

The Amazing Keyboard Race

a music game for beginners

Objective:

- To reinforce the letter names of the piano keys.

Materials:

- Game pieces -- enough for as many players that will be playing. You can use colored glass gems, buttons, erasers, etc.
- A random way to choose a letter of the musical alphabet. E.g., [musical alphabet cards](#), a spinner, [dice](#), or [Musical AlphaGems](#).
- Piano keyboard or a [Silent Mini Keyboard](#).



Gameplay:

- All game pieces start on the left side of the keyboard.
- On each player's turn, they must randomly choose a letter of the musical alphabet (via flashcard, spinner, etc.). Let's suppose the first player gets an "A." They must move their game piece to across the keyboard to the *next* "A." If a player incorrectly identifies a key or goes to the next octave instead of finding the very next "A," they lose their turn.
- Continue play by taking turns. Gameplay ends when a player reaches the end of the keyboard!

Extensions:

- Once students are comfortable finding the piano keys when moving from left to right on the keyboard, make the game harder by making the gameplay start on the right side of the keyboard and go towards the left.
- This game is also perfect with students who have learned about sharps and flats. Just add accidental flashcards or an accidental die to the game, so the possibilities include both black and white keys.