

## Instructions: How to play the Music Revision Game

### You will need:

A complete set of cards (enclosed)

- 6 x pink
- 10 x yellow
- 8 x orange
- 30 x red
- 4 x green

Audio tracks of the set works

Pen and paper

### Main Game (solo)

1. Turn over a pink card – this gives you your command word
2. Turn over a orange card – this gives you your set work
3. Turn over a yellow card – this gives you the musical element you are investigating (the technology card can only be played on Killer Queen or Afro Celt Sound System. If it is turned over on a different set work – play again)
4. Check how long the audio track for your set work is
5. Turn over three of the red cards. These give you the time code for your listening to start in the format M:SS. If you turn over a 'minute' number that is higher than the last minute in the set work, replace it and start again.

BONUS: If your pink card says 'compare', you need to complete step 4 twice and compare the musical element at the different time codes

6. Turn over a Green card – this gives you the number of marks your question is worth (and the number of minutes you can spend on it) (For an analyse or evaluate question you need a minimum of 2 marks)

7. Create a question in the following format:

PINK the use of YELLOW in ORANGE from RED (GREEN marks)

8. Listen to the music from the starting point (on the red cards) for around 30s and answer the question. (If the green card is 'Structure' you may have to listen for longer to find a key structural moment in the piece. Use your ears to find it!)

## **Variations on the game**

### **Playing competitively**

1. Play as described above but leave out step 6. Give yourselves a time limit to answer each question of 2 minutes and see who has written the most points. Check each other's work for accuracy (and to check they're not cheating!)
2. Play individually as described above with headphones on alongside each other. After 20 minutes see who has scored the most points. Check each other's work for accuracy (and to check they're not cheating!)

### **Other variations**

1. Quickfire questions: Keep the "State, give, name, identify, list" pink card in play. Chose orange, yellow and red as above – then only listen for 10 seconds to the set work. (This can be played competitively as a race)
2. Wider Listening: Using one of the wider listening pieces from your folder, or an additional piece of your choice (look for different works by composers of set works as a starting point), play as usual but use the wider listening piece in place of the orange card.
3. Essay prep: Choose "compare" and "evaluate" from the pink pile, then 2 orange cards and up to 3 yellow cards (depending on if you want to attempt a whole essay or just practice essay skills). Listen to a longer section of the pieces (you may want to start them at the beginning and ignore the red cards). You should make sure each question is worth 4 marks.

Note: Variations 2 and 3 can be combined to create a more accurate essay question.

4. The memory game: Using only the yellow and orange cards – list all the key features of the chosen musical element in the chosen set work that you can remember. (This can be useful when you don't have access to the audio files, or as a starting point for revision but should not be used instead of the main version of the game).
5. Targeted practice: Play the game as above but limit the options by removing things you are confident with from the yellow and/or orange pile before starting.

PINK CARD

<p><b>State, give, name, identify, list</b></p> <p>(Recall or find factual information)</p>	<p><b>Describe</b></p> <p>(Tell short stories of what you hear)</p>
<p><b>Explain</b></p> <p>(Give short points that are linked to a justification/context)</p>	<p><b>Compare</b></p> <p>(Make points about the similarities and differences)</p>
<p><b>Analyse</b></p> <p>(Discuss musical elements in detail and how they create an effect/achieve a purpose)</p>	<p><b>Evaluate</b></p> <p>(Make judgements and draw conclusions)</p>

YELLOW CARD

<p><b>State, give, name, identify, list</b></p> <p>(Recall or find factual information)</p>	<p><b>Describe</b></p> <p>(Tell short stories of what you hear)</p>
<p><b>Explain</b></p> <p>(Give short points that are linked to a justification/context)</p>	<p><b>Compare</b></p> <p>(Make points about the similarities and differences)</p>
<p><b>Analyse</b></p> <p>(Discuss musical elements in detail and how they create an effect/achieve a purpose)</p>	<p><b>Evaluate</b></p> <p>(Make judgements and draw conclusions)</p>

ORANGE CARD

J S Bach: 3rd Movement from Brandenburg Concerto no. 5 in D major	L van Beethoven: 1st Movement from Piano Sonata no. 8 in C minor 'Pathétique'
H Purcell: Music for a While	Queen: Killer Queen (from the album 'Sheer Heart Attack')
S Schwartz: Defying Gravity (from the album of the cast recording of Wicked)	J Williams: Main title/rebel blockade runner (from the soundtrack to Star Wars Episode IV: A New Hope)
Afro Celt Sound System: Release (from the album 'Volume 2: Release')	Esperanza Spalding: Samba Em Preludio (from the album 'Esperanza')

RED CARD

0	0	0
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9

GREEN CARD

1 mark	2 marks
3 marks	4 marks