

Music Centers

Kit 2: 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 2: Grades 3-6

This Kit Includes:

- Four game boards of the following:
Note Name Treasure Hunt
Dynamics Tower
Tempo Tornado
Ties and Slurs
Music Symbol Race Track
- 3 reproducible activities with instructions
- Reproducible “cheat” sheets



To get your *Download Edition for Music Centers Kit 2*, visit <https://downloads.musicplay.ca/> and type in the download code below. If the code is covered scratch the silver label below.

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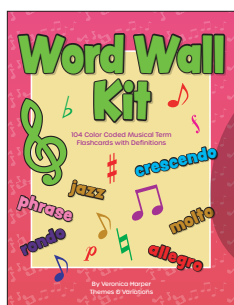
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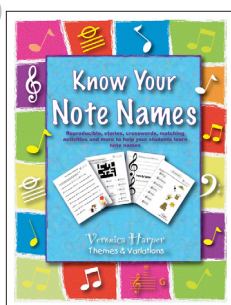
Music Centers

- 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 22 - 24.
- 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.

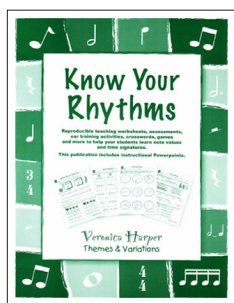
More Music Theory Resources That Your Students Will Love



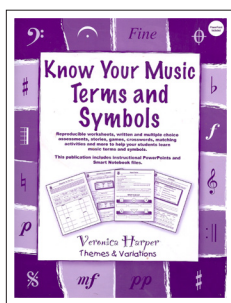
Word Wall Kit is a set of 100 musical term flashcards with definitions. The terms contained in the kit are those that are most commonly used in elementary music programs. Includes photos and ideas for creating your own music word wall.



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 for more information about other books and kits in this series.

Dynamics tower

ff

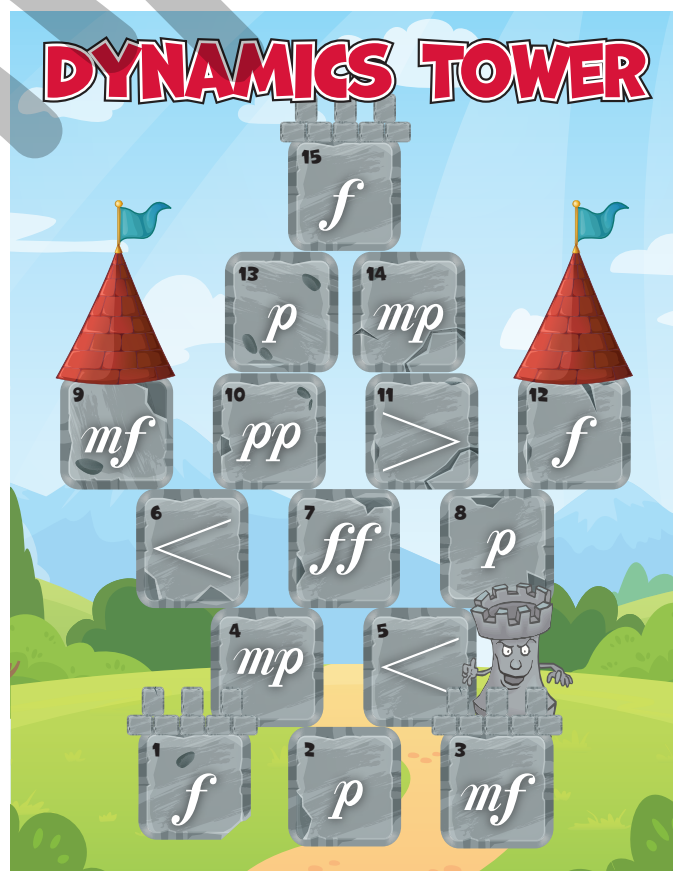
Preparation:

1. For each pair of students, photocopy a “Dynamics Tower Building Blocks” page and pass out a “Dynamics Tower” board game.
2. Cut out the building blocks page, or ask students to cut out the building blocks.


Instructions:

1. This game is played in partners. Find a partner for every student.
2. The Dynamics Tower is built from the bottom up. For example, students must complete the bottom row before they can start building the second row. They may only work on one row at a time.
3. Students place all the tower cards face down in rows. Player 1 turns over a card and reads the definition. If the definition matches a dynamics abbreviation from the first row, they place the card on top of the block and then it is their partner’s turn. If the definition doesn’t match any of the abbreviations, then they must turn the card face down and it will be their partner’s turn.
4. The tower is complete when students place the final card at the top.
5. Students can check that the blocks are in the correct position by viewing the answer key. Include an answer key for every board game.

Note: After the class is finished playing this game, ask students to paper clip the building blocks together so they can be used again.



Dynamics tower Building Blocks



miss 1 turn

gradually get softer

gradually get louder

gradually get louder

loud

loud

loud

soft

soft

soft

very soft


medium soft

medium soft

medium loud

medium loud

very loud



miss 1 turn

loud

soft

medium loud

DYNAMICS Cheat Sheets

Dynamics Term	Definition
pianissimo	very soft
piano	soft
mezzo piano	medium soft
mezzo forte	medium loud
forte	loud
fortissimo	very loud
crescendo	gradually gets louder
decrescendo	gradually gets softer

Dynamics Term	Definition
pianissimo	very soft
piano	soft
mezzo piano	medium soft
mezzo forte	medium loud
forte	loud
fortissimo	very loud
crescendo	gradually gets louder
decrescendo	gradually gets softer

Dynamics Term	Definition
pianissimo	very soft
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STUDENT INSTRUCTIONS FOR THE DYNAMICS TOWER

1. Build the tower from the bottom up. For example, you must complete the bottom row before starting on the second row. You may only work on one row at a time.
2. Place the cards face down in rows. Turn over a card and read the definition. If the definition matches a dynamics abbreviation from the bottom row, place the card on top of the block and then it is your partner's turn.
3. If the definition doesn't match any of the abbreviations, turn the card over and it will be your partner's turn.
4. The tower is complete when you or your partner place the final block at the top.
5. You can check that the blocks are in the correct position by viewing the answer key.



Note: Please paper clip the building blocks together when finished so they can be used again.

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DYNAMICS TOWER ANSWER KEY

Block #	Definition:	Block #	Definition:
1.	loud	9.	medium loud
2.	soft	10.	very soft
3.	medium loud	11.	gradually get softer
4.	medium soft	12.	loud
5.	gradually get louder	13.	soft
6.	gradually get louder	14.	medium soft
7.	very loud	15.	loud
8.	soft		

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Block #	Definition:	Block #	Definition:
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tempo treasure map

Name: _____ Class: _____

Part A: Unscramble the tempo terms.

1. ostrep _____
2. rlaeolg _____
3. siotispresm _____
4. aivevc _____
5. netdaan _____
6. raeomdot _____
7. rgloa _____
8. gaoida _____

Part B: Write the letter of the definition that matches one of the tempo terms on the left.

- | | |
|-------------------------------|-------------------------------|
| 1. allegro _____ | a. quickly |
| 2. ritardando (rit.) _____ | b. very slow and broad |
| 3. vivace _____ | c. fast and lively |
| 4. accelerando (accel.) _____ | d. gradually get slower |
| 5. largo _____ | e. gradually get faster |
| 6. presto _____ | f. quickly, lively and bright |

