Instructions

Preparing the Game:

Print and cut out the cards you wish to use. You can use as many or as few of the cards as you wish depending on what your student or students are studying. The cards will last longer if they are printed on cardstock and laminated, but they can be used just as easily if they are printed on copy paper and laminated or just printed on paper. Cut the cards apart on the lines. A blank page is included that you or your students can use to create your own additional sets if you wish. Also print one or more copies of the Symbols & Definitions pages. If you wish to use the game as a quiz, only print one copy to be used by the parent or instructor. If you wish to use the game to help students become more familiar with the symbols and their meanings or for review, also print one copy for each student.

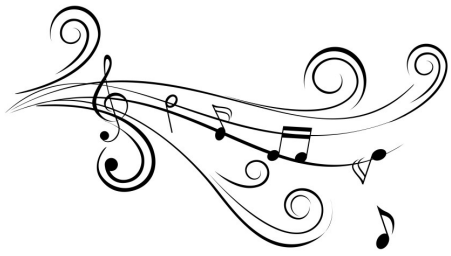
Playing the Game:

Shuffle or mix the cards together well that are being used. Put the cards in a pile in the center of the table. Each player, on his or her turn, draws two cards. If they match, they play the cards faceup in front of them. They, or the designated player with the Symbols & Definitions pages, confirms that the symbol is matched to the correct definition. If the cards do not match, the player returns both cards to the pile and mixes them in. Play continues clockwise until all the cards are drawn and matched. The player with the most correctly matched pairs wins.

Please note: two sets of cards for the inverted turn symbol are included. Please use whichever set your student or students are familiar with.

An alternative way to play the game is to have each player start with a hand of four cards. On his or her turn, the player draws two cards. If they match anything in the player's hand, or if they match each other, the player can lay down the set or sets of matching cards and the definitions should be checked. The player should then draw cards to bring their hand back up to four total cards. This action can be repeated until the player holds no matching cards. Once the player is holding no matching cards, the player should return any two of the cards they are holding to the pile and mix them in. It does not have to be the two just drawn, though it can be if the player desires. The player should start and end each turn with a hand of four cards. Play continues clockwise until all the cards are drawn.

Once all the cards in the pile have been drawn, all players should return the cards in their hands to the pile and mix them together. Play continues as in a regular matching game, with each player drawing and discarding two cards (either as a matched set or back to the draw pile) until the game is completed. The player with the most correctly matched pairs wins.



SAMPLE

Symbols & Definitions

Symbol	Symbol Name	Definition
	Arpeggiated chord	Rolled or broken chord where notes are each played quickly in succession
	Bar line	Separates measures or indicates a change in time signatures
	Bold double bar line	Marks the end of a piece
	Brace	Connects lines of music meant to be played together on piano, keyboard, harp, or certain other instruments
	Breath mark	Indicates a pause, such as to take a breath or to lift the bow
	C Clef	Alto or tenor clef; common in music for viola, bassoon, cello, trombone, and double bass; can replace the bass clef
	Caesura	A pause where you do not count the time
	Chord	Any number of notes played together or rolled in succession
	Coda	Signals the time after a D.S. al coda or D.C. al coda when the musician jumps to the end of the piece
	Common time	Four-four time; four beats per measure
	Crescendo	Gradually building in volume
	Cut time	Two beats per measure
D.C.	Da capo	Indicates musician should repeat the piece from the beginning
D.S.	Dal segno	Indicates musician should repeat the piece from the segno symbol
	Demiflat	Reduces a note's pitch by one quarter tone
	Diminuendo	Gradually decreasing in volume; also called decrescendo
	Dotted bar line	Used to subdivide long measures into shorter pieces that are easier to read
	Double bar line	Separates sections of music or used to indicate a key signature change
	Double flat	Reduces a note's pitch by two chromatic semitones
	Double sharp	Raises a note's pitch by two chromatic semitones

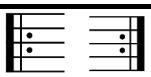
SAMPLE

Symbols & Definitions

Symbol	Symbol Name	Definition
	Double whole note	Lasts twice as long as a whole note
	Down bow	Indicates the note should be played by drawing the bow downward or with a downstroke, depending on the instrument
	Eighth note	Lasts one-eighth as long as a whole note
	Eighth rest	Lasts one-eighth as long as a whole rest
	Engage pedal	Sustain pedal down
	F clef	Bass clef
	Fermata	A pause that indicates the musician should hold the note, chord, or rest longer than usual
	Flat	Reduces a note's pitch by one semitone
	Flat-and-a-half	Reduces a note's pitch by three quarter tones; also called sesquiflat
	Forte	Loud; opposite of piano
	Fortepiano	Loud followed by soft
	Fortissimo	Very loud
	Fortississimo	Exceptionally loud
	G clef	Treble clef
	Half note	Lasts one-half as long as a whole note
	Hundred twenty-eighth note	Lasts one-quarter as long as a thirty-second note
	Hundred twenty-eighth rest	Lasts one-quarter as long as a thirty-second rest
	Inverted turn	When shown right above a note, directs the musician to play the lower auxiliary note, principal note, upper auxiliary note, and return to the principal note
	Inverted turn	When shown right above a note, directs the musician to play the lower auxiliary note, principal note, upper auxiliary note, and return to the principal note

