

Piano Patters – Book Three

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Piano Patters for book one was published in the Summer 1993 issue of Ability Development and Piano Patters for book two was published in the Summer 1994 issue. The book three game is published in this issue.

Piano Patters is a board game for 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, left hand only, with metronome).

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 compound duple time” or “play a piece in A minor”. The children also have a chance to “improvise” on the black notes.

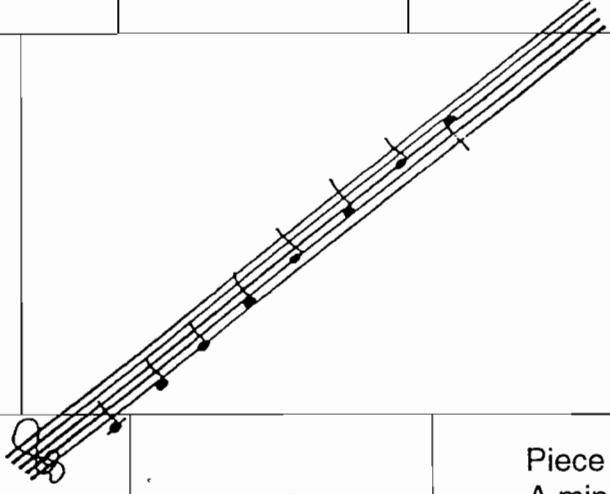

This game can first be used when children are nearing the end of book three, and while they are learning most of book four. If you have encapsulated your board, you can buy coloured sticky labels so that the game can be altered according to need – add in specific references to early book four pieces (e.g. “piece in D major”) or scales or exercises that your child has mastered.

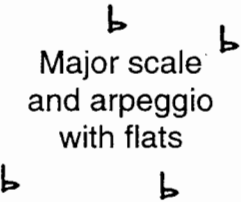

I hope the game adds variety and enjoyment to your child's music-making.

pianissimo (pp)		forte (f)			
twice	hands separately	left hand only	right hand only	adagio	allegro
Go forward 3	Go forward 2	Go forward 1	Go back 2	Go back 1	metronome

PIANO

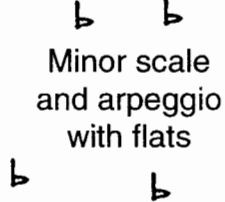

Schumann	Slide down bass clef	Piece in C major 	Chance	Piece in book 2
	Newest hands together piece	Chance	Piece in triple time 3 3 4 8	Chance


Chance	Piece in quadruple time 4 C 4	Clementi	Chromatic scale	Chance
Piece in a major key				
Climb up stave	Improvise on black notes	Piece in A minor 	Chance	Bach









START: feet down, sit up		Chance	Piece in G major 	Chance

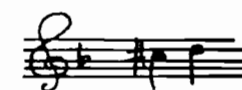
PATTERNS 3

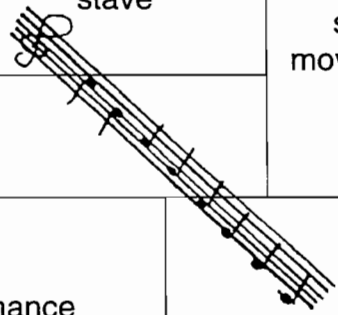
# # Major scale and arpeggio with sharps	Chance	Piece in G minor 	Piece in duple time 2 6 4 8	Fine: end Well done!
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Mozart	Chance	Minor scale and arpeggio with flats 	Chance	Beethoven 
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Piece in F major 	Ecossaise	Chance	Piece in book 1	Climb up treble clef
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Piece in D minor 	Chance	# # Minor scale and arpeggio with sharps	Slide down stave	Sonatina slow movement
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Kuhlau	Chance	Piece in compound duple time 6 8	Chance	 Top hands separately piece
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