

CONCEPTS COVERED: Note names

STUDENT LEVEL: Beginner to Early Intermediate/Grade 2

# PIANO PUZZLE

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## HOW TO PLAY

- Lay out all the piano puzzle cards face up on the piano bench.
- Start the timer.
- Place each of the piano puzzle cards on the correct key on the piano.
- Stop the time when all the cards are in place.
- Try to get faster next time!

## ASSEMBLY

To assemble this game:

- Print out the time log (page 3). You may prefer to print four copies – one for each level.
- Choose to print the coloured cards (pages 4-5) or the white cards (pages 6-9) or the multiple sets of white cards (pages 10-13). The white cards can be printed on coloured paper to save ink.
- Glue or paste the piano puzzle cards on to foam board or poster board, then cut along the grey lines. (The foam or board backing prevents the cards from falling between the piano keys.)

## LEARNING OBJECTIVES

*Piano Puzzle* helps piano students to make the direct association between the grand staff notes and the piano keys.

This game is the perfect complement to the [Thinking Theory Books](#) and the Thinking Theory flipped learning videos which you can find on YouTube.

# PIANO PUZZLE

Spread out the blocks on the piano bench and see how fast you can place them all on the correct keys. If you like, record your times below.

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