



# ROCK COD

*Reinforcing Aural Recognition Of Major And Minor Pentascales With*

# **ROCK COD**

by Andrea and Trevor Dow



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# HOW TO PLAY

## Players:

1 player

## Materials:

one laminated game board, one game marker, a dry erase pen, 18 playing cards, a Teacher Master Sheet

## Game Objective:

Musical Objective: To reinforce aural recognition of major and minor pentascales  
Game Objective: To land the game marker on a triangle

## Setting It Up:

The student should sit on the floor with the game board placed in front. The single game marker should be placed on the star in the center of the game board. The 18 playing cards should be spread out on the floor with the Major/Minor labels facing up. The teacher should be seated at the piano with the Teacher Master Sheet.

## Playing The Game:

- 1) To begin, the teacher plays a pentascale from the Teacher Master Sheet and crosses it off with a dry erase pen.
- 2) The student flips over a card displaying the word label that matches the pentascale played in Step 1.
- 3) On the back of the card selected in Step 2 is a direction (Up, Down, Left, Right). Based on this direction, the student moves the game marker one square. For example, if the card says "Right", the student moves the game marker to the very next square that is to the right of the game marker's current location.
- 4) Next, the card selected in Step 2 is removed from the playing area and Steps 1 - 3 are repeated. Play continues until the game marker lands on a triangle (the student wins the game) or there are no more cards to be turned over (the student loses the game).
- 5) If, at any point during the game, the game marker lands on a **square with a circle**, the game marker is returned back to the star in the center of the game board and play continues.
- 6) If the student wins the game, she counts the number of cards removed from the playing area before she reached a triangle. In future games she can attempt to beat this score.

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# TEACHER MASTER SHEET

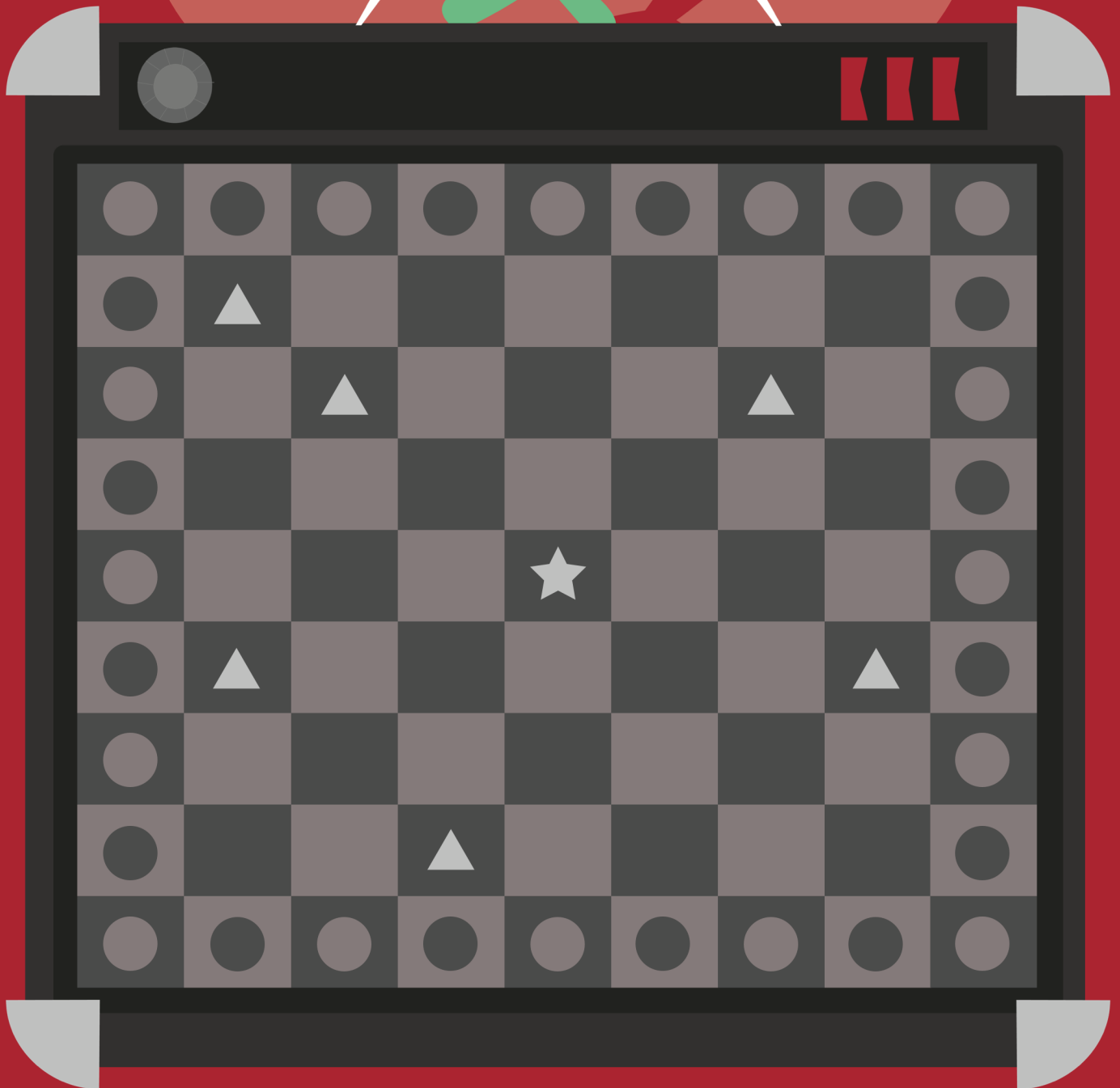
		
		
		
