

# ORCHESTRA BINGO

Students learn to identify  
instruments of the orchestra  
by sight and sound



# ORCHESTRA BINGO

by Veronica Harper

## Learn to identify orchestral instruments!

### This kit includes:

- Audio recording with three instrument sequences AND individual listening tracks of all instruments
- 30 Orchestra Bingo Cards
- Reproducible Game Cards
- Eight Reproducible Worksheets
- Assessment Ideas and Quizzes
- Large and Small Instrument Pictures

To get your *Enhanced Audio Download for Orchestra Bingo*, 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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# Orchestra Bingo

Orchestra Bingo is an exciting way for students to learn to identify many orchestral instruments by sight and sound. The kit includes 30 cardstock game cards, teacher instructions, extra game ideas and live recordings of many orchestral instruments. The Bingo cards are durable and can be used in many different ways. On one side of the Bingo card the instrument picture appears and on the reverse side the instrument is shown along with its name. There are four different sound sequences that can be played using the game audio. There are many different options given for playing Bingo. This game is a fun way for your students to become perceptive listeners with the ability to identify many instruments by sight and timbre.

The kit includes more than the Bingo game. There are reproducible worksheets to practice naming instruments, categorizing instruments by family, and identifying instruments by timbre. You can use the worksheets to teach, reinforce or assess your students. In addition, there are bonus games. These include "Instrument Detective," "Orchestra Memory" and "Go Fish!"

## Preparation

1. You will need enough Bingo chips for each student (16), or pair of students if your students prefer to play in pairs. Bingo chips are reasonably priced at discount stores. As an alternative you can use buttons or cardstock squares. A template for cutting cardstock squares is given in this game. You can copy the template onto several sheets of cardstock and cut out the squares. Fill 30 Ziploc bags with 16 squares each.
2. You may wish to laminate your playing cards, but they will be durable without laminating.

## How to Play

1. Ensure that each student, or pair of students, has a Bingo playing card and 16 Bingo chips. Decide if you are using the side with the names of the instruments, or the side with the pictures only.
2. Before playing a game, decide which kind of Bingo game you will play --- "A Line," an "Outside Line," "Four Corners" or a "Blackout." Choose one of these options for a game, and then clear off the Bingo cards and choose another game option for the next round. Each card contains the same instruments in different combinations, so every student will get a "Blackout" at the same time and the game will end.
3. Track one is a sequence of 16 different instruments, spaced five seconds apart. Students will hear an orchestral instrument and should have sufficient time to find the instrument they heard on their Bingo playing card. If they need additional time, pause the audio between instruments. Use a new sound sequence for each game. The teacher can refer to the Instrument Selection sheet to find out which instrument was heard.
4. The students will find the instrument on their Bingo playing card, and place a Bingo chip on that square. Ensure that all students find the instrument before going on.
5. Tell students that you will award Bingo prizes at the end of all the Bingo games. After each Bingo, you can write down the number of the card that was the winner. Those students will receive prizes at the end of the period. If you decide to end with a "Blackout" ALL students will be eligible for a prize.

# Orchestra Bingo Audio Selections

## Track One

(On this track, the instruments are grouped into families --- woodwinds, brass, strings and percussion with five seconds between instruments.)

### Track 1:

Flute  
Oboe  
Bassoon  
Clarinet  
Saxophone  
Trumpet  
French Horn  
Trombone  
Tuba  
Violin  
Cello  
Harp  
Snare Drum  
Bass Drum  
Timpani  
Chimes

## Track Two

(On this track, instruments are played in a random order with five seconds between instruments.)

### Track 2:

Saxophone  
Bass Drum  
Harp  
Cello  
Snare Drum  
Clarinet  
Trumpet  
Flute  
Chimes  
Timpani  
Violin  
Trombone  
Bassoon  
Oboe  
French Horn  
Tuba

## Track Three

(On this track, instruments are played in a random order with five seconds between instruments.)

### Track 3:

Trumpet  
Oboe  
Timpani  
Violin  
Harp  
Chimes  
French Horn  
Snare Drum  
Clarinet  
Bass Drum  
Cello  
Tuba  
Bassoon  
Saxophone  
Flute  
Trombone

## Track 4-19

(Instruments are played on their own individual track and grouped into families--- woodwinds, brass, strings and percussion.)

