

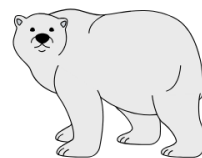
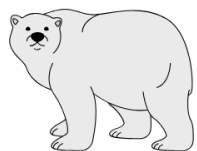
A

B

C

D

E



CATCH
THE
POLAR
BEAR

E

A

D

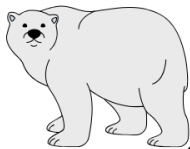
B

C

C

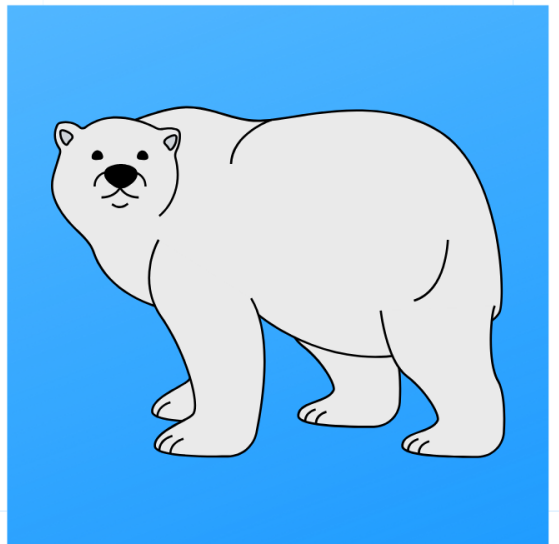
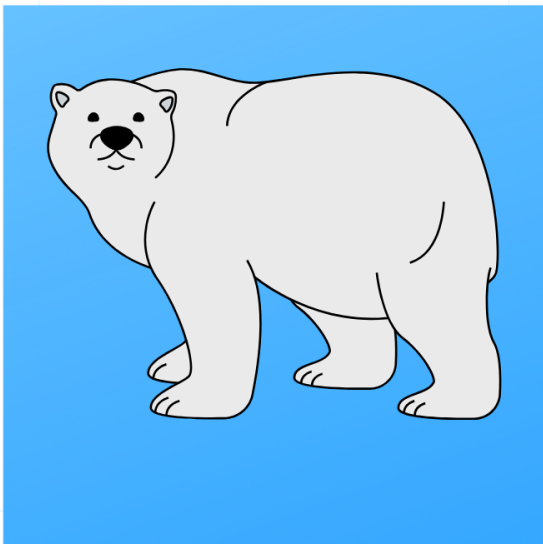
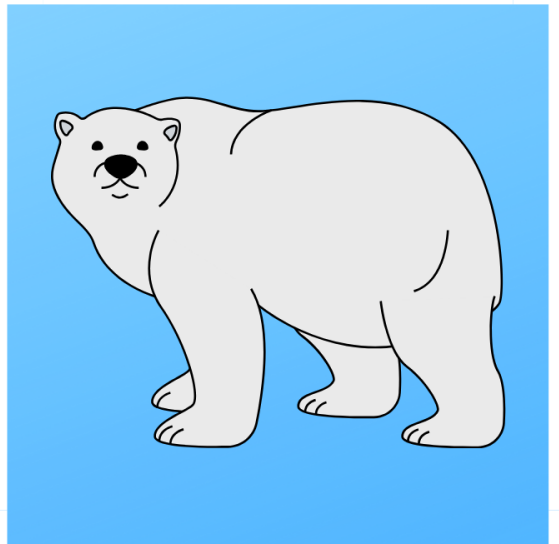
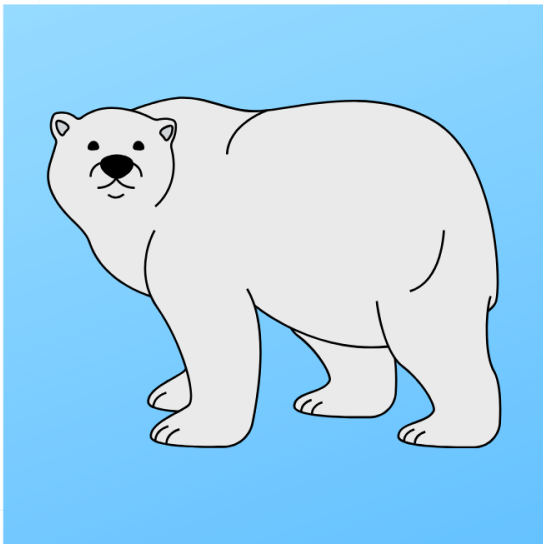
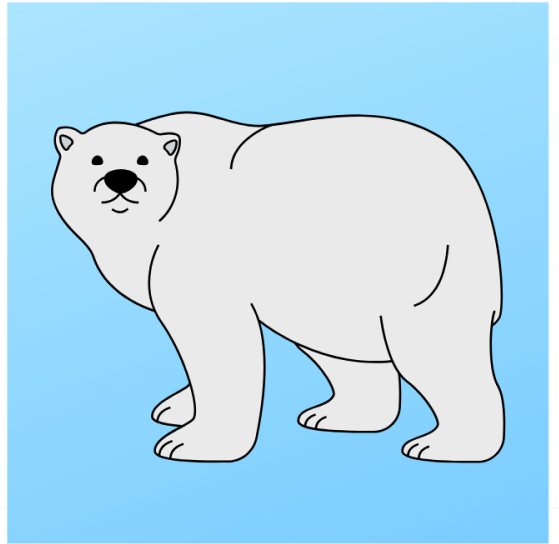
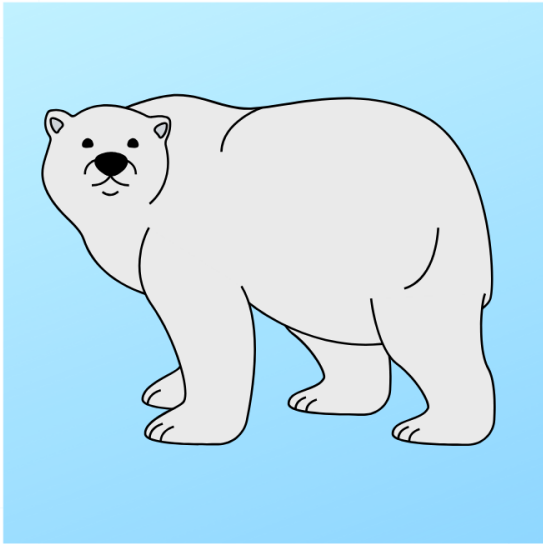
B

A



E

D



Items you will need: Print off Catch the Polar Bear Game Board and polar bears
Flash Cards with Bass Clef A (line 5) to Treble Clef E (line 1).
Dice(s)
Game pieces

Goal: Go around the board as many times as possible until the student who has the most polar bears wins.

Directions: Find staff cards of A-E. Perhaps using Abigail Johnson's cards that have regular notes and 5 with animals and bugs based on the letter names. Her site is called abigailsnotesofjoy.com. Lay out one set of the Flash Cards at the top of the game. Place game pieces beside the first A in the left-hand corner. Students roll the dice, move that many spaces and identify the name of the note on the Grand Staff, based on the letter the student landed on. If they land on the polar bear, they get one polar bear card. The students continue until the last polar bear is gone. Whoever has the most polar bears wins. This game reinforces some of the fundamental beginner notes for piano students. You are welcome to make any other accommodations. Have fun.