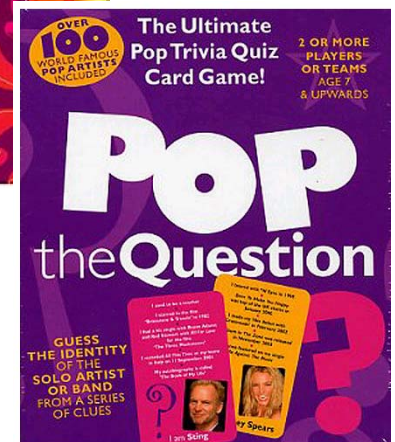
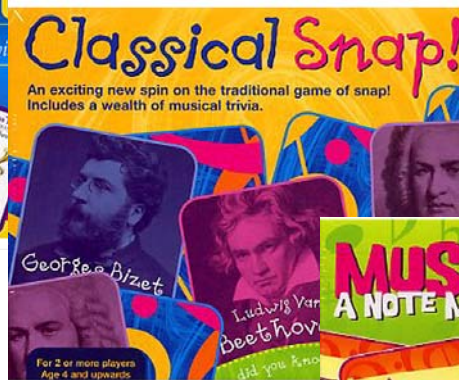
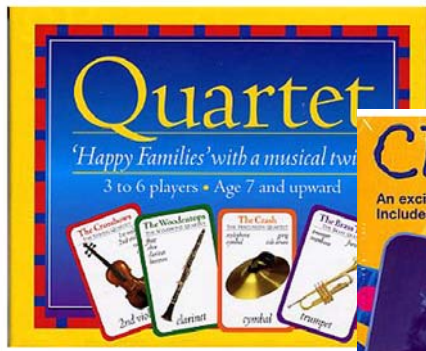
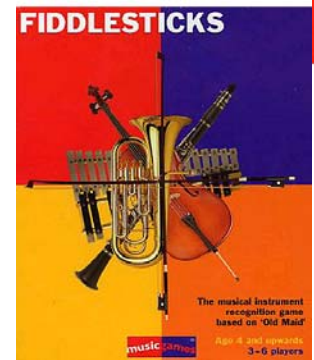
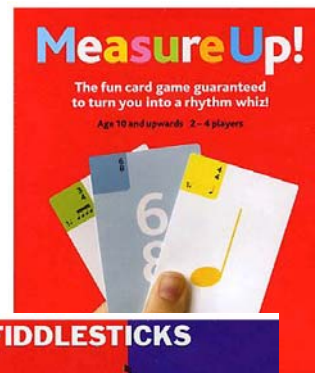


MUSIC GAMES Make learning fun!

The new collection of card games based on music has proved very popular in all key stages.

At only £4.95 a game you can afford to experiment and have some fun. <http://www.musicsales.com>



Pop the Question has proved to be a very handy quiz. Players have to guess the identity of the solo artist or band from the clues on the cards.

When asked what they thought of the games, pupils from Chipping Sodbury said:

"It tests your learning while you're having fun!"

"It's fun to see what new things you've learned every time you play the game"

"I never knew a classroom game could be so much fun!"

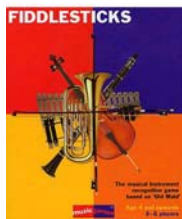
The following games in the series have proved to be the most popular.



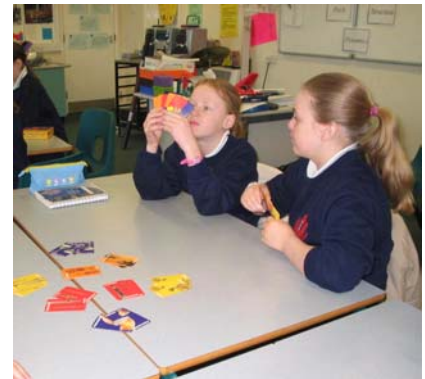
Quartet is a new version of happy families with a musical twist! Pupils at Chipping Sodbury looked like hardened gamblers as they gathered their families, be it the The Standing Stones (rock band) or The Rupees! (Indian band)



Classical Snap could simply be used as a game of snap matching up famous composers. However, an alternative twist is suggested where all the cards are spread out. Players take it in turns to turn over two cards, the aim to find a pair. When a pair is found, **the player must read out one fact** about the composer, keeps the cards and has another go. If the two cards are not the same, the player turns the cards face down again in the **same place**, memorising their positions for next time!



