

Swat-A-Rhythm Game (& Variations)

a music game for 2-6 players

Materials: A fly swatter for each student, bug cards, and 5-8 rhythm example cards (a pdf of rhythm cards is available for purchase at ColorInMyPiano.com/shop).

Gameplay: Spread the rhythm cards out on the floor, within reach of each player. After the teacher *finishes* clapping the rhythm on one of the cards, the *first* student to swat the correct card earns a bug card. The player with the most bugs at the end of the game is the winner.

Variations:

- **Swat-A-Note** – The teacher calls out a letter of the musical alphabet, and students must swat the flashcard with the correct note on the staff. Or, do it backwards: Hold up a staff note-naming flashcard, and students swat cards that say A, B, C, D, E, F, or G.
- **Swat-A-Piano-Key** – After the teacher calls out a letter, students swat the corresponding piano key flashcard. Or, the teacher holds up a piano key flashcard and students swat cards that say A, B, C, D, E, F, or G.
- **Swat-An-Interval** – After the teacher plays an interval on the piano, the students swat the interval card they heard.
- **Swat-A-Melody** – Cut a short piece of sheet music into two-measure pieces. The teacher plays random sections on the piano, and students must swat which two-measure section they heard.
- **Swat-A-Term** -- After the teacher reads a definition of a musical term, students must swat the card with the correct term.

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