

Music Symbols Flash Cards



Can be
used with our
Flash Card
Games



Dotted Quarter
Note

Gets 1 1/2 counts in
common time.



Music Symbols Flash Cards by Susan Brown

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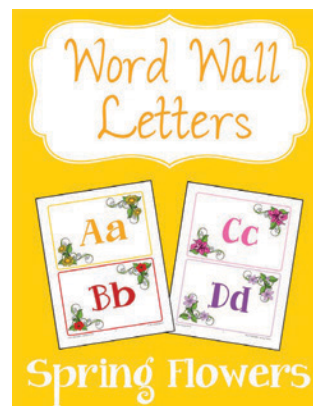
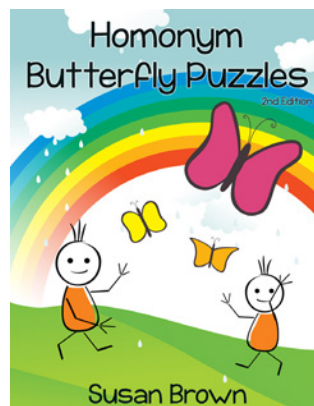
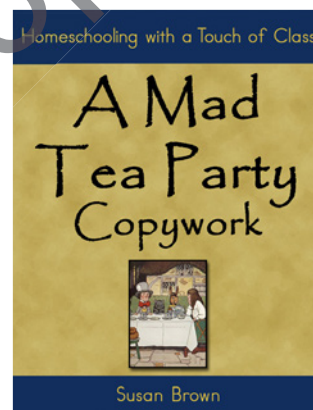
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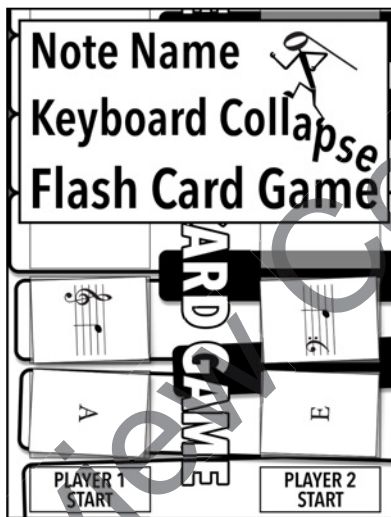


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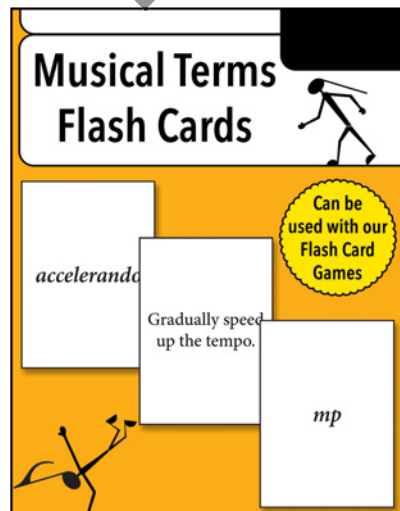
Introduction

The *Musical Symbols Flash Cards* are designed to help children and teens learn music symbols through the use of flash cards, activities, and games. Besides flash cards, two pages of activities are also included in this product. Some can be played solo while others are for groups of two or more people. Note that for some of the activities described, you will need a set of flash cards that are printed on individual pages rather than back-to-back.

The flash cards in this set can also be used with the *Note Name Keyboard Collapse Flash Card Game*. This game which comes with a set of note name flash cards includes variations for play that make it usable for one or more persons. In addition, it can be made to fit the unique needs of each learner since each player uses his own set of flash cards. Learn more about it at: www.WarmHeartsPublishing.com.



If you are looking for more music flash cards, you may want to check out the items shown below. They can also be used with the *Keyboard Collapse Flash Card Game* board so that learners can enjoy practicing them as they do the flash cards in this product. Learn more about them at: www.WarmHeartsPublishing.com.



Activities for Flash Cards

Name It

This can be played with two players or two teams. Hold up a flash card to two players. The first person to give the right answer earns a point for themselves or for their team. Team members rotate each round.