<b>Track 4</b>	<b>Flute</b>
<b>Track 5</b>	<b>Oboe</b>
<b>Track 6</b>	<b>Bassoon</b>
<b>Track 7</b>	<b>Clarinet</b>
<b>Track 8</b>	<b>Saxophone</b>
<b>Track 9</b>	<b>Trumpet</b>
<b>Track 10</b>	<b>French Horn</b>
<b>Track 11</b>	<b>Trombone</b>
<b>Track 12</b>	<b>Tuba</b>
<b>Track 13</b>	<b>Violin</b>
<b>Track 14</b>	<b>Cello</b>
<b>Track 15</b>	<b>Harp</b>
<b>Track 16</b>	<b>Snare Drum</b>
<b>Track 17</b>	<b>Bass Drum</b>
<b>Track 18</b>	<b>Timpani</b>
<b>Track 19</b>	<b>Chimes</b>

# Additional Game Ideas for Orchestra Bingo

## Instrument Identification Bingo

### Preparation:

1. The teacher should cut out the instrument picture squares provided in this kit.
2. Place the squares into a hat or box.

### Instructions:

1. Students should use the side of the Bingo card without the names of the instruments.
2. Before each game, you must decide if a line, four corners, an outside line, an X or a blackout will count as a Bingo. After a few students have called Bingo, students clear off their cards and a new game begins.
3. The teacher randomly selects an instrument picture from the hat, reads out its name and the students find the picture on their Bingo playing card.
4. When the students find the instrument picture on their playing card, they place a Bingo chip on that square.
5. If the teacher chooses, the large instrument picture may be shown to the class to ensure they have found the correct square.

## Orchestra Memory

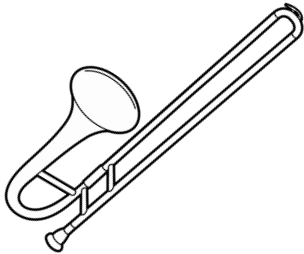



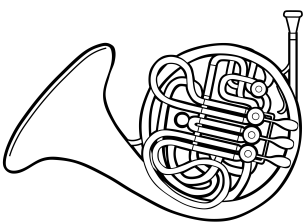
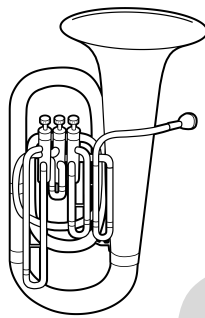
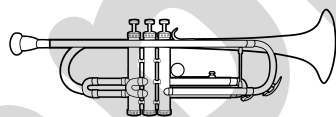

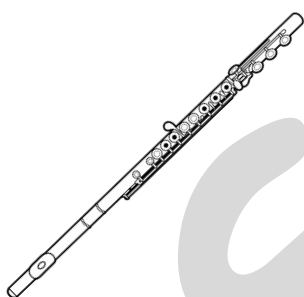
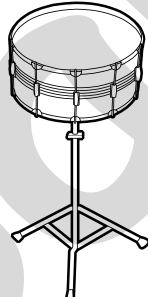

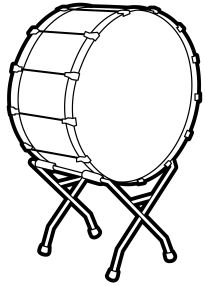
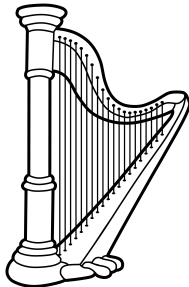
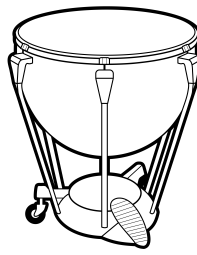
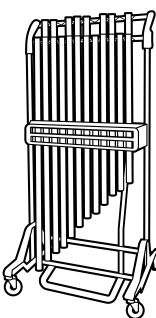

### Preparation:

1. Photocopy the small instrument pictures and orchestra memory playing cards (onto thicker paper) for each student or group of students.
2. Cut out the playing cards.

### Instructions:

Although students can play "Memory" alone, it is more fun if played with two or three students. Put all of the playing cards face down in a random order. Each student in turn, tries to find a pair by flipping over two cards. When a pair is found, the student that found it, gets to keep that pair. The student with the most pairs at the end of the game is the winner.

