The MAYRON COLE PIANO METHOD

Working on the Railroad©

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. You will also need approximately 100 "coins" which may be beans, paper clips, or bingo chips. Do not use real money or glass coins. You will need a small bowl or bag to hold the coins during the game.

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… Place all of the plastic coins on the drawn money bag in the center of the board. Pawns are placed at START in correct player 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.

FOLLOWING THE GAME BOARD… Follow the "train track" down the board observing the written directions found on various squares. The number on each square indicates how many "coins" the student will take from the money bag/bowl. "0" means the student takes no money from the money bag.

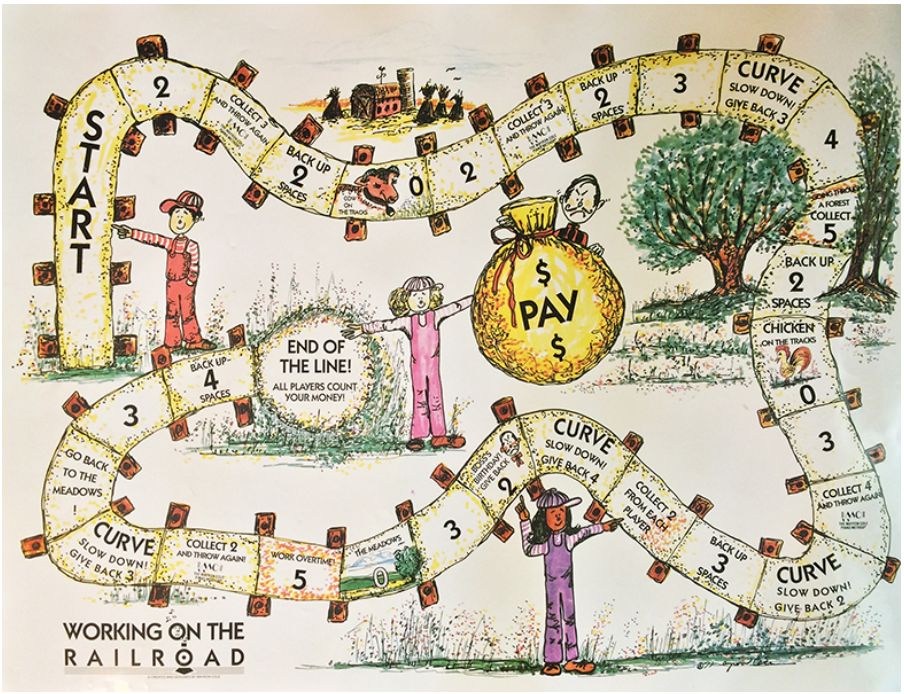
MISSED QUESTIONS… If a player misses a question, the teacher explains the correct answer and allows the player to throw the die. Never humiliate a student! Theory game time is a fun time and it is also a great teaching time.

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 "end of the line" 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 "end of the line". Keep track of who is first, 2nd, 3rd, etc. to arrive.

A LITTLE MORE SUSPENSE! At the game's end, each student decides (aloud) if they want to add to, subtract from, or keep the number of coins that have. Then each student has a free throw (no question is asked of the student). Whichever number is on the die is the number of coins that the student takes or gives back. The mystery card winner is removed from under the edge of the game board and read aloud.



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If you have any questions, please contact The Mayron Cole Piano Method at staff@freepianomethod.com.

