



Learn = Tutorial-introduction Play = Practice

Quiz = Mastery Challenge = Challenge

The learning games are listed by category. Then, within each category the games are listed in order of difficulty and the order that correlates with most teaching methods.

**Pitch & Melody - Aural**

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Pick the Pattern 1	See two 4-note pitch patterns with 2nds & 3rds and tell which one was played	10	90	100	-
Storm Chasers 3-Quiz	Aurally identify whether a pitch pattern goes up or down by step or up or down by skip	1000	1200	1500	-
Melody Pix 3-Quiz	Listen to a melodic pattern and tell whether it is the same as or different than the written pattern.	80	105	120	-
Practice Buddy 1-Quiz	Error detection -- hear a phrase from a folk tune and find the error on the notated page	-	800	800	-
Melody Mayhem 1	See two melodies in 3/4 range of a 5th, 2nds and 3rds & tell which one you hear	850	1350	1500	-

**Pitch & Melody - Visual - reading, writing, performing**

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Jingle Notes 1-Quiz,Challenge	Identify all lines and spaces on the treble staff	2250	2250	3000	4000
Jingle Notes 2-Quiz, Challenge	Identify all lines and spaces on the bass staff.	2250	2250	3000	4000
Float a Note 1	Name Treble Staff lines and spaces	1700	1800	3000	-
Float a Note 2	Name Bass Staff lines and spaces	1700	1800	3000	-
Underwater Clef Hanger 1	See a note on a line or space. Which clef makes it the displayed letter name?	800	1700	1800	-
Grand Staff Alphabet-Quiz	Name Grand Staff Lines and Spaces	2000	2800	3000	3300
Grand Staff Guide Notes 2-Quiz	Read & play Treble C, Middle C, Bass C on the onscreen keyboard	1300	1850	2200	-
Grand Staff Guide Notes 3-Quiz	Read & play Treble G, Middle G, Bass G on the onscreen keyboard	1300	1850	2200	-
Grand Staff Pattern Reading 4	Sightread from all 7 guide notes	300	300	450	-
Bumble Keys 1-Quiz & Challenge	Read and play the notes of the treble staff on the onscreen keyboard	3000	4000	3000	4000
Bumble Keys 2-Quiz & Challenge	Read and play the notes of the bass staff on the onscreen keyboard	3000	4000	3000	4000
60 Second Club 1	Rapidly read & play grand staff white notes on the on-screen keyboard-timed	3000	3000	3000	3400
Bumble Keys 3	Read and play treble clef sharps & flats on the onscreen keyboard	2800	3800	3000	3800
Bumble Keys 4	Read and play bass clef sharps & flats on the onscreen keyboard	2800	3800	3000	3800
60 Second Club 2	Rapidly read & play grand staff # and b notes on the on-screen keyboard-timed	3000	3000	3000	3400
Grand Staff Guide Notes 4	Read & play the five C's on the onscreen keyboard	1800	1850	1900	
Jingle Notes 3-Learn	Identify and name three ledger lines above the treble staff	2250	2800	3500	4000

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Jingle Notes 4-Learn	Identify and name three ledger lines below the bass staff	2250	2800	3300	3800

