notes
	bass clef	circles the note F and is used for lower notes
	whole note	receives 4 beats in 4/4 time
	half note	receives 2 beats in 4/4 time
	quarter note	receives 1 beat in 4/4 time
	eighth note	receives half of a beat in 4/4 time
	quarter rest	a rest that receives 1 beat of silence in 4/4 time
	4/4 time signature	The top number tells us that there are 4 beats in a measure. The bottom number tells us that a quarter note receives a single beat.
	repeat	means to repeat all or part of the music again
	accent	emphasize the note
	coda	an added passage, when you see the sign skip to the coda

# Music Symbol Cheat Sheet


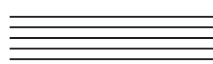


















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# MUSIC SYMBOL STORY



Name: \_\_\_\_\_ Class: \_\_\_\_\_

**To do:** Write the name of the music symbols on the line underneath.

This morning, on my way to school, I lost my treasured gold locket. It cost me  my \_\_\_\_\_ allowance. I had left my house very early and walked up the steep hill with my wooden , over the  road, past the  rocks and through the  forest when I realized it was gone. I was already a  of the way to school, and decided to take a  on  of a log. After a refreshing  I decided the  thing to do would be to  my steps and see if I could spot it on the ground. I made my way back through the \_\_\_\_\_ forest, past the  rocks, over the  road and up the steep hill with my wooden . My dog  came bounding past me with something completely un- in his mouth. It was shiny and I spotted  of my locket between his  teeth. He had found it! It wasn't lost after all. I stopped  and gave \_\_\_\_\_ a huge hug on his  head. He is the best dog ever. I am so lucky to have a dog like him!