Last One Standing

This activity is like a spelling bee. Have everyone get in a line. Hold up a card to the first person. If he can name it correctly in three seconds (or less if you want it to be more difficult), he can go to the end of the line and play again. If not, he is out and must sit down. Play continues this way until there is only one player left. If your class is too large, you may want to have the students line up in smaller groups and have multiple games playing. One of the players who got out could help you with holding up the cards for another group.

Tic-Tac-Toe

Hang the flash cards up on a bulletin board, wall, or whiteboard in a Tic-Tac-Toe grid pattern. The answer side should be face down. One player or team is X's and one is O's. The two players or team members should take turns giving the answer for one flash card. If the answer is correct, the flash card can be replaced with an X or O card. The object of the game is to get a row of three X's or three O's to win the game so players will have to strategize when choosing flash cards to answer.

Around the Room









Players sit in desks or chairs for this game. Have the first person in the first row stand next to the student behind him. Show them the picture side of a flash card. The first person to say the correct name (and definition) gets to move on to the next person in the row. The loser sits down in the seat he was standing by when he lost whether it is his own seat or not. Flash a flash card to the winner and the next player. As before, the winner moves on to the next player while the other sits down. Play continues until one person is able to go all the way around the room and get back to his own seat. He is the winner of the game.

Hot Seat

Divide everyone into two teams. Pull out one desk for each team and put a set of flash cards with the picture side up on each desk. These will be the Hot Seats. Have one player from each team come and sit in a Hot Seat. Say a name or definition. The player who can find and hold up the correct flash card first earns a point for his team. Players then shuffle the flash cards and sit down. A new player from each team gets in the Hot Seat and play continues.



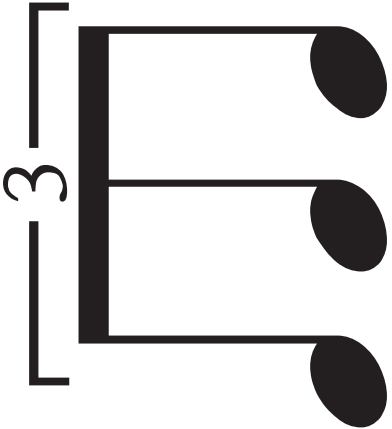





Grab It

This is a game for two players. Lay out all of the flash cards between the two players with the pictures facing up. Call out a name or definition. Players race to be the first person to grab the right flash card. The one who does keeps the flash card. Play continues until all of the flash cards are gone. The one with the most flash cards at the end is the winner.

Preview Copy

<p>Sixteenth Note</p> <p>Gets 1/4 count in common time.</p>	<p>Eighth Note</p> <p>Gets 1/2 count in common time.</p>	<p>Quarter Note</p> <p>Gets 1 count in common time.</p>	<p>Half Note</p> <p>Gets 2 counts in common time.</p>
<p>Sixteenth Rest</p> <p>Rest for 1/4 count in common time.</p>	<p>Eighth Rest</p> <p>Rest for 1/2 count in common time.</p>	<p>Quarter Rest</p> <p>Rest for 1 count in common time.</p>	<p>Half Rest</p> <p>Rest for 2 counts in common time.</p>

Dotted Whole Note

Gets 6 counts in common time.

Dotted Whole Rest

Rest for 6 counts in common time.

Eighth Note Triplets

3 notes that make one count in common time.

4
4 Time

4 - 4 beats to each measure.
4 - a quarter note gets one beat.

2
4 Time

2 - 2 beats to each measure.
4 - a quarter note gets one beat.

3
4 Time

3 - 3 beats to each measure.
4 - a quarter note gets one beat.

Common Time

4
4 time

Cut Time
2
2 time

68

22



8va



D.C. al Fine

D.C.

6
8
Time

6
8
- 6 beats to each measure.
- an eighth note gets one beat.

Fermata

Hold the note or rest.

Crescendo

Gradually get louder.

Da Capo al Fine

Repeat and play to the end or Fine.

2
Time

2
2
- 2 beats to each measure.
- a half note gets one beat.

Ottava

Play an octave higher.

Decrescendo

Gradually get softer.

Da Capo

Play again from the beginning.