

Curriculum Ideas

By design, Music Mind Games is a flexible curriculum that continues to evolve and grow. Since guidelines are useful and the following levels have been developed. Students progress in individual ways and have different goals and needs so teachers and parents may follow their own timelines. It is important to regularly review previously learned skills at all levels. Original composition is valuable at any time, whether or not it is notated.

BEGINNER

Basic concepts:

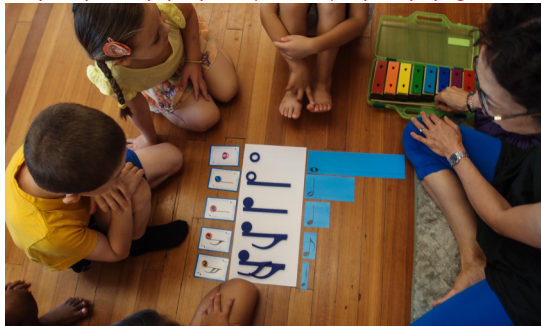
- “Daily Do” and variations using solfège and Curwen hand signs
- Major and minor scales and triads in “Daily Do”
- Simple melodic dictation
- Musical alphabet backwards & forwards, wrap-around EFGABCD
- Games with *blue jello cards* - set 1 and other rhythm materials
- Reading rhythms and counting in musical scores
- Mathematical relationship of notes and rests
- Simple rhythmic dictation
- Reading and performing rhythmic patterns
- Values of five basic notes and rests
- Using dotted notes in games
- Subdivision of the quarter note beat
- Single and grand staff note names
- G, C and F clefs, 5 symmetrical C’s
- Grand Nine notes on the grand staff
- Ability to keep a steady beat
- Dynamics: *pp*, *p*, *mp*, *mf*, *f*, *ff*
- Basic musical symbols
- Major scale whole and half steps sequence
- Experiential learning of triads and chords

Chance Match with rhythm playing cards



Washington, D.C.

Puzzle Notes and Chance Match with rainbow xylophone, real rhythm cards, blue jello rhythm puzzle, paper piano (backside), rhythm playing cards & magic notes

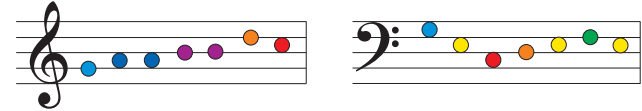


Washington, D.C.

Curriculum Ideas

DETAILS

- Solfège with “Daily Do” and Curwen hand signs
- Simple melodic dictation on the staff



Shown using fixed do with do re mi rainbow colors
May be played with moveable do



- Seconds forwards and backwards in alphabet and solfège
- Rhythms with Blue Jello words and hand signs
- The names and order of the individual notes and rests

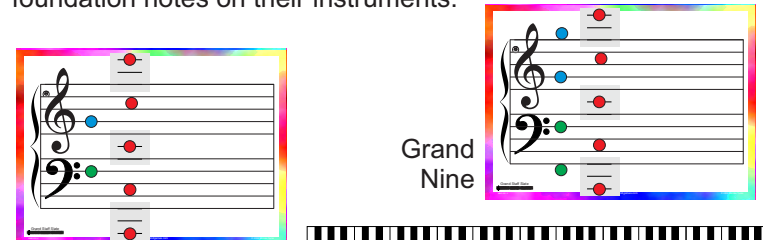
Rhythm Bingo



New York, New York

sixteenth rest			sixteenth note
eighth rest			eighth note
quarter rest			quarter note
half rest			half note
whole rest			whole note

- Placing clefs, clef notes and the five symmetrical C’s on the grand staff and the piano. Students of other instruments also learn the foundation notes on their instruments.



Grand Nine

- Music symbols with *music symbol cards* - set 1
- Half steps and whole steps in major scale



Curriculum Ideas

Intermediate and/or older students joining *Music Mind Games* will benefit from playing some of the beginning level games as many important concepts begin in those levels.

INTERMEDIATE

Skills in previous level plus these concepts:

- “Daily Do” and variations using solfège and Curwen hand signs
- Fluent singing of notes and intervals within the scale
- Intervals of unison to octave; thirds forwards and backwards
- Games with *blue jello cards* - set 2 and other materials
- Notes and rests relationship to each other
- Notes & Rests Card Chart and related games
- Grand Nine notes expand to the entire grand staff
- 11 symmetrical tempos
- Additional musical symbols
- Sharp and flat major scales
- Sharp and flat key signatures
- Intervals of major and minor thirds
- Major, minor, diminished, augmented triads

