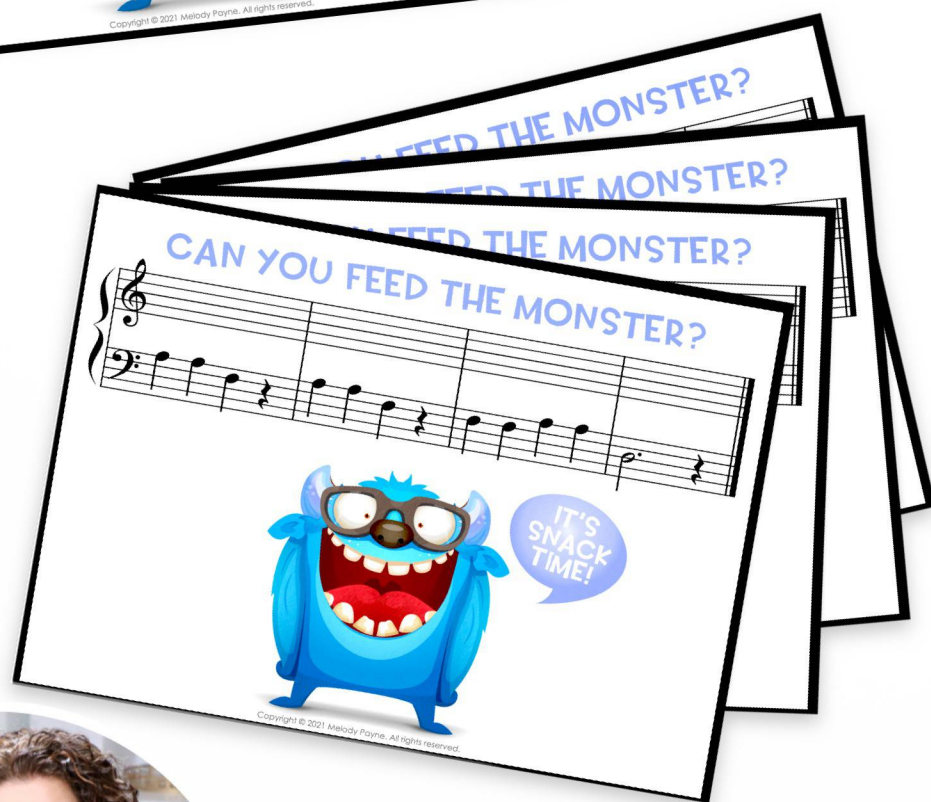


FEED THE MUSIC MONSTER

SIGHT-READING ACTIVITY



BASS LINE NOTES



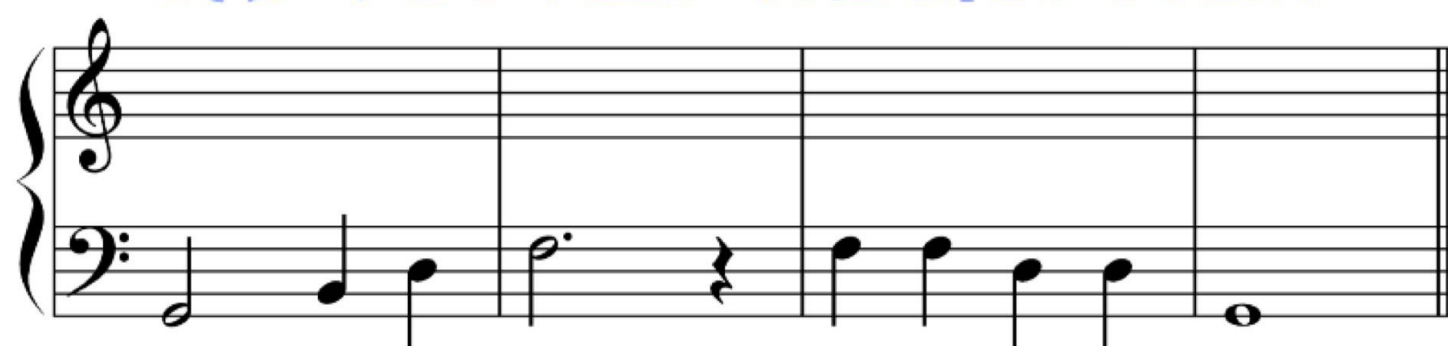
CAN YOU FEED THE MONSTER?



