

Piano Patters - Book Two

by Jennifer-Anne Macmillan

Piano Patters for book one was published in the Summer 1993 issue of Ability Development. A large positive response has prompted the publication of further games. The book two game is published in this issue.

Piano Patters is a board game for young Suzuki pianists to play occasionally when practising. The child rolls a dice, moves a counter and plays the piece specified on the board. Chance cards indicate how the next piece or scale should be played (e.g. pianissimo, forte, allegro, adagio).

The board is reproduced on the following double page of this journal. I suggest you photocopy it onto pastel coloured card and have it encapsulated in plastic. Photocopy the chance cards at the bottom of this page onto stiff card (ideally the same colour as the board) and cut them up. Find a counter with a musical theme such as a miniature treble or bass clef, pair of quavers or musical instrument - our local music shop had coloured plastic badges from which we removed the pins. Now all you need is a dice, and you are ready to start.

The game is intended for occasional use, for instance: as an evening practice after an excellent morning practice; as a reward for the practice following a particularly good practice, or after a concert; for

the odd occasion when the parent really cannot spare the time to supervise the practice; for one day a week; for holiday practice, when the stimulus of regular lessons is no longer present; by teachers during group lessons.

The performance of pieces during the game is beneficial for keeping up past repertoire, and children will enjoy playing pieces and scales they have had some part in choosing. Playing the game makes them think about the music, and will help with theory, for instance, 'choose a piece in quadruple time' or 'play a piece in G major'. The children also have a chance to 'improvise' - experiment for themselves - at the top or bottom of the piano, or on the black notes.

This game can first be used when children are nearing the end of book two, and while they are learning most of book three. If you have encapsulated your board, you can buy coloured sticky labels so that the game can be altered according to need - initially omit references to pieces yet to be learnt (e.g. 'piece by Beethoven'), latterly add in specific references to early book three pieces (e.g. 'piece by Clementi') or scales or exercises that your child has mastered.

I hope the game adds variety and enjoyment to your child's music-making.

pianissimo (pp)		forte (f)		Allegro	
Adagio	right hand only	left hand only	hands separately	twice	
Go forward 3	Go forward 2	Go forward 1	Go back 2	Go back 1	

PIANO PATTIERS GAME 2

Beethoven	Slide down bass clef	Improvise at bottom of piano	Chance	Major scale with flats b b b	Chance	Hummel, Lichner or Weber	Chance	Piece in C major 	Fine : end Well done!
	3/4 Minuet	Chance	Piece in G minor 	Chance	Piece in quadruple time 4/4 C	Chance	Mozart	Chance	Piece in a major key
Improvise at top of piano	Chance	Bach	Chance	Minor scale with sharps # # # #	Chance	Chance	Piece in duple time 2/4 6/8	Chance	Climb up treble clef
Piece in F major 					Chance Cards Pile		Discarded Chance Cards		
Climb up stave					Piece in book 1	Chance	Piece in G major 	Chance	Minor scale with flats b b b
START: feet down, sit up	Musette	Chance	Major scale with sharps # # # #	Chance	Piece in triple time 3/4 3/8	Chance	Piece in a minor key	Chance	Top hands together piece