# Orchestra Bingo

 <p>trombone</p>	 <p>violin</p>	 <p>bassoon</p>	 <p>clarinet</p>
 <p>French horn</p>	 <p>tuba</p>	 <p>trumpet</p>	 <p>saxophone</p>
 <p>flute</p>	 <p>snare drum</p>	 <p>oboe</p>	 <p>bass drum</p>
 <p>harp</p>	 <p>timpani</p>	 <p>chimes</p>	 <p>cello</p>

Card 1

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# Orchestra Bingo

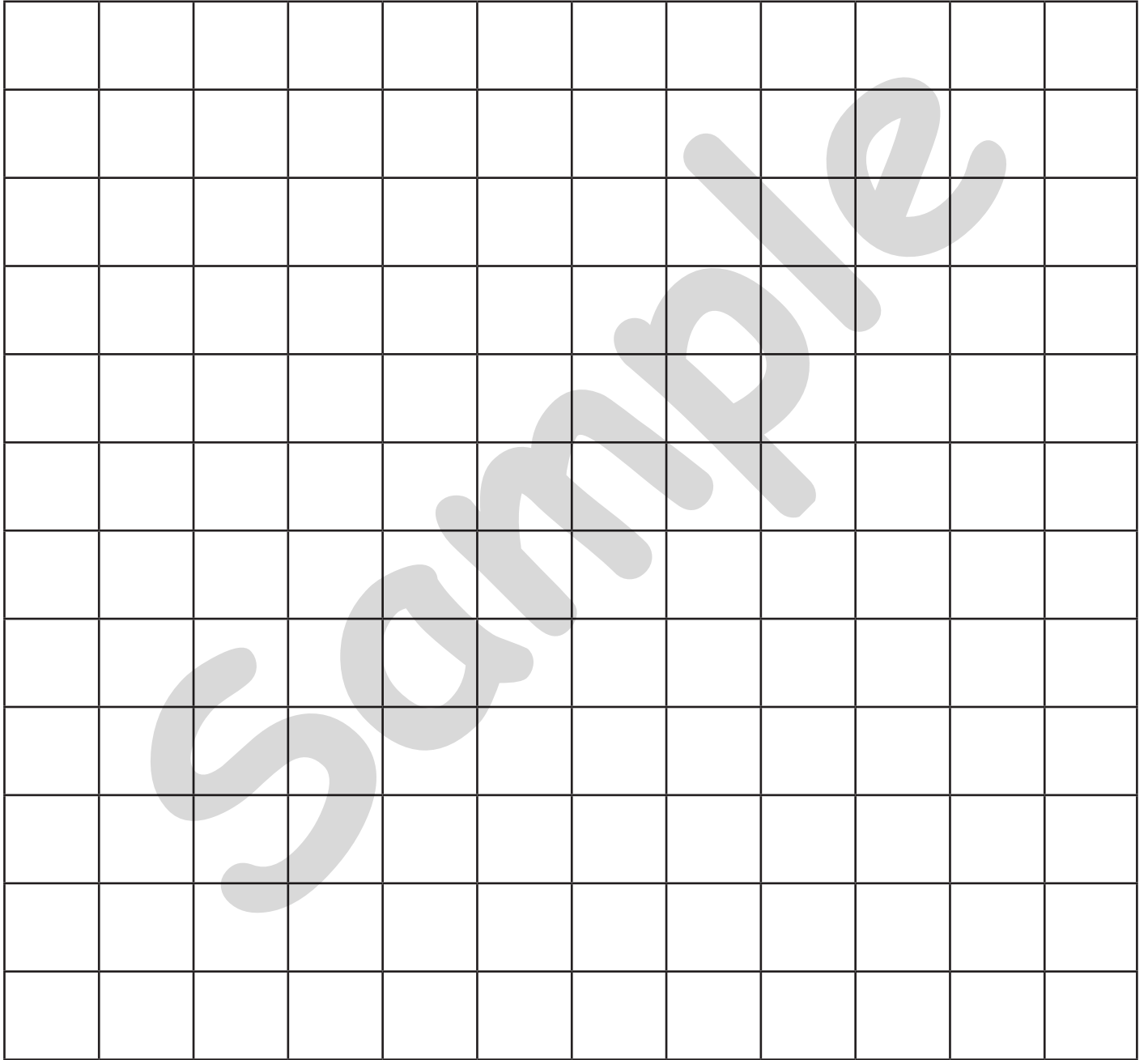


**Card 1 - A**

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# Bingo Chips

**To Do:** Cut out the squares to use as Bingo chips.



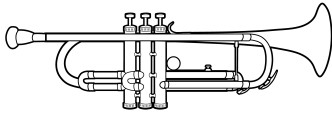


