

POS-118

Notes Map: The Design, Research and Development of a Music Board Game

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Abstract

This project is the design and development of a music board game as a tool to help students learning music, precisely focuses on student's sight reading ability. The researcher, an elementary school music teacher, knows from her teaching that using the music board game as an inducer in music classes could help to improve students motivation and learning, and expects that this project would enhance the learning atmosphere and result.

The researcher finds that, the ability to understand and 'grasp' the music score is an important part of music curriculum, thus the design of the game mainly coordinate with the learning of sight-reading ability. The game is for fifth- and sixth- graders; the participants and trial game players includes 50 student teachers, 25 music department graduates, six elementary school teachers, and fifth- and sixth- students of twenty classes; they offer their feedback on game rule setting and game flow path; and the game has been revised three times before its manuscript was finalized.

There are two ways to play this board game and players would be in small groups. The first way is 'Notes Slapjack'. The purpose is for students to be familiar with the positioning of notes on music sheet. Using a set of c1~b2 pitch cards, the game play are similar to the card game 'Slapjack'. When students' card matches the syllable names he read, all players have to instantly 'slap' the collected bunch of earlier cards, thus, again and again, through game playing, students learn, read and gradually identify notes of sheet music.

The second way could be called as ' Music Rock' and expects that students would memorize the *Kodaly Hand Signs*. Students cooperate with a music tempo, such as We Will Rock You (Queen/EMI), and display the matching signs of the pitch cards and the connection which would coordinate the syllable names and hand signs. It suggests from the student teachers and other participants feedback that both ways of the board game playing would help the interaction, friendship among students, as well as improve music learning result.

The researcher wishes that the development of this board game would offer students to use and practice, and overall would enhance students enthusiasm, and students would spontaneously learn and even master their skill and knowledge. In addition, playing the game in small groups could encourage students to interact and communicate which would provide a warmer environment of learning.