The MAYRON COLE PIANO METHOD

K E Y S

B I N G O G A M E

A Theory Board Game Designed by Colleen Mayron Cole for The Mayron Cole Piano Method©
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For Students in Blast Off, Pre-Level 1, or early Level 1
2 - 8 players

KEYS Bingo is an ideal theory game for young students and/or large classes in Blast Off, Pre-LEvel 1, or early Level 1. Since each child is involved with every question, KEYS Bingo holds all of the students' attention throughout the duration of the game. Of course, older students and/or small classes enjoy KEYS Bingo as well!

CONCEPTS COVERED… **KEYS** Bingo is recommended for pre-staff note reading students that have learned all of the white keys in addition to counting the simple rhythms. **PIANO** Bingo is recommended for students that are reading staff notes.

PRINTING… Have the 8 Student Game Cards, Teacher's Card, Answer Card, five Note Cards, and Keyboard Card printed at your local print shop on material that will not tear such as vinyl. A "Permission to Copy" letter is attached to these instructions. Or you may print the pdf file at home and take the pages to your local print shop for lamination.



BEFORE YOU PLAY… You need to cut out each of the answers on the Answer Card and put them in a baggie before playing ***KEYS*** Bingo.

YOU WILL NEED…. You will also need approximately 100 "coins" which may be beans, paper clips, or bingo chips. Do not use real money or glass coins.

GETTING STARTED… Each student chooses a ***KEYS*** Bingo card. Pass out a few "coins" to each student.

HOW TO PLAY… The teacher draws an answer card out of the answer baggie, and tells the students which letter's column to look under – K, E, Y, or S; then gives the students the corresponding clue (see CLUES on the following pages). If a student has the answer on his/her card, the student places a "coin" on the appropriate square. For young students and beginning students, the teacher should look at each student's card to see if he/she has found the correct answer.

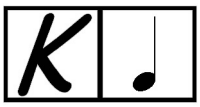
THE TEACHER'S CARD… The teacher should place the teacher's card on a different table than the students' cards. After giving a clue, place the clue under the appropriate letter on your Teacher's Card. At the end of the game, you will be able to quickly reference which clues have been given for each letter.

ENDING THE GAME… When a student has 4 "coins" in a row, either vertically, horizontally, or diagonally, the student says "KEYS!" The teacher should check the student's four winning squares against the teacher's card to confirm that the student is in fact the winner. If the student was incorrect, take off the incorrect "coin(s)" and continue the game.

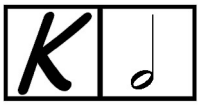
A LITTLE MORE SUSPENSE… For older students and/or students who have played **KEYS** Bingo a few times, the teacher can tell the students which letter's column to look under, give the students the clue, but then does not help the students in any other manner. Each student will need to know the answer on his/her own and find it on his/her card, or miss out on that square. When playing the game under these rules, it is very important for the teacher to confirm the answers of the winner because there might be more mistakes on the student's part.

“K” CLUES

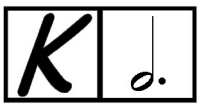
Have the students look under the “K” column…



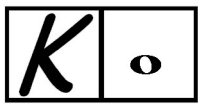
Tell the students: “This is a quarter note that we hold down for one beat.”



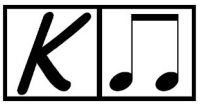
Tell the students: “This is a half note that we hold for the count of 2 beats.”



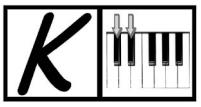
Tell the students: “This is a dotted half note that we hold down for the count of 3 beats.”



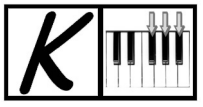
Tell the students: “This is a whole note that we hold down for the count of 4 beats.”



Tell the students: “These are two with notes that we count as play-fast.”



Tell the students: “These keys are the black twos.”



Tell the students: “These keys are the black threes.”

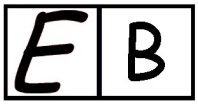
“E” CLUES

Have the students look under the “E” column…

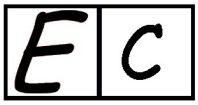
Have your Keyboard Card out.



Point to the A-key on your Keyboard Card.
Ask the students: “What key is this?”



Point to the B-key on your Keyboard Card.
Ask the students: “What key is this?”



Point to the C-key on your Keyboard Card.
Ask the students: “What key is this?”



Point to the D-key on your Keyboard Card.
Ask the students: “What key is this?”



Point to the E-key on your Keyboard Card.
Ask the students: “What key is this?”



Point to the F-key on your Keyboard Card.
Ask the students: “What key is this?”

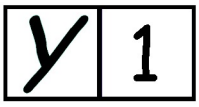


Point to the G-key on your Keyboard Card.
Ask the students: “What key is this?”

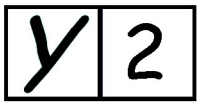
“Y” CLUES

Have the students look under the “Y” column…

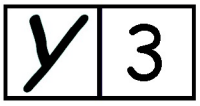
Have your Note Cards out.



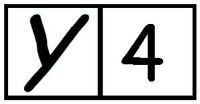
Hold up the card with the quarter note on it. Ask the students: “For how many beats do we hold this note?”



Hold up the card with the half note on it. Ask the students: “For how many beats do we hold this note?”



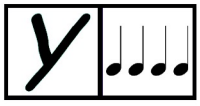
Hold up the card with the dotted half note on it. Ask the students: “For how many beats do we hold this note?”



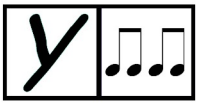
Hold up the card with the whole note on it. Ask the students: “For how many beats do we hold this note?”



Hold up the card with the two-eighth notes on it. Ask the students: “What do we say as we play these notes?”



Ask the students, “What rhythm am I playing?” Count this rhythm aloud as you play it on the piano: “1; 1; 1; 1.” Repeat it a couple of times. If the students are having trouble identifying the rhythm, tell them the notes: “These are 4 quarter notes.”



Ask the students, “What rhythm am I playing?” Count this rhythm aloud as you play it on the piano: “Play-Fast; Play-Fast.” Repeat it a couple of times. If the students are having trouble identifying the rhythm, tell them the notes: “These are 2 sets of two-eighth notes.”

“S” CLUES

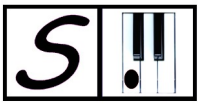
Have the students look under the “S” column…



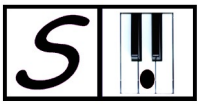
Tell the students: “This key is A.”



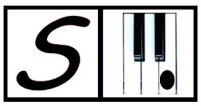
Tell the students: “This key is B.”



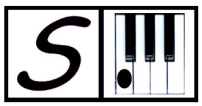
Tell the students: “This key is C.”



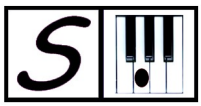
Tell the students: “This key is D.”



Tell the students: “This key is E.”



Tell the students: “This key is F.”



Tell the students: “This key is G.”

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