



10 GAMES FOR ONLINE LESSONS

FAST FINGERS

Call out finger numbers and keys (“e.g. RH Finger 2, D). Student has to play the key with the correct finger. How many can they do in 30 seconds?

Group Lesson: See which student can score the most.

Solo Student: Keep a log of his score each week to see if he can beat his previous score.

Keep a table of top scorers and challenge each student to try to beat the top score.

FLASH CARD 30

Using flashcards for the topics the students are studying, how many flash cards can the student name/describe in 30 seconds?

Group Lesson: See which student can score the most.

Solo Student: Keep a log of his score each week to see if he can beat his previous score.

Keep a table of top scorers and challenge each student to try to beat the top score.

PASS OR PLAY

Group Lesson: Select a section of music for students to sight read or tap the rhythm. Student A can choose to “play” for 2 points, or “pass” it to Student B. If Student B does it correctly, he scores 3 points. If he fails to do it correctly, Student A scores 1 point.

Solo Student: Select a section of music for student to sight read or tap the rhythm. If he does it correctly, he scores 2 points. If he fails to do it correctly, the teacher scores 1 point.

ECHO

- 1) Play a series of 3 or 4 notes. Tell the student the starting note. Can she find the remaining notes and echo it back to you? Make it more challenging by setting a 10 second timer.

OR

- 2) Clap a rhythm using quarter notes, half notes, dotted half notes and whole notes. Can the student echo it back correctly?

Group Lesson: See which student scores the most.

Solo Student: Keep a score log each week to see if she can beat her previous score.

UNDER A REST

Call out different note/rest lengths. The student has to tell you the proper name of the note or rest. For example:

If you say “3 beat note”, the student should say “Dotted half note”

If you say “4 beat note”, the student should say “Whole note.”

Group Lesson: See which student can score the most in 30 seconds.

Solo Student: Keep a score log each week to see if he can beat his previous score.

NOTHING TO TELL

A score study game. Good to play at the start of a new piece.

Group Lesson: Ask the students to take turns telling you something about the music until they have pointed out everything there is to say about it. The last person to tell you something about the music is the winner.

Solo Student: Ask the student to take tell you all that they can about the music until she has pointed out everything she can say about it. The student scores a point for everything she says. When she has finished, the teacher points out anything she missed, and the teacher scores a point for each thing missed.

INTERVAL HUNT

Give the student a starting note. Call out a series of 4 or 5 intervals. The student should tell you which key you will end on by following those intervals. For example:

- Start on C
- Go up a third
- Go down a second
- Go up 3 steps
- Skip down

Where do you end up? The answer is E

Students score a point for each one they answer correctly.

SIX SQUARE ORANGES

Group Lesson: The students select a board from the [Six Square Oranges](#) pack. As you call out the different music symbols, they put a counter on those that match their board. When they have 6 counters on their board, they shout “Six Square Oranges!” Check their board with the cards you have called out to make sure they are correct.

MUSIC MATH

Group Lesson: Ask students music math problems. For example, half note plus half note = how many beats? You can use the [Music Math Cards](#) for this.

A student is “out” if she gives the wrong answer. Keep playing until only one student is “in” or until you run out of cards.

BEATS

Group Lesson: Show the students a note/rest flashcard. The student should hold up fingers to show the correct number of beats. Or have the students write a number (from 1 to 4) on 4 index cards. Then when you show them the note/rest flash card, they are to show you the index card reflecting the correct number of beats.