# Orchestra Matching 1

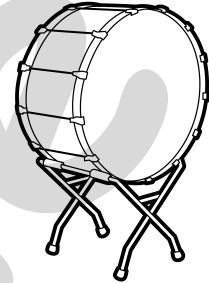
## Worksheet #1

Name: \_\_\_\_\_ Grade: \_\_\_\_\_

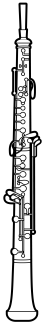
**To Do:** Draw a line matching the instrument with its name.



Trumpet



Oboe



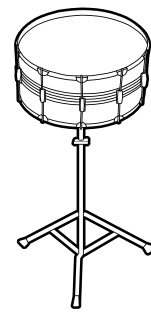
Bass Drum



Flute



Saxophone



Clarinet



Violin

Snare Drum

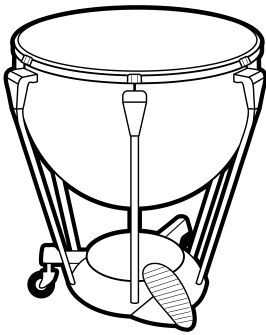


# Name the Instrument

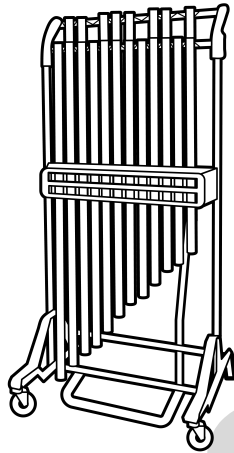
## Instrument Worksheet #3

Name: \_\_\_\_\_ Grade: \_\_\_\_\_

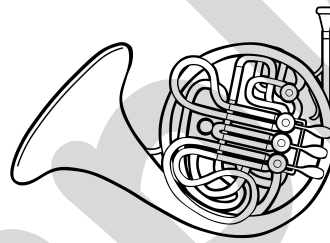
**To Do:** Write the name of the instrument on the line underneath its picture.



