

Instructions for Notespeed Primer Level

This level uses the letters A,B,C,D,E,F,G. This level of Notespeed is designed to help students learn their Musical Alphabet as well as learn what is before and after each letter. In the musical alphabet, A is after G and G is before A.

Object of the Game: To be the first player to get rid of all of his/her cards.

Instructions for 2 players:

Shuffle and deal out 5 cards to each player. Divide the rest of the cards between the "extra" pile and the "stuck" pile. In this level, there will be 4 cards in the stuck pile and 7 cards in each extra pile.

Play begins with the youngest player turning over a card from the stuck pile.

There are no turns. The players play their cards as fast as they can. You can play a card that is the same as the card showing or directly above or below it. For instance, if there is an E showing, a player can play D, E, or F. If there is an A showing, a player can play G, A or B. Players keep only 5 cards in their hand at all times. When they play one or more cards, they can draw from their extra pile. Try to use as many cards in your hand before you draw.

*Players need to say the notes out loud as they play their cards. This helps with note retention and also lets the other player know what notes are being played.

If at any point during the game both players are stuck and cannot play, the youngest player will turn over a card from the stuck pile and play continues. If they run out of cards from the stuck pile, turn over all cards that have been played, shuffle to create a new stuck pile and continue play. The first player to get rid of all of their cards is the winner.

Notespeed can be also be played individually.

For individual play, follow the same instructions, but deal yourself out only 5 cards. Put the rest of the cards in a pile that will serve as both your stuck pile and your extra pile. Go through the deck as quickly as you can.

For Tutorials, go to www.YouTube.com and search CNT Creations.

Instructions for Notespeed Levels 1-5

Please refer to the "Stuck Sheet" to find out which notes are used in each level.

Notespeed is designed to help students learn notes quickly and to gain a greater understanding of the order in which notes are organized on the staff.

Object of the Game: To be the first player to get rid of all of his/her cards.

For 2 players: Shuffle and deal out 5 cards to each player. Divide the rest of the cards between the "extra" pile and the "stuck" pile. In Level 1, there will be 4 cards in the stuck pile and 13 cards in each extra pile. In Levels 2-5 there will be 4 cards in the stuck pile and 9 cards in each extra pile.

Play begins with the youngest player turning over a card from the stuck pile. There are no turns. The players play their cards as fast as they can. You can play a card that is the same as the card showing or directly above or below it. Make sure not to play any notes that are an octave away. For instance, you cannot play Middle C on Treble C. The cards being played must be right beside each other on the staff. For example, if there is an E showing, then D, E, or F can play.

*Players need to say the notes out loud as they play their cards. This helps with note retention and also lets the other player know what notes are being played.

Players keep only 5 cards in their hand at all times. When they play one or more cards, they can draw from their extra pile. Use as many cards in your hand as possible before you draw. If at any point during the game both players are stuck and cannot play, the youngest player will turn over a card from the stuck pile so play can continue. If players run out of cards from the stuck pile, they will turn over all cards that have been played, shuffle to create a new stuck pile and continue to play. The first player to get rid of all of their cards is the winner.

Notespeed can also be played individually. For individual play, follow the same instructions, but deal yourself out only 5 cards. Put the rest of the cards in a pile, which will serve as both your stuck pile and your extra pile. Go through the deck as quickly as you can.

Instructions for Notespeed Level 6:

Level 6 uses all of the notes learned from Low C to High C on the grand staff. This level is designed for students who thoroughly know all of their notes on the grand staff.

For two players: Shuffle and deal out 5 cards to each player. Then divide the rest of the cards between the “extra” pile and the “stuck” pile as follows: In this level, place 8 cards in the stuck pile and 20 cards in each extra pile.

Play begins with the youngest player turning over a card from the stuck pile.

There are no turns. The players play their cards as fast as they can.

IN THIS LEVEL, THE RULES CHANGE.

If there is a C showing, any B, C, or D from any octave can play. (My students call this “skipping octaves”.) If there is a D showing, any C, D, or E from any octave plays. Plays tends to be much faster in this level.

*Players need to say the notes out loud as they play their cards. This helps with note retention and also lets the other player know what notes are being played.

Players keep only 5 cards in their hand at all times. When they play one or more cards, they can draw from their extra pile. Use as many cards in your hand as possible before you draw. If at any point during the game both players are stuck and cannot play, the youngest player will turn over a card from the stuck pile and play continues. If players run out of cards from the stuck pile, they turn over all cards that have been played, shuffle them to create a new stuck pile, and continue play.

The first player to get rid of all of their cards is the winner.

Notespeed can also be played individually. For individual play, follow the same instructions, but deal yourself out only 5 cards. Put the rest of the cards in the pile, which will serve as both your stuck pile and your extra pile. Go through the deck as quickly as you can.