DETAILS

- Solfège with “Daily Do” and Curwen hand signs, fluency within scale tones, and melodic dictation
- Thirds forwards and backwards in alphabet and solfège
- More advanced Blue Jello rhythms, time signatures, conducting patterns, dictation, and ensemble games
- Individual notes and rests, dotted notes and combinations of notes



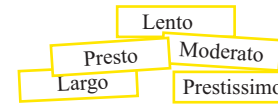
Singapore



Curriculum Ideas

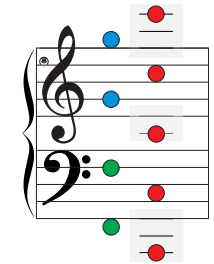
DETAILS continued

- Grand Nine notes expand to the entire grand staff

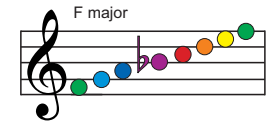
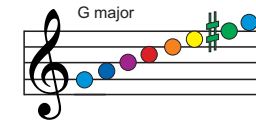
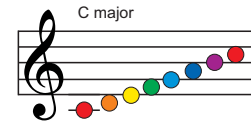


- Tempos

- Musical symbols

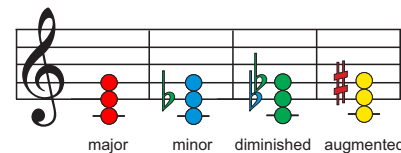
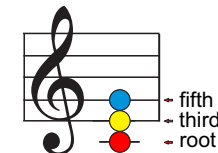


- Sharp and flat major scales and key signatures

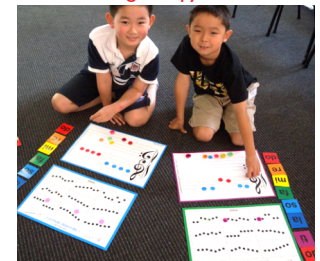


- Major and minor thirds

- Four kinds of triads



Melodic Bingo Copy Game



Sydney, Australia

Body Order with tempo cards



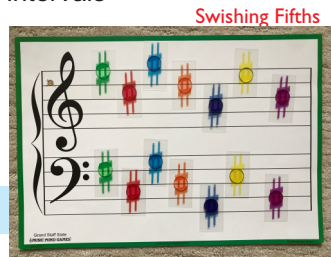
The Hague, Netherlands

Curriculum Ideas

ADVANCED

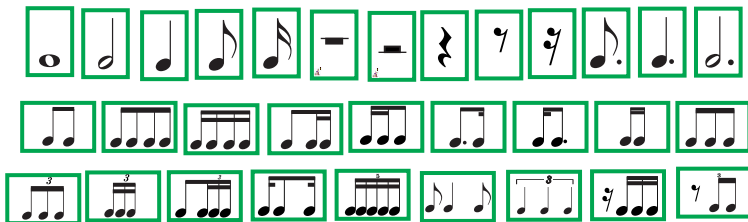
Fluency with skills in previous level plus these concepts:

- “Daily Do” and variations using solfège and Curwen hand signs
- Singing notes and intervals within the major and minor scale
- Intervals in various major and minor keys
- Games with *blue jello cards* - set 2
- Time signatures and conducting patterns
- Notes and rests values within various meters
- Notes & Rests Card Chart and related games
- Entire grand staff fluency
- Tempos
- Musical symbols
- Sharp and flat major and minor scales
- Sharp and flat major and minor key signatures
- Major, minor, diminished, augmented intervals
- Triads and inversions
- Seventh chords and inversions



DETAILS

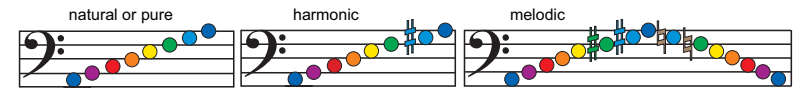
- Solfège with “Daily Do” and Curwen hand signs, fluency within scale tones, and melodic dictation
- Intervals in various major and minor keys
- All Blue Jello rhythms using Blue Jello hand signs and reading rhythms in musical scores
- All combinations of notes and rests (suggested order for learning)



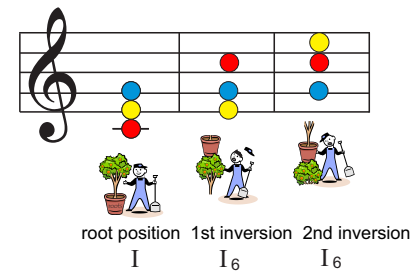
Curriculum Ideas

DETAILS continued

- Fluency with grand staff plus the clef of the student’s instrument
- Tempos
- Musical symbols
- Sharp and flat major and minor scales and key signatures
- Minor scales: natural or pure, harmonic, melodic



- Triads and inversions



- Seventh chords and inversions