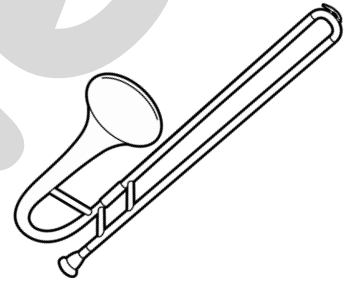
1. \_\_\_\_\_



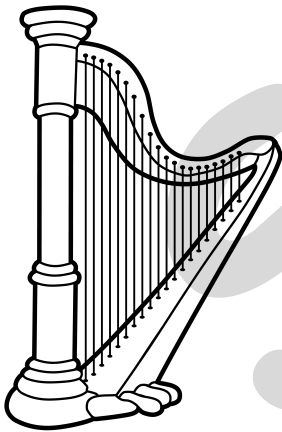
2. \_\_\_\_\_



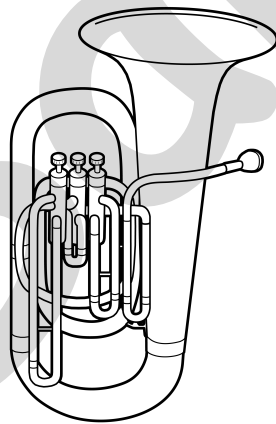
3. \_\_\_\_\_



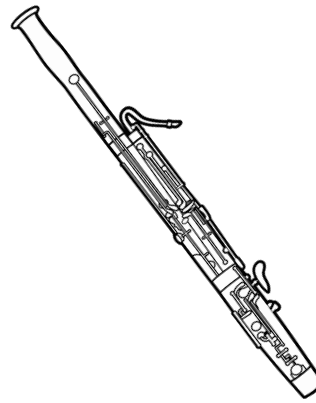
4. \_\_\_\_\_



5. \_\_\_\_\_



6. \_\_\_\_\_



7. \_\_\_\_\_



8. \_\_\_\_\_

Tuba

Bassoon

Cello

French Horn

Harp

Timpani

Chimes

Trombone

# Instrument Family Matching

## Instrument Worksheet #5

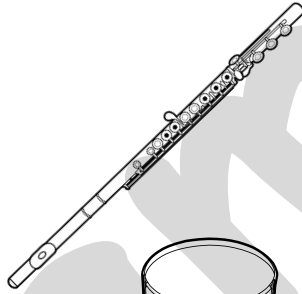
Name: \_\_\_\_\_ Grade: \_\_\_\_\_

**To Do:** Draw a line connecting the instrument to its family.

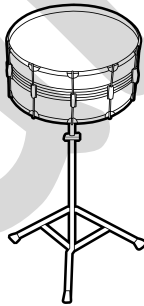
**Percussion**



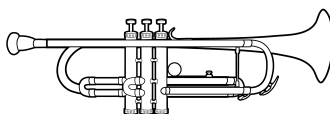
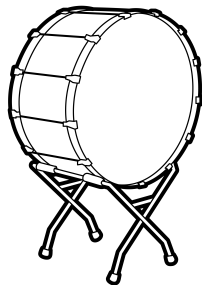
**Strings**



**Brass**



**Woodwinds**



# Instrument Identification Assessment

Name: \_\_\_\_\_ Grade: \_\_\_\_\_ Date: \_\_\_\_\_ Mark \_\_\_\_ / 30

**To Do:** Name the instrument and family it belongs to.



1. \_\_\_\_\_ 2. \_\_\_\_\_

3. Members of the \_\_\_\_\_ family



10. \_\_\_\_\_

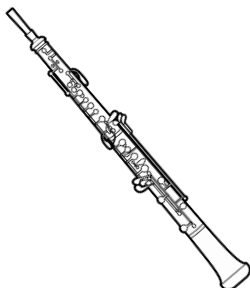
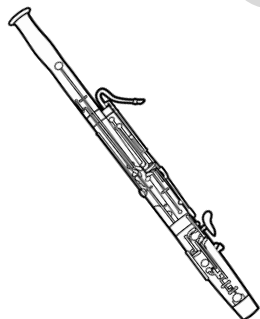


11. \_\_\_\_\_

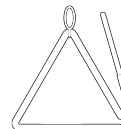
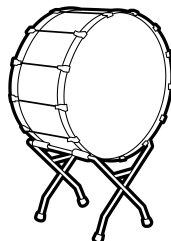
12. Members of the

\_\_\_\_\_ family

13. \_\_\_\_\_

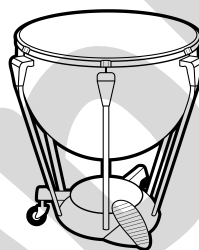
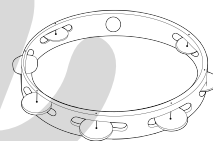