### **Rhythm - Aural**

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Faster-Slower-Same 3-Quiz	Identify and demonstrate understanding of terms "ritardando" and "accelerando" in musical examples	85	110	1200	-
Rhythm Rockets 1-Quiz	See a one-measure rhythm of quarter notes and quarter rests & choose from 4 aural patterns	800	1100	1200	-
Rhythm Pix 2	Is this rhythm the same or different from the one you hear? Quarter notes and eighth-note pairs	80	110	1500	-
Rhythm Regatta 3	Hear a rhythm and choose which notated pattern was played. Quarter notes and eighth-note pairs	800	1200	1200	-
Rhythm Factory 1	Hear and see a 2-measure rhythm--are they the same or different? Quarter notes & eighth-note pairs 3/4	1200	1200	1200	-
Meter Match 1	Aurally identify whether music is in 2/4 (duple) or 3/4 (triple) meter.	1000	1650	1800	-
Rhythm Factory 2	Hear and see a 2-measure rhythm--are they the same or different? Quarter notes & eighth-note pairs 4/4	1200	1200	1200	-
Rhythm Rockets 2	See a one-measure rhythm of quarter notes and quarter rests & choose from 4 aural patterns	1000	1400	1800	-
Hot Air Rhythms 1	See two rhythms and tell which one was played - Quarter notes, eighth note pairs and quarter tied to eighth note	1300	1350	2000	-
Rhythm Pix 3	Is this rhythm the same or different from the one you hear? Quarter notes and rests, eighth note pairs and quarter tied to eighth note	110	160	180	-
Rhythm Regatta 4	Which one-measure rhythm is played? Quarter notes tied to eighth-note pairs	1200	1350	1900	-
Hot Air Rhythms 2	See 2 rhythms, choose which one you hear. Quarter notes, dotted quarter-eighth notes	1300	1350	2000	-
Rhythm Pix 4	Is this rhythm the same or different from the one you hear? Quarter notes, rests, dotted quarter-eighth notes	110	160	180	-
Rhythm Regatta 5	Hear a rhythm and choose which notated pattern was played. Quarter notes, dotted quarter- eighth-notes	1200	1350	1900	-

### **Rhythm - Visual - reading, writing, performing**

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Time Signature Blimp 2-Quiz	See a melody and identify the time signature--3-4, 4-4, 5-4, 6-4	1400	1900	2500	-
Rhythm Pop 3-Quiz	How many beats? - Adds half and whole rests and ties	1850	2300	2850	-
Music Darts 4	Name note and rest values through eighth notes and rests and eighth-note pairs	1380	1880	2440	-
Rhythm Pop 4	How many beats? - Adds dotted quarter, eighth note & rest, plus eighth-note pairs	1850	2350	2700	-
Rhythm Math 1	Supply the missing note or rest in a measure. Note & rest values through eighth-note pairs	1100	1400	1850	-

### **Scales & Key Signatures**

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
FloatANote Pentascales 3	Rapidly identify the notes of the G Major pentascale - Treble GABCD	900	1350	1850	-
FloatANote Pentascales 4	Rapidly identify the notes of the bass G Major pentascale - bass GABCD	900	1350	1850	-
FloatANote Pentascales 5	Rapidly identify the notes of the G Major pentascale - Middle GABCD	900	1350	1850	-

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Page Turner Keyboard 4	Read and play the notes of the Treble G Major pentascale-GABCD	1850	1850	2700	-
Page Turner Keyboard 5	Read and play the notes of the Bass G Major pentascale-GABCD	1850	1850	2700	-
Page Turner Keyboard 6	Read and play the notes of the middle G Major pentascale-GABCD	1850	1850	2700	-
Songbirds Major & minor-Quiz	Aurally identify pentascales as Major or minor	100	500	600	-
Cosmic Key Signatures 1-Quiz	Identify key signatures - C-F-G Major	12	120	200	-
Cosmic Key Signatures 2	Identify key signatures - D-A-E Major	12	120	200	-
Monkey Hear Monkey Do 1	Hear, then play back a randomly presented series of pitches in the C Major Pentascale	8	10	9	-
Monkey Hear Monkey Do 2	Hear, then play back a randomly presented series of pitches in the D Major Pentascale	8	10	9	-
Order Me Up 1	Name the order of the flats as they appear in key signatures	700	1350	1900	-
Order Me Up 2	Name the order of the sharps as they appear in key signatures	700	1350	1900	-

### **Intervals - Aural**

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Climbing High-Quiz	Hear and play back 2nds, 3rds, 4ths, 5ths - same root - Major pentascale	1400	3600	25+	-
Catch the Coconut 3-Quiz	Hear 2nds, 3rds & 5ths	130	180	200	-
Catch the Coconut 4-Quiz	Hear 4ths & 5ths	100	150	185	-
Sticky Stockings 1	Hear 2nds, 3rds, 4ths & 5ths - same roots	500	400	2500	-
Interval Arcade 1	Aurally identify 2nds, 3rds, 4ths & 5ths - different roots	600	1800	2400	-
Interval Slide 1	Aurally identify an interval then choose the correct written version of the interval. C-F-G Major 2nds-5ths	1250	1350	2000	-
Interval Aces 1	Hear half steps and whole steps	1100	1850	1800	-
Super Monkey Intervals 1	Hear, then play 2nds through 5ths on the onscreen keyboard - C Major pentascale	200	225	300	-
Super Monkey Intervals 2	Hear, then play 2nds through 5ths on the onscreen keyboard - bass G Major pentascale	200	230	360	-
Climbing Higher 1	Hear and play back 2nds thru octaves-same root-Major scale	2400	4000	25+	-
Sticky Stockings 2	Hear 5ths, 6ths, 7ths and octaves - same roots	500	400	2500	-
Climbing High 2	Minor pentascales--hear and play back 2nds, 3rds, 4ths, 5ths - same root	1400	2800	4000	-

