The MAYRON COLE PIANO METHOD

# Under the Sea©

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.



**TO BEGIN THE GAME…** Each student throws the die. The number that he/she throws tells the player on which tentacle to place his/her pawn. There may be more than one pawn on a tentacle. Also, the student who rolls the highest number gets to go first.

**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…** 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…** During a student's turn, the number thrown on the die tells the students how many spaces to move up the tentacle. Follow the "octopus tentacles" up the board observing the written directions found on various squares.

If a student lands on a colored dolphin, this means that the student must throw the die again. This new number on the die is the number tentacle that the student moves to. The student moves to the SAME COLORED DOLPHIN on the new tentacle. For example, a student lands on the BLUE DOLPHIN on tentacle 3. He/She throws the die again and gets a 6. This tells him/her to move his/her pawn to the BLUE DOLPHIN on tentacle 6.

The pointing finger tells the student to throw again and move her pawn backward down the tentacle the number of spaces indicated on the die.

"Trade places on the Board with the Person Sitting on Your Right" means just that. The players' pawns trade places on the board. The students do not physically trade seats.

**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.

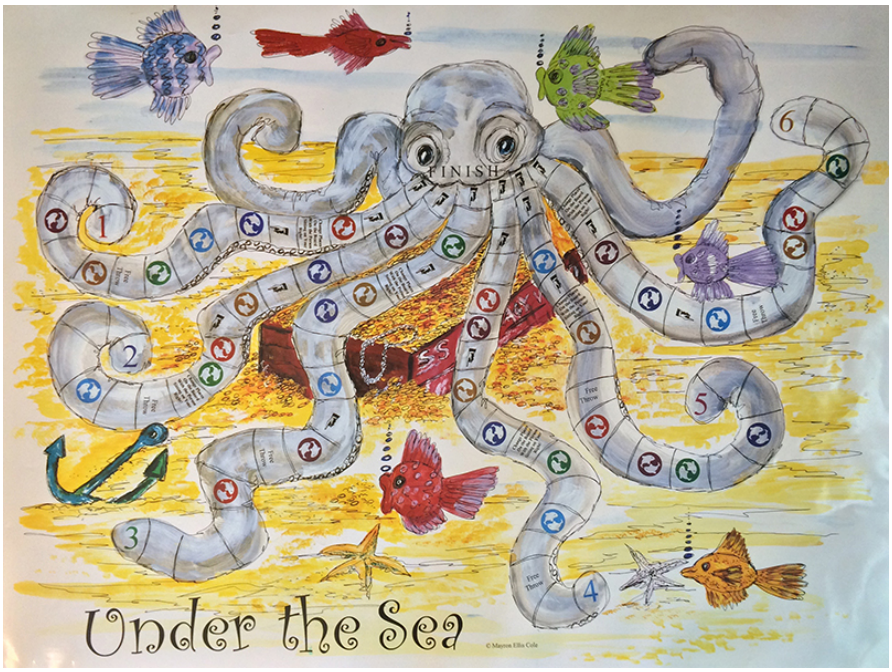
**MYSTERY WINNER…** The teacher writes the following on index cards (one per card): First, Second, 3rd, 4th, 5th. Holding the cards where the writing cannot be read, the teacher asks a student to draw a card and place the card under the edge of the game board. Students are not allowed to see what the 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 finish 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 finish. Keep track of who is first, 2nd, 3rd, etc. to arrive.

**A LITTLE MORE SUSPENSE!** An exact number must be thrown to win. For example, if the student is 4 spaces from the finish line and throws a 6, the student progresses forward 4 spaces crossing the finish line, then moves back out on the game board the other 2 spaces.

If this more difficult ending is taking to long, announce that the game has now switched to the easy rules and the first person across the finish line wins.

FYI: Although you can only see a small portion of it, the name on the treasure chest upon which the octopus is sitting is SS LACY WOOD. Many years ago, a student of mine, Lacy Wood, asked me to design a new game with an "under the sea" theme. So, Lacy, even though you are now grown, this game is for you. Thanks for the suggestion!

– Mayron Cole



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