

# 10 1st Music Reading & Note Name Games

## When/How to start Reading Music

Students 90% of class correct 90% of time

Books start with tonguing too soon for clarinets

Use a supplemental page similar to "Getting Started"

Spend 80% of your time on class routine / 20% on reading music

## Playing Supplemental Page

This is much easier than the rote exercises

Have them name / finger & position / finger each line first

They should move fingers at the beginning of the rest to prep

## Note Name Worksheets - Make it a game!

1. Line 1 - complete together - teach as you go
2. Line 2 - independent for correct answers only (take their time)
3. Line 3 - slow time limit - 2 minutes
4. Line 4 - as group with positions (T12 for D)
5. Line 5 - independent with positions
6. Line 6 - note name - timed test 30 seconds
7. Line 7 - timed test - as fast as possible - call out seconds

## 2 Line Race

2 lines

You show flashcard, 1st in line answers loudly

1st correct answer stays in the game until 1 winner.

MusicTheory.net (article on BandDirectorsTalkShop.com)

Set up settings ahead of time if possible / email link to parents

Go 1st for correct answers, 2nd for speed