

## THE MUSIC THEORY GAME

This game is designed to work with and reinforce the theory you've learned. Knowing that not everyone has a strong