**Musicards™ Lesson Plan**

**The Distance**

**Joseph E. Reed**

2018

**5-25 participants (K-12, or Adult)**

**45 minutes**

**Objectives**

* Participants will learn and memorize the Musical Alphabet.
* Participants will have fun learning music theory and interacting with others.

**Outline**

1. Introduction (4 minutes)
2. Music Theory “Lesson” (2 minutes)
3. Transition to groups (2 minutes)
4. Play Musicards™ (30 minutes)
5. Clean up and regroup (4 minutes)
6. Closing questions and reflections (3 minutes)

**1. Introduction (4 minutes)**

“Hi! My name is Joseph E. Reed. Thank you so much for allowing me to come in and share and play with you today.

Let me ask you a quick question. How many of you like to play games?

How many of you like to play *card* games?

What are some card games you like? Uno? Gin Rummy? (Listen for and repeat other games.)

Great! Well today I’d like to teach you a card game! These are cards I invented called Musicards™. They are designed to help you learn music theory while having tons of fun with your friends and family.

And the game I’ll show you today is similar to Uno or Crazy 8s. It is called The Distance.”

**2. Music Theory Lesson (2 minute)**

“In music, an Interval is the distance between two notes. This game will help you learn the Musical Alphabet.

Can anyone tell me the notes in the Musical Alphabet?”

Take responses.

“Great! There are 7 letters. A-B-C-D-E-F-G and then it starts over again at A. (There is no H!) Okay! And the better you know your alphabet, the more fun music will be for you!”

Write it on the board.

**3. Transition to Groups (2 minutes)**

“So, let’s get into small groups.”

I will quickly arrange them into even sized groups by counting them off. Then have them spread around the room. Each group will be given a deck of Musicards™ and the game rules for The Distance. While giving out the materials, I will let them know they can raise their hand and call for me if they have any particular questions.

**4. Play Musicards™ (30 minutes)**

The students will read the instructions (or have them read to them if needed) and then begin to play The Distance. If they finish the game, they may start again going up by 2nds. Or, if they are ready for a variation, they can go up by 3rds. As they play, I walk around, answer questions, and explain the differences between 2nds, 3rds, and other intervals.

**5. Clean up and Re-group (4 minutes)**

They continue to play until about 5 minutes remain. At that time, they are instructed to wrap up their games and return the materials. If they need to come back to the main group, they may.

**6. Closing Questions and Reflections (3 minutes)**

Did you like the game?

Who won in your group?

Did you have any questions about the game?

Who can tell me the Musical Alphabet?