

NOTE NAME BINGO

Students learn to identify note names
in the treble and bass clef



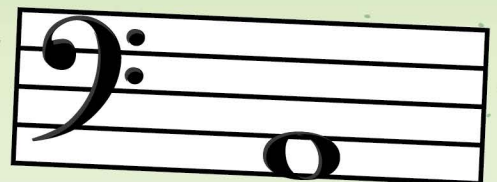
D



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A



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F

Veronica Harper
Themes and Variations

NOTE NAME BINGO

by Veronica Harper

Activities for learning note names in the treble and bass clef!

This kit includes:

- 30 Note Name Bingo Cards
- Reproducible Note Name Bingo Cards in the Treble and Bass Clef
- 48 Reproducible Note Name Flashcards
- Reproducible Worksheets
- Classroom and Partner Games

To get your *Enhanced Audio Download for Note Name Bingo*,
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Note Name Bingo

Note Name Bingo is an engaging way for students to learn to read and write treble and bass clef note names. This kit includes 30 card stock bingo cards, teacher instructions and tips on playing a variety of games with your students. Reproducible note name bingo cards are also included to give students additional practice writing notes on the staff in the treble and bass clef. The reproducible note name flashcards can be given to students for use in the games or to take home for additional practice.

Before You Play Note Name Bingo

1. Review the numbering of the lines and spaces and names of the notes with students. There are also review worksheets included in this kit to assess student readiness and progress.
2. Each student, or pair of students, will need 25 bingo chips to play. Bingo chips are reasonably priced at discount stores. As an alternative, buttons, pennies, bread tags or card stock squares will work well. A template for cutting card stock squares is given in this game. The teacher can photocopy the template on several sheets of card stock and cut out the squares. Fill ziplock bags with 25 squares or bingo chips in each.
3. The teacher may laminate the Note Name Bingo cards, but they will be durable without laminating.
4. Cut out the treble and bass clef caller cards for regular Note Name Bingo.



How to Play

1. Ensure that each student, or pair of students, has a bingo playing card and 25 bingo chips. Decide if the students will play using the side with the letter names or the side with notes only.
2. Before beginning, decide which kind of bingo game the class will play. There are many options:
 - one line (horizontal, vertical, diagonal)
 - square (all of the squares along the edge of the bingo card)
 - four corners
 - blackout

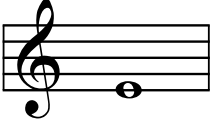

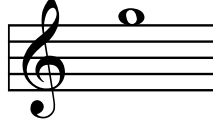

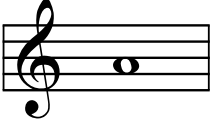
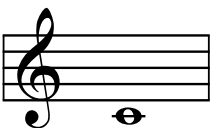


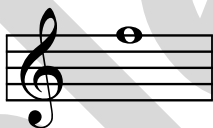
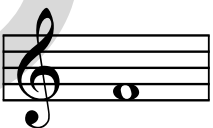
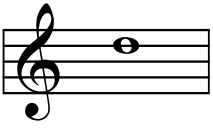


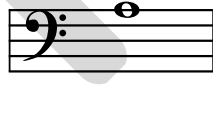
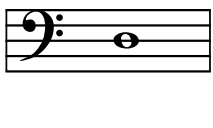
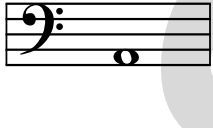

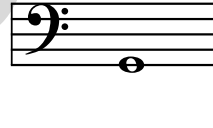


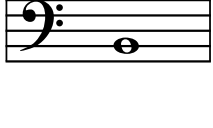



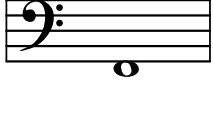
Choose one of these options for each game. When a bingo is called, clear off the cards and choose another game option for the next round. Each card contains the same notes, in different combinations, so every student will get a “blackout” at the same time and the game will end.

