Move and Match Game

**Directions:**

Students listen to music and move to posted music vocabulary words around the room that correspond to what they are hearing. Students are randomly chosen to give evidence to support their decision.

This protocol can be used to learn the music vocabulary within different musical elements, such as tempo, dynamics, instrumentation, etc.

The musical excerpts used can come from recordings or be performed live by students or teachers. Live performances can be composed or \*improvised music.

**\*Suggested Directions for:**

**Move and Match Tempo or Dynamic Game with a Student Improviser using iPads**

**Materials Needed:**

* Xylophone
* Posted music vocabulary words (e.g., tempo or dynamic words)
* Two iPads
* Name Selector app on each iPad (or other word randomizer app)

**Directions:**

1. Post different tempo or dynamic vocabulary words around the room.
2. Set up one iPad with Name Selector loaded with tempo (e.g., presto, moderato, largo) or dynamic (e.g., piano, forte, fortissimo, pianissimo) words.
3. Set up the other iPad with Name Selector loaded with student names to select an improviser.
4. Set the iPad with the tempo or dynamic words on a music stand in front of a xylophone.
5. Have the improviser come up to the xylophone and use the Name Selector on the music stand to randomly select a tempo or dynamic word.
6. Have the improviser then improvise music at that tempo or dynamic level.
7. Ask the other students to listen and move to the posted vocabulary sign that matches the corresponding tempo or dynamic.
8. Have the improviser reveal the tempo or dynamic and select the next improviser using the Name Selector.

\*\***Note:** This game can be played using more than one musical element at the same time (e.g., tempo and dynamics). If playing with both tempo and dynamics, vocabulary needs to be loaded with all the possible combinations of the two elements, e.g. presto–forte, presto–piano, presto–fortissimo, presto–pianissimo.