IT'S
SNACK
TIME!

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CAN YOU FEED THE MONSTER?



IT'S
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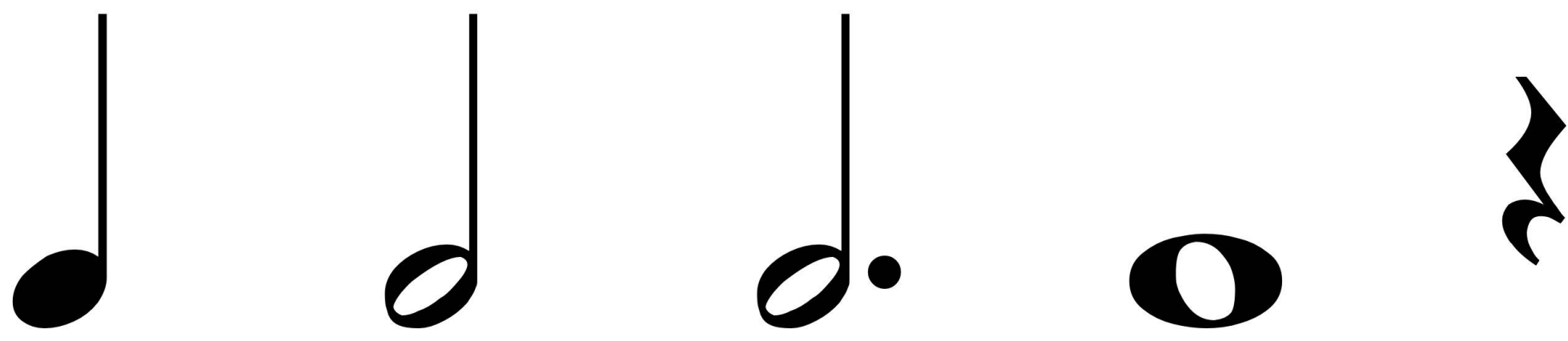
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SIGHT-READING AND EAR TRAINING GAME FOR PIANO STUDENTS

FEED THE MUSIC MONSTER!

REVIEWS BASS CLEF NOTES: GBDFA.

4 CARDS PER PAGE.



EXAMPLE GAME OPTIONS:

Game Option #1: Teacher and Student: Ear Training

1. Place the cards into the second bag (the one without the monster on it) and shake to shuffle.
2. The student draws 2 cards.
3. The teacher plays the melody on one of the cards.
4. If the student correctly chooses which melody the teacher played, the student feeds that card to the monster and puts the other card back into the shuffle bag. If the student chooses incorrectly, both cards go back into the shuffle bag.
5. Continue playing until you run out of time or all the cards have been fed to the monster.

Game Option #2: Student Only: Sight-Reading

1. Place the cards into the second bag (the one without the monster on it) and shake to shuffle.
2. The student draws a card and plays the melody.
3. If the student plays the melody correctly, the student feeds the card to the monster.
4. If the student plays the card incorrectly, the card goes back into the shuffle bag.
5. The student continues playing until all the cards have been fed to the monster, or until you run out of time.



**HERE'S AN EXAMPLE
OF WHAT THE "FEED
THE MUSIC
MONSTER" GAMES
LOOK LIKE WHEN
THEY'RE PRINTED,
CUT OUT, AND
READY TO GO. THIS
IS THE FIRST SET.**

**CLICK HERE FOR
ASSEMBLY
INSTRUCTIONS
AND MORE
PICTURES.**