3. The students can place a bingo chip on the “free” square in the center of their card at any time.
4. The teacher or a “caller” will randomly choose a caller card from a bag, hat or box and say the note. If the letter name is one that could be found in more than one place on the music staff, also say the line or space number. For example:
“In the treble clef, F in the first space” or “In the treble clef, F on the fifth line”.
The students will find the note on their bingo playing card and place a chip on that square. Ensure all students find the note before moving on.
5. When a student has all the needed squares they call “Bingo!”
6. Tell the students that prizes will be awarded at the end of all the bingo games. If you decide to end with a “blackout” ALL students will be eligible for a prize. You can use stickers, stamps or candy treats to reward the winners.

Helpful Suggestions for Play

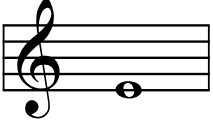

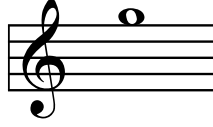


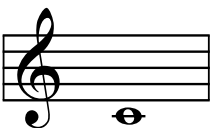




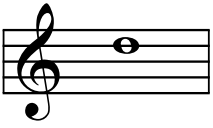


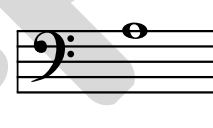
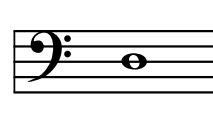
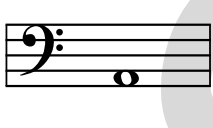
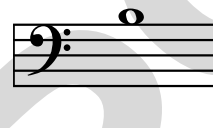
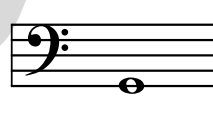
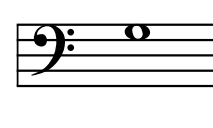
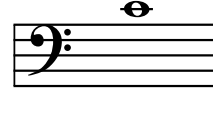
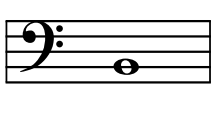
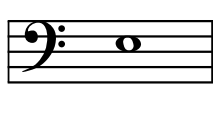
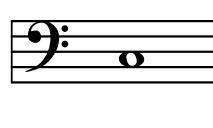
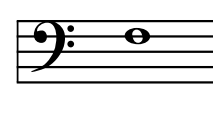
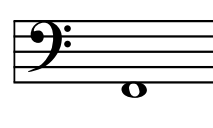
1. Students will find it easier to play if they are shown examples of what the different game options look like. The teacher could create an overhead transparency to explain and model for students what each game option looks like.
2. There are two sides to the Note Name Bingo playing cards. On one side a note on the music staff is given with its letter name underneath. On the reverse side only the note on the staff is given (the side that has the card number and an “A”). Students will be challenged by side A because they need to remember and recall the note names independently, or with little help.
3. To save time distributing Bingo chips, place 25 or more Bingo chips in a ziplock bag that can be given to each student or pair of students.
4. Students may enjoy sharing a game card with a partner. The teacher may wish to pair up a stronger student with one that may have more difficulty.

Note Name Bingo

 E	 C	 G	 G	 A
 C	 D	 B	 F	 F
 D	 E		 A	 D
 A	 B	 G	 G	 C
 B	 E	 C	 F	 F

Card 1

Note Name Bingo

Card 1 - A

Reproducible Note Name Bingo

Materials:

For the teacher:

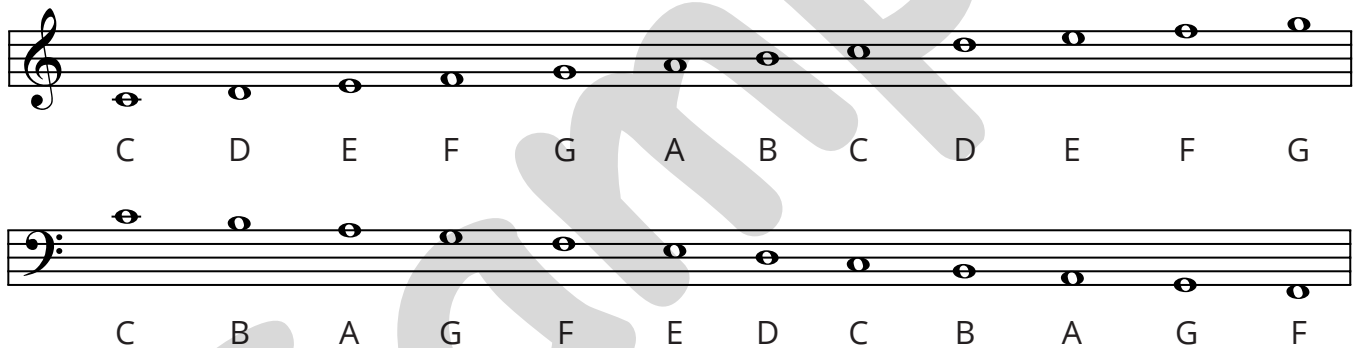
- 12 caller cards for the treble clef or bass clef