Fiddlesticks uses orchestral instruments. Each player has to match cards and try to avoid being left with the final unpaired card - the fiddle stick.



Quartet

Happy Families with a musical twist!
3 – 6 players



- One person shuffles and deals all the cards
- Players take their cards and arrange them into sets. If they have a set of 4 cards, they place them face up on the table in front of them
- The dealer starts the game.
- The dealer can ask any player for a particular card, (to add to a set they already have) e.g. "Have you got the saxophone from The Blue Notes?"
- **If the player has the card**, they must give it to the dealer and the dealer has another go asking another person.
- **If the player does not have the card**, it is that player's turn to ask others for cards.
- When a player gets a full set of four cards the set is placed on the table.
- At the end of the game, the player with the most sets on the table wins!

Rules have been prepared for the above three games. You may download them from the music web site at <http://www.southglos.gov.uk/ed/advisory/music>

Pupils at Chipping Sodbury school explored the music games and had great fun. These games were introduced as starter activities alongside some others from the Music Starters for Key Stage 3 book by Steve Block.

The following activities focused on speaking and listening skills and worked particularly well, although some took longer than the stated time of 5-10 minutes!

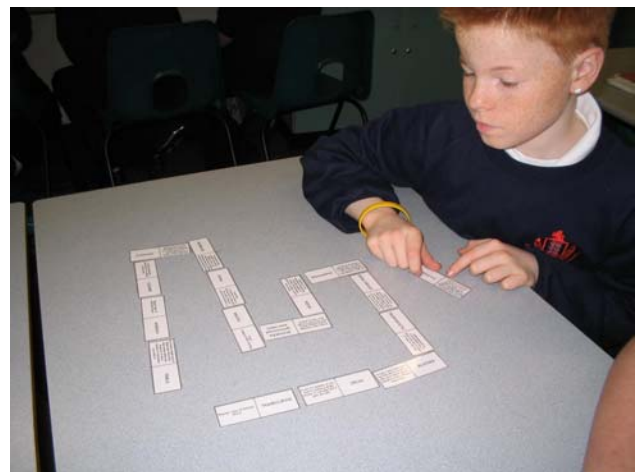
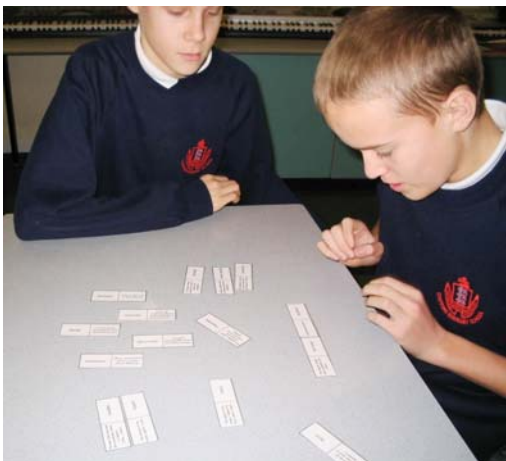
No. 15 Mix & Match 1

No. 19. ICT-FX

No. 24 Definition Dominoes

No. 30 Swat! - Musical Elements (flashcards can be downloaded on music web site)

The dominoes continued the game theme and challenged their knowledge in a friendly environment. Preparation was time consuming but crucial to the success of the activities. The cards were copied and laminated - this stopped the paper curling up, getting torn and added weight giving a professional appearance and a longer lasting resource.



In all these activities the paired/group discussion was enlightening and at times very entertaining. As Steve Block says in his book " Pupils gain in confidence and acquire new understanding if they have frequent opportunities to discuss and share ideas with others!"

Many of the starters in the book are based on this principle.

KS3 Music Starters with CD Price £37.50 + £2.19 VAT (£39.69)

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