14. \_\_\_\_\_ 15. \_\_\_\_\_



4. \_\_\_\_\_

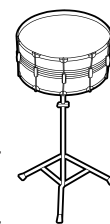
5. \_\_\_\_\_



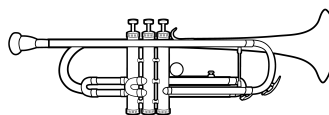
6. \_\_\_\_\_

7. \_\_\_\_\_

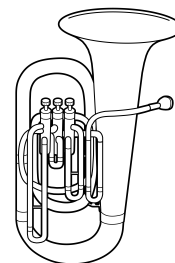
8. \_\_\_\_\_



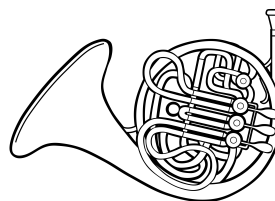
9. Members of the \_\_\_\_\_ family



16. \_\_\_\_\_



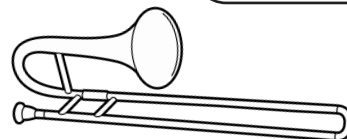
17. \_\_\_\_\_



18. \_\_\_\_\_

19. Members of the

\_\_\_\_\_ family



20. \_\_\_\_\_

# Instrument Quiz

Name: \_\_\_\_\_ Grade: \_\_\_\_\_

**Part One:** Circle the letter corresponding to the name of the instrument.

1. a. Bassoon

b. Saxophone

c. Trombone



4. a. Violin

b. Chimes

c. Harp



2. a. Flute

b. Tuba

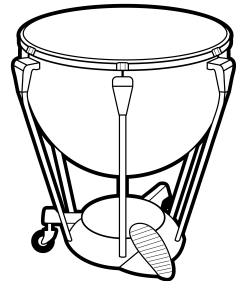
c. Trumpet



5. a. Timpani

b. Chimes

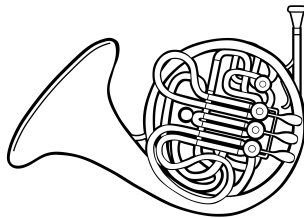
c. Bass Drum



3. a. Trumpet

b. Clarinet

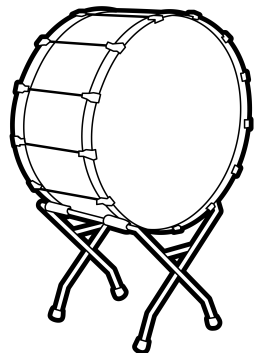
c. French Horn



6. a. Snare Drum

b. Bass Drum

c. Cello

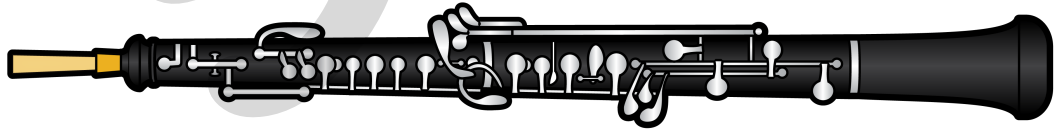




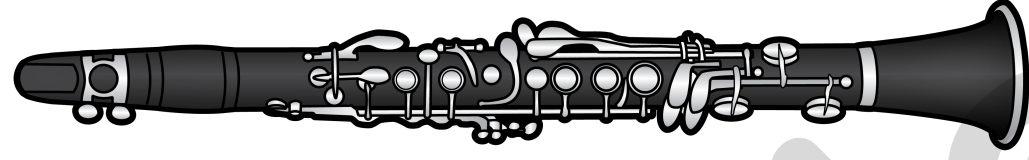
**Cello**



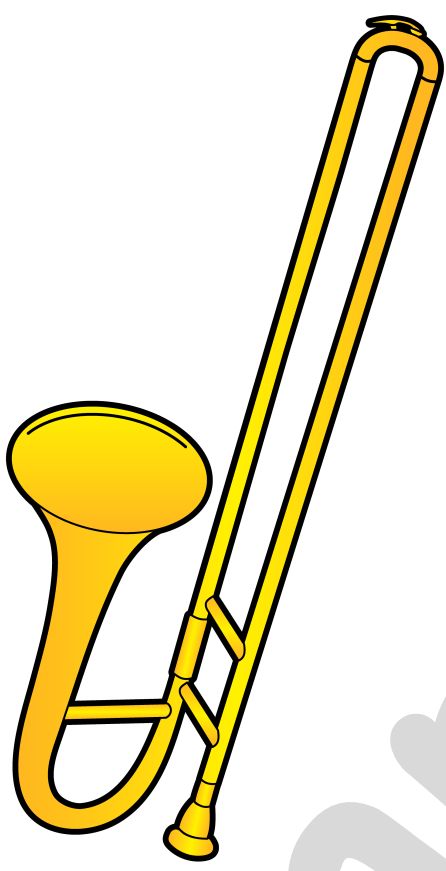
**Violin**



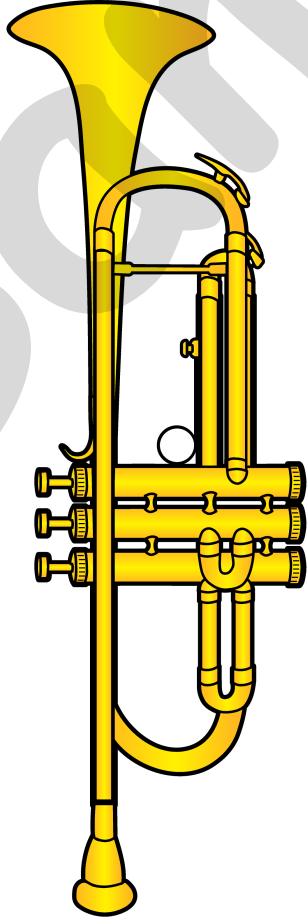
**Oboe**



**Clarinet**



**Trombone**



**Trumpet**