For each student or pair of students:

- A pencil
- 12 chips, coins or buttons
- 1 reproducible bingo card

Instructions:

1. Before playing, decide if four in a row, four corners, the shape of a "T" (could be an upside down T) or a blackout will count as a bingo. The students have the same notes on their playing cards, but in different combinations, so they will get a blackout at the same time. This game usually works best and lasts longer if you play the games in the above order.
2. The teacher may draw the music staff and notes on the board for the beginning games.

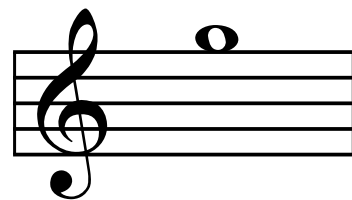
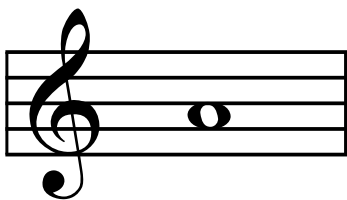
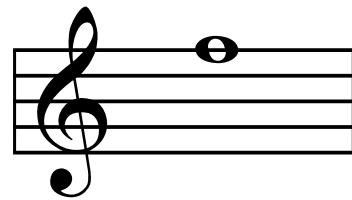
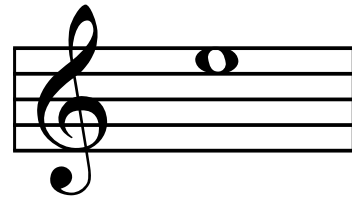
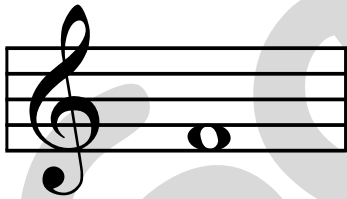
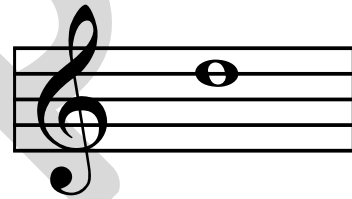
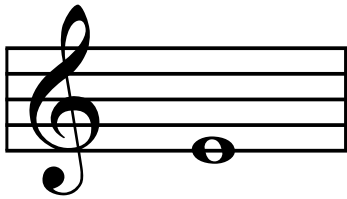
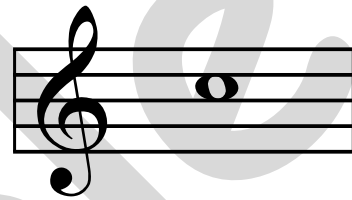
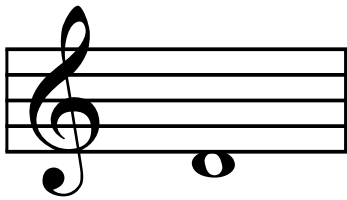
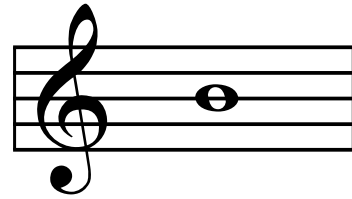
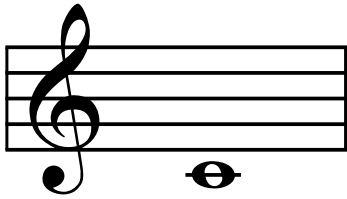


3. Allow students time to fill in their bingo playing card - each music staff must be filled in with a **different note**. Underneath the notes, the students may write the letter name of the note using capital letters. The teacher may want to do a quick check at this point to make sure students have named their notes correctly.
4. When everyone is ready to play, randomly draw a caller card. Call the note as in this example: "B on the third line." When the students find the note, they place a chip on that square. After the students have had time to search, the teacher may choose to draw the note called on the board to ensure students found it on their cards.
5. When a student has all the needed squares they call, "Bingo!"
 - It is up to the teacher's discretion if a student may play with one or more cards during each game.
 - If you don't have any bingo chips, students may draw an X over the square, but the card will only be able to be used once.

