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.
PIANO PATTERNS GAME 2

Beethoven

Slide down bass clef

Improvise at bottom of piano

Chance

Major scale with flats

Chance

b

b

Chance

Hummel, Lichner or Weber

Chance

Piece in C major

Fine: end

Well done!

3/4

Minuet

Piece in G minor

Chance

Piece in quadruple time

Chance

Mozart

Chance

Piece in a major key

Top hands separately place

Improvise at top of piano

Chance

Bach

Chance

Minor scale with sharps

# #

Chance

Chance

Piece in triple time

Chance

Piece in a minor key

Chance

Climb up treble clef

Piece in F major

Climb up stave

Piece in book 1

Chance

Piece in G major

Chance

# #

Chance

# #

Piece in

Schumann

START:

feet down, sit up

Musette

Chance

Major scale with sharps

# #

Chance

Piece in triple time

3 3

4 8

Chance

Piece in a minor key

Chance

Top hands together piece

Chance Cards Pile

Discarded Chance Cards