### **Intervals - Visual - reading, writing, performing**

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Beat the Clock-Playing Intervals 1-Quiz	Given the first note, play half steps up & down on the onscreen keyboard	260	360	470	-
Cannon Intervals 1-Quiz	Identify half steps and whole steps on the keyboard and the staff	1100	1450	3000	-
Interval Surprise 2	Identify Intervals - half steps, 2nds (whole steps), 3rds, 4ths, and 5ths	1800	2400	2300	-

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Beat the Clock-Playing Intervals 2	Given the first note, play half steps up & down on the onscreen keyboard	220	280	650	-
Will Work for Peanuts 2	Visually identify 5ths, 6ths, 7ths and octaves on the keyboard	1100	1150	1200	-
Cannon Intervals 2	Identify 5ths, 6ths, 7th & octaves on the keyboard and the staff	1850	1850	2300	-
Note Flakes-Diatonic Intervals	Identify 5ths, 6ths, 7ths and octaves on the staff	600	1850	30+	-
Interval Rockets 1	Identify 2nds, 3rds, 4ths, 5ths, 6ths, 7ths & 8ve on the staff	1250	1800	1800	-

### Chords/Harmony

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Tumble Triads 1	Aurally identify chord quality: Major and minor	1200	1350	2000	-
Beat the Clock Triads 1	Play triads on the onscreen keyboard: C, G and F Major	220	360	450	-
Beat the Clock Triads 2	Play triads on the onscreen keyboard: D, E and A Major	220	340	480	-
Floating Triads 1	See and name Major triads starting on white keys	1400	1800	2850	-
Triad Launch 1	Write major triads starting on white keys	1200	1700	2000	-
Beat the Clock Triads 3	Play triads on the onscreen keyboard: c, g and f minor	330	560	600	-
Beat the Clock Triads 4	Play triads on the onscreen keyboard: d, e and a minor	420	560	600	-
Harmony Pix 1	Hear a 4-chord progression of I and V7 chords. Same or different from what is seen?	100	1300	1500	-
Hearing Triads 1 (M & m)	Hear a 4-chord pattern of Major and minor triads and define the quality of each chord.	1000	1350	1800	-
Major Triad Matching Game	Popular matching/concentration game matching Major triads	-	none	-	-
Falling Chords 1	Visually identify tonic and dominant chords in C and G Major	1300	1800	1800	-

### Music Symbols and Terms

Game	Skills / Concepts	Learn	Play	Quiz	Challenge
Falling Symbols 3-Quiz	Identify Level 2 music symbols (see the "Learn" level of the game)	1800	1850	2350	-
Falling Symbols 4	Identify Level 2 music symbols (see the "Learn" level of the game)	1800	1850	2350	-
Music Darts 3-Quiz	Identify music symbols (see the "Learn" level of the game)	none	1500	1700	-
Snowball Stems 1-Quiz	Identify whether the stem direction of a note is correct or incorrect.	1300	2300	3000	-
Music Symbol Match	Popular memory/concentration game format	160	350	400	325

### Tonal Memory & Play Back

Game	Skills / Concepts	Learn	Play	Quiz	-
Mystery Note 1	Hear and play back random notes of CDE on the onscreen keyboard	-	12	-	-
Musical Memory 2-CDEFG	Hear and play back random patterns of C D E F G-- notes on staff	-	9	8	-
Musical Memory 3-CDEG	Play back random patterns of C D E -- notes on staff - <i>no visual clues</i>	-	10	6	-
Musical Memory 3-CDEFG	Play back random patterns of C D E -- notes on staff - <i>playback on onscreen keybd</i>	-	8	8	-