Caller Cards in the Treble Clef

Without Letter Names

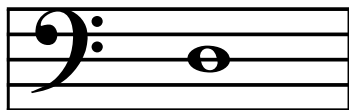
Photocopy on card stock or a thicker paper



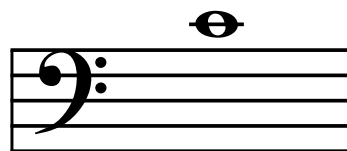
Caller Cards in the Bass Clef

With Letter Names

Photocopy on card stock or a thicker paper



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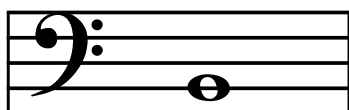
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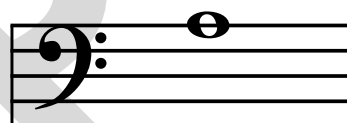
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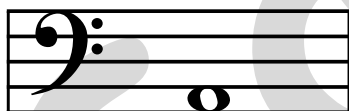
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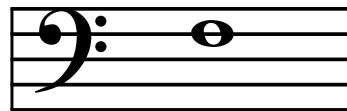
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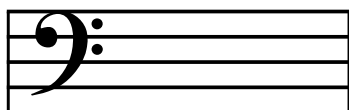
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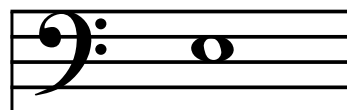
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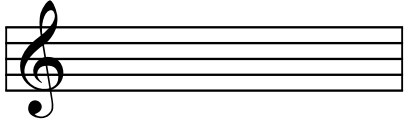
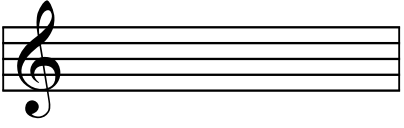
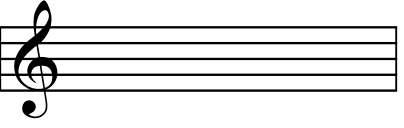
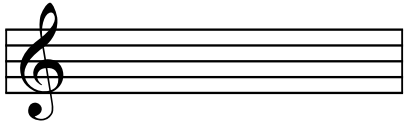
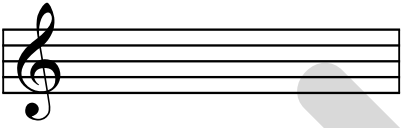

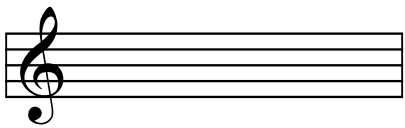

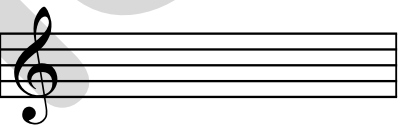





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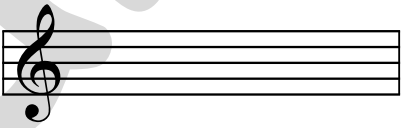

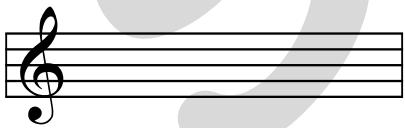
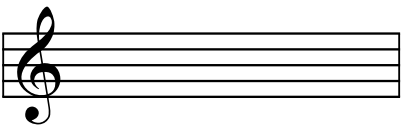
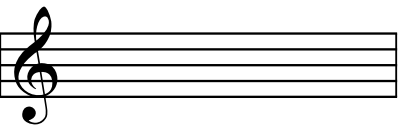


