The MAYRON COLE PIANO METHOD

Lost in the Woods ©

A Theory Board Game Designed and Copyrighted by Mayron Cole
for The Mayron Cole Piano Method ©

PRINTING: Have the 30"x20" game mat printed at your local print shop, making sure to use a material that will not tear such as vinyl or laminated paper. A "Permission to Copy" letter is attached to these instructions.

SUPPLIES NEEDED: You will need 8 colored pawns and a six-sided numbered die.



WHO GOES FIRST? Players sit around game board. With their eyes closed, each player draws a colored pawn. The player that chooses the red pawn goes first. The circle always moves clockwise.

ANOTHER WAY TO START… Students roll the die. The student who rolls the highest number gets to go first; the student who rolls the lowest number gets to choose the game that will be played today (if you have more than one game mat).

TEAMS: If you have more than 3 students in the class, consider placing them in teams. You will ask a question to each student in the game, then one member of the team will roll the die and another member of the team will move the pawn.

TO BEGIN THE GAME… Pawns are placed at START in correct player/team order. The teacher asks questions about today's lesson material (or any material that she/he would like to review). Players answer the questions before moving on the game board. The teacher may often ask "group questions" (such as rhythm tapping). If everyone participates, then one-at-a-time, each player moves on the game board as a reward for their group answer.



WHAT DO THE NUMBERS ON THE DIE MEAN? If the students throws a

1… travel down a **red** path to the next tree.
2… travel down a **blue** path to the next tree.
3… travel down a **yellow** path to the next tree.
4… **Nothing!** The student does not get to move.
5… travel down **ANY** color path of your choice to the next tree.
6… travel down **ANY 2** colored paths of your choice. In other words, travel down any colored path to the next tree, then again travel down any colored path to the next tree.

You could also color with a permanent marker or paint the sides of a white die to correspond with the numbers above. For numbers 4, 5, and 6 use three colors of your choice.

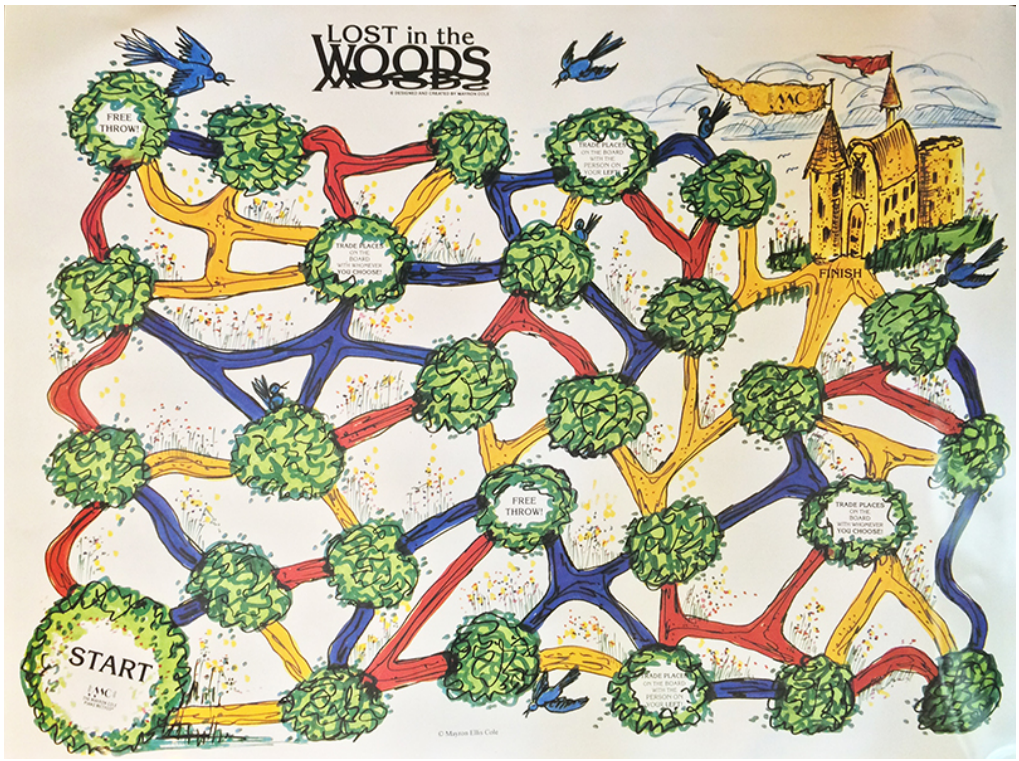


FOLLOWING THE GAME BOARD… The object of the game is to move down the various colored paths to arrive at the castle. The student will throw the die and the number thrown will tell the student which path to take to the next tree. “Change places with the person on your left” means to change places on the game board. The students do not physically change places in the game circle.

MISSED QUESTIONS… If a player misses a question, the teacher explains the correct answer and allows the player to throw the die. Never humiliate a student! Theory game time is a fun time and it is also a great teaching time.

ENDING THE GAME… The game may end at any time the teacher likes. Keep an eye on the clock! Students do NOT need to get to the finish to end the game.

MYSTERY WINNER… The teacher writes the following on index cards (one per card): First, Second, 3rd, 4th, 5th. Holding the cards where the writing cannot be read, the teacher asks a student to draw a card and place the card under the edge of the game board. Students are not allowed to see what the card says so the winner is always a surprise. This is the “Mystery Winner.” For example, if “3rd” is placed under the game board, the student who is 3rd person to arrive at the castle is the winner. To end the game early, let each student quickly throw the die (without questions) until all students have made it to the castle. Keep track of who is first, 2nd, 3rd, etc. to arrive.



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