

Concepts covered: Treble G to Middle C and Bass C to Bass G



Bliñd

Bugstoñ's



Blind Bugstoñs

Games:

Memory - 1/2 players

Place all cards face down on a table. Turn over 2 cards at a time, trying to match pairs. If you get a pair remove them from the table. Continue until all cards are paired off.

Snap- 2 players

Divide the cards between the players and place in two piles in the middle of the table. Each player turns over 1 card from the top of their pile into the centre. If the two cards are the same, the first player to place their hand on top of them and say "SNAP!" adds all the cards in the centre to their pile. The winner is the one to collect all the cards, or the player with the most cards at the end of an allotted time.

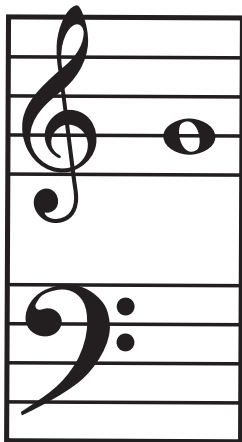
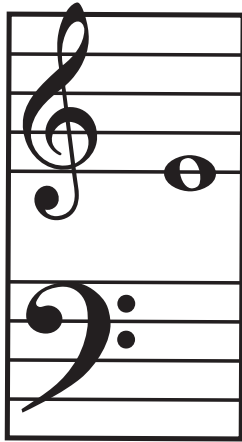
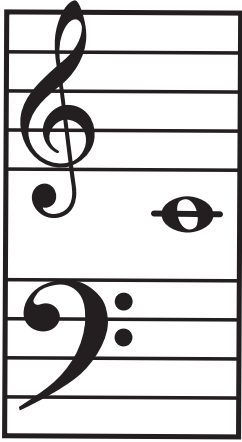
Go Fish - 2 players

Deal out 4 cards each player, place the rest in a pile in the center. If a player has any matching pairs they should place them to the side and draw more to replace them. You, of course, do the same. When there are no more initial matches to be found, players ask for a matching card, if the other player has that card they should hand it over, if they don't they say, "Go Fish", and the other player draws a card from the deck. Play continues until all cards in one player's hand are paired.

(Card backs)

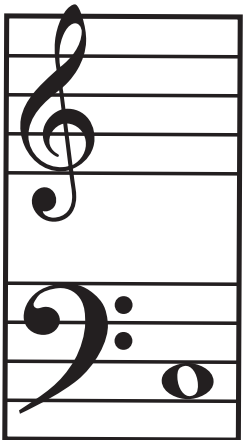
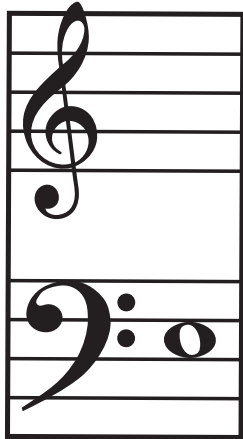
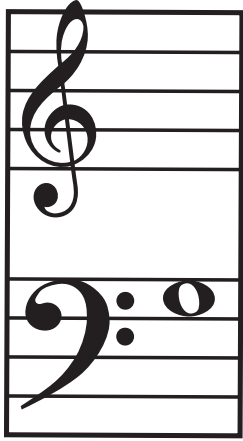


(Card fronts)

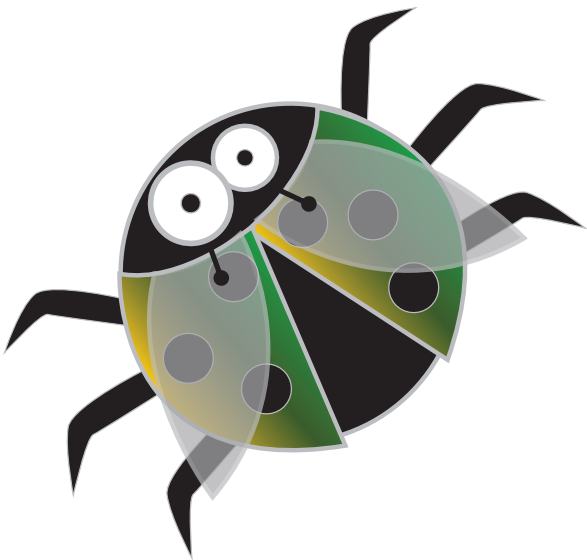
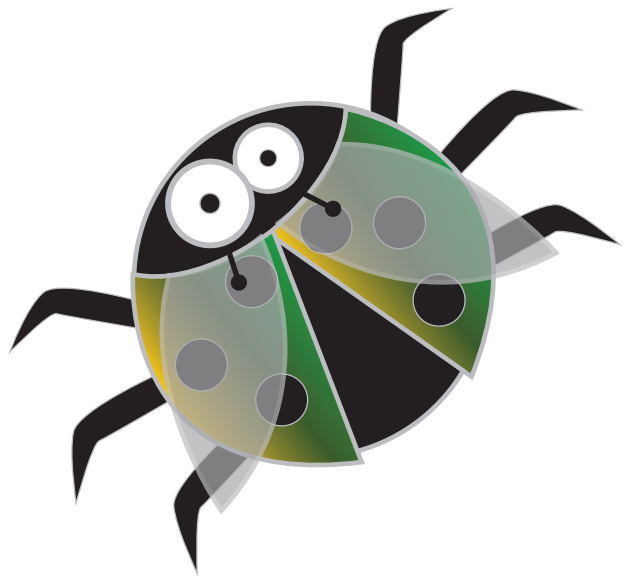




(Card fronts)



(Card backs)



D

E

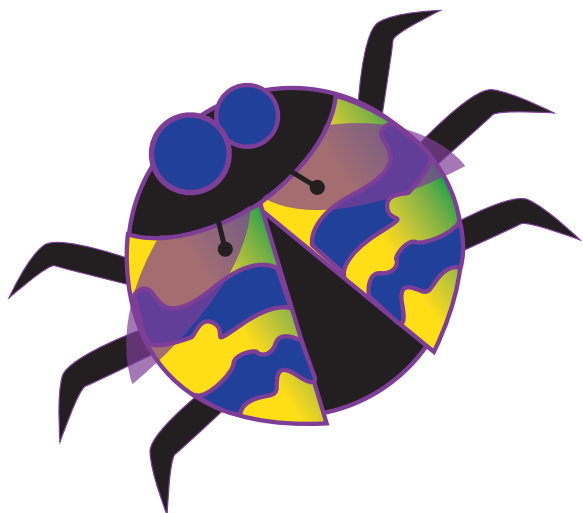
F

G

A

G

(Card backs)



(Card fronts)

F

E

D

C