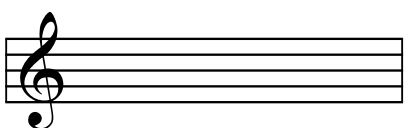
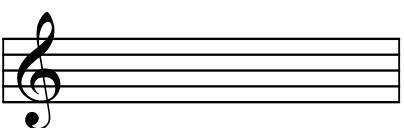
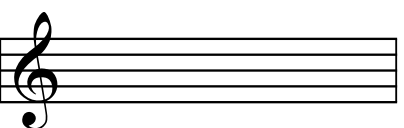
Note Name Bingo - Treble Clef

Name: _____ Grade: _____

CARD 1

CARD 2

Naming Notes

Name: _____ Grade: _____



To Do: Write the following notes on the music staff using whole notes.
If a note can be written in two places, write one note above the other.

1. B G F E D C A

2. F A C E C A E

3. E G B D F E B

4. A D E G C B F

To Do: Write the letter name of each whole note on the line found below.
Use capital letters. Each set of letters will spell a word.

5. _ _ T

6. _ L L _ Y

7. _ E E _

8. S P _ _ _

9. _ _ _ _

Bass Clef

Name: _____ Grade: _____



The notes of the bass clef have different letter names than those written in the treble clef.

F G A B C D E F G A B C

To Do: Write the letter name of the notes found on lines and in the spaces. Use capital letters.

— — — — — — — — —

To Do: Name the following notes found on lines. Use capital letters.

— — — — — — — — —

— — — — — — — — —

To Do: Name the following notes found in spaces. Use capital letters.

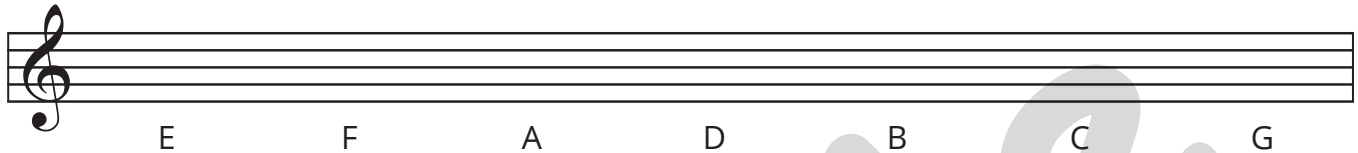
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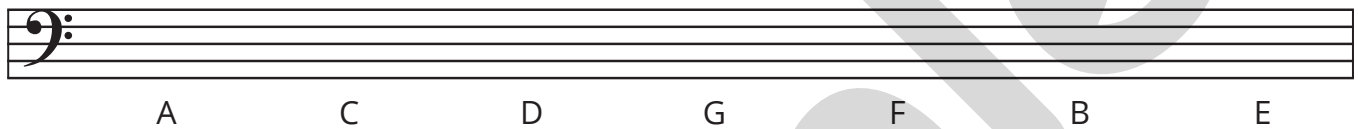
Treble & Bass Clef Review

Name: _____ Grade: _____

To do: Write the notes on the staff using whole notes. If a note can be written in two places, write one note above the other. Use capital letters.



E F A D B C G



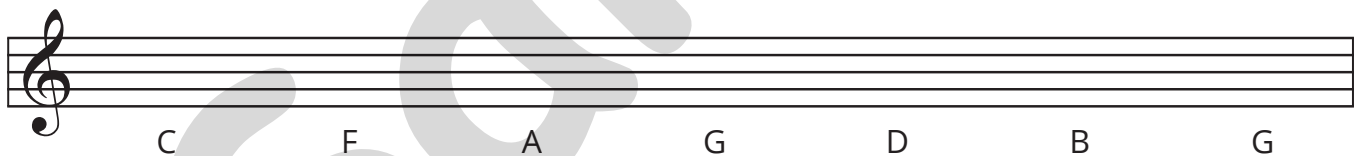
A C D G F B E



F G A C B A D



A D G F B C E



C F A G D B G

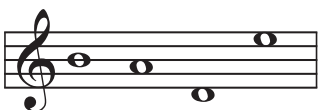
To do: Write the name of each note on the line underneath it.
Each set of notes will spell a word.

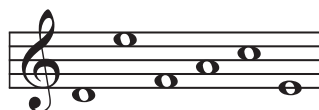












Way To Go!