SAMPLE

Symbols & Definitions

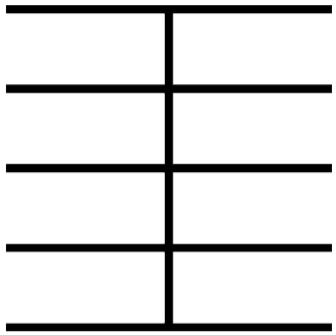
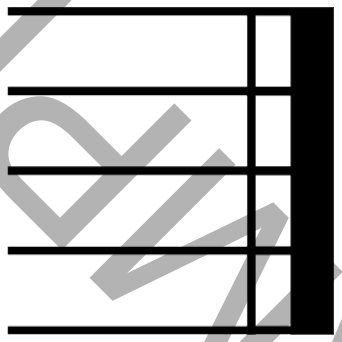
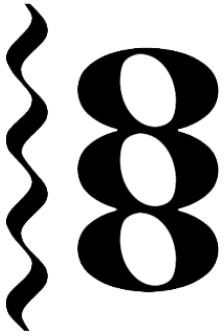
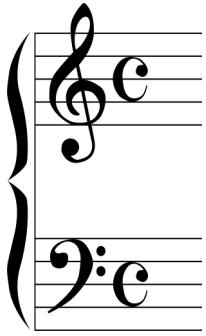
Symbol	Symbol Name	Definition
	Lower mordent	Indicates musician should very quickly play the principal note, the note below it, and return to the principal note
	Metronome mark	Lets the musician know how many quarter notes must fit into one minute
	Mezzo forte	Loud, but softer than forte
	Mezzo piano	Soft, but louder than piano
	Natural	Cancels flats or sharps
	Neutral clef	Used for instruments with no pitch, such as some percussion instruments
	Octave clef	Modified treble clef that lowers the pitch by one octave
	Ottava	Indicates the music should be played one octave higher or lower, depending on its placement above or below the staff
	Pianissimo	Very soft
	Pianississimo	Exceptionally soft
	Piano	Soft; opposite of forte
	Quarter note	Lasts one-fourth as long as a whole note
	Quarter rest	Lasts one-fourth as long as a whole rest
	Release pedal	Let the sustain pedal up
	Repeat signs	Surrounds a part of the music that should be played more than once
	Segno	Marks where a musician should start repeating music when directed to by a dal segno
	Sforzando	Very strong accent on a note or chord
	Sharp	Raises a note's pitch by one semitone
	Sharp-and-a-half	Increases a note's pitch by three quarter tones; also called sesquisharp
	Simile mark	Used to indicate beats or measures that should be repeated
	Sixteenth note	Lasts one-half as long as an eighth note

SAMPLE

Symbols & Definitions

Symbol	Symbol Name	Definition
	Sixteenth rest	Lasts one-half as long as an eighth rest
	Sixty-fourth note	Lasts one-half as long as a thirty-second note
	Sixty-fourth rest	Lasts one-half as long as a thirty-second rest
	Snap pizzicato	To play the note by snapping the string against the frame
	Staff	Where symbols in music are placed
	Thirty-second note	Lasts one-quarter as long as an eighth note
	Thirty-second rest	Lasts one-quarter as long as an eighth rest
	Time signature	Cut time
	Time signature	Common time
	Time signature	Three-four time; three beats per measure
	Time signature	Six-eight time; six beats per measure
	Tremolo	Note repeated very quickly
	Trill	Very quickly shaking between the note and the next higher note
	Turn	When shown right above a note, directs the musician to play the upper auxiliary note, principal note, lower auxiliary note, and return to the principal note
	Upper mordent	Indicates musician should very quickly play the principal note, the next note above it, and return to the principal note
	Whole note	Four beats in common time

SAMPLE

 Bar line	Marks the end of a piece	Breath mark
Rolled or broken chord where notes are each played quickly in succession	 Bold double bar line	Connects lines of music meant to be played together on piano, keyboard, harp, or certain other instruments
 Arpeggiated chord	Separates measures or indicates a change in time signatures	Brace

SAMPLE

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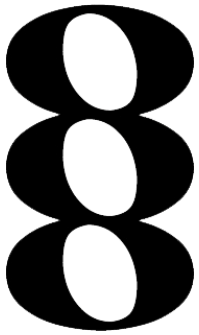
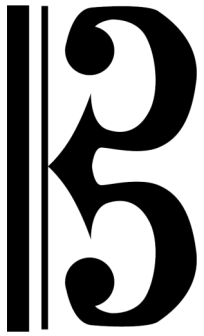
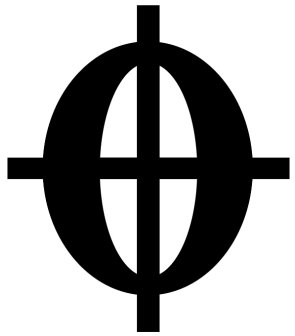
Alto or tenor clef; common in music for viola, bassoon, cello, trombone, and double bass; can replace the bass clef	 Chord	Signals the time after a D.S. al coda or D.C. al coda when the musician jumps to the end of the piece
 C Clef	A pause where you do not count the time	 Coda
Indicates a pause, such as to take a breath or to lift the bow	Caesura	Any number of notes played together or rolled in succession

FLASH CARDS

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