		
		
		

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ROCK



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**UP**

**RIGHT** 

  
**UP**

  
**LEFT**

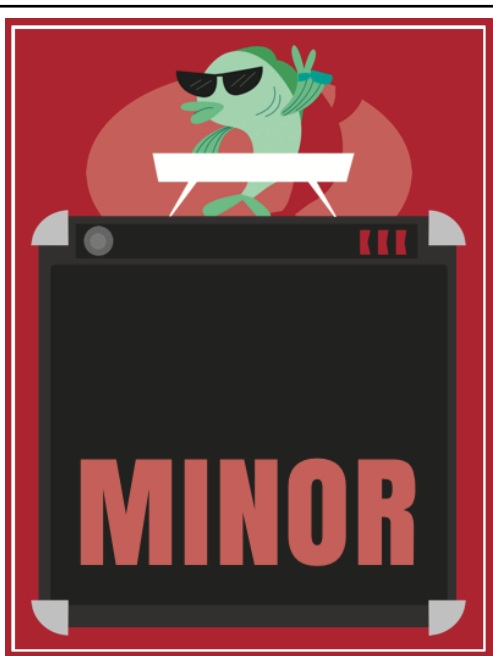
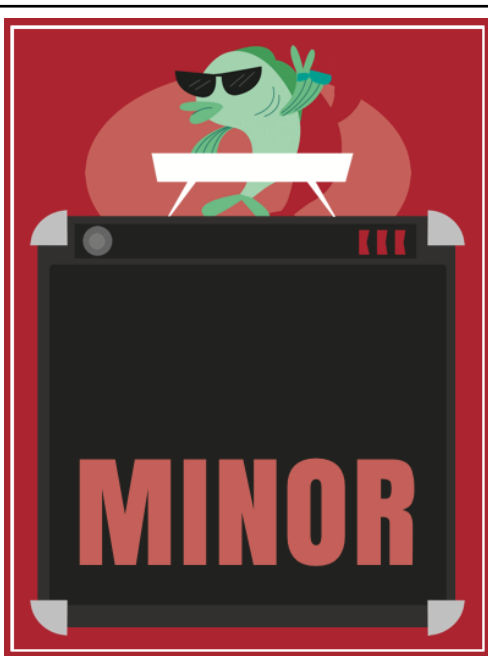
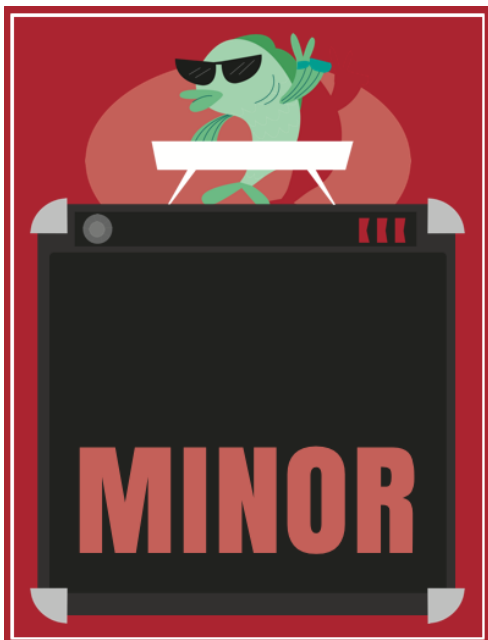
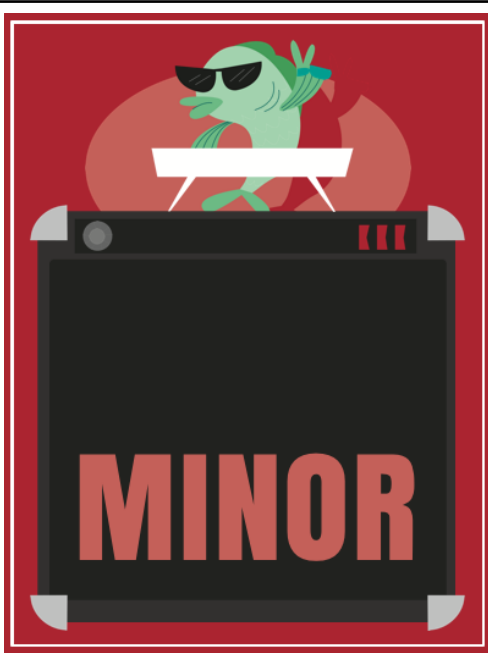
  
**UP**

  
**LEFT**

**DOWN** 

  
**LEFT**

**DOWN** 



**DOWN**  
▼

**RIGHT**►

**DOWN**  
▼

◄**LEFT**

▲  
**UP**

◄**LEFT**

**RIGHT**►

**RIGHT**►

**RIGHT**►