

Directions:

Choose your character. Throughout the year you will learn about him and listen to his music! You will even use some of the musical tools in the game!

Each week you complete your practice minutes (you should practice _____ minutes for at least 5 days each week), you will advance one spot on the game board. Once you enter a room, you will be given a challenge! You can work toward the challenge before you reach the room, but can only complete the challenge when you are actually IN the room.

After you complete the challenge, you are allowed to see what's in the **SECRET** envelope for that room. Use your **Detective Notebook** to keep track of the pictures you see as you try to figure out who the missing composer is, what room he is in and what musical tool he is using!

Sometimes you will find an "extra" card in the envelope! There are cards that allow you to advance extra spaces and also cards that allow you to jump from room to room through secret doors!

Complete challenges in all the rooms and discover the mystery!

HAVE FUN!

Catch Me...



if

You Can!

Detective Notebook

Composers:

- Johann Sebastian BACH**
- Ludwig van BEETHOVEN**
- Claude DEBUSSY**
- Scott JOPLIN**
- Franz LISZT**
- Wolfgang Amadeus MOZART**

Music Tools:

- Metronome**
- Rhythm Sticks**
- iPad**
- Headphones**
- Tuning Fork**
- Manuscript Paper**
- Scales**
- Pitchpipe**
- Flashcards**

Rooms:

- Rhythm Rec Room**
- Performance Parlor**
- Dynamics Dining Room**
- Technique Theater**
- Musicality Conservatory**
- Notation Nursery**
- Staff Spa**
- Ear Training Gym**
- Melodic-Harmonic Hallway**

Advance Extra Spaces



Jump to a Room

