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If you have a studio or classroom full of boys, this just might be the way to introduce and/or reinforce notes on the grand staff! Played similar to the game of Rummy, students try to make pairs or runs, hoping to be the first to play all their cards to win the game.

PREPARATION: Print pages 2-13 on white cardstock. Print page one on the back side of pages 2-13 and then cut them out. I would strongly recommend laminating the cards! Shuffle the cards well. There are 4 sets of cards identified by the superhero on the front side - Batman, Ironman, Spiderman or Superman. Each set contains notes from the F just below the bass clef all the way up to the G just above the treble clef.

Deal 7 cards to each player. Players should hold the cards in their hands without letting the other players see their cards. Put the remainder of the cards in the center of the table turning one card over to form the discard pile.

PLAY: The first player draws a card from the deck in the middle of the pile or chooses the card on the top of the discard pile trying to make matches of all least 3 of a kind (3-C's, 3-F's, etc.) or runs (in order on the staff starting with any note) of at least 3 cards in the same suit. When a player has a match or run in their hand, they may play it at any time during their turn. They may also use cards in their hand to add to matches or runs on the table made by other players.

You may wish to limit the discard pile to using only the top card, or allow them to be spread out so that players can take several cards at once. Doing it this way, would mean that a player **MUST** lay down a match or a run unlike only picking up one card from the pile.

KAPOW! Cards (4) - These cards, when played act as a **WILD CARD!**

BOMB Cards (4) - These cards, when discarded by a player, means the next player loses a turn!

WHAM! Cards (4) - These cards, when played, allow a player to take a set or a run from another player and place it in their own playing area, thus adding points to their own score!

TO WIN: The first player to successfully play all the cards in their hand while also placing a card on the discard pile earns 15 points. Players add up the cards in front of them (5 points per card) and subtract any cards left in their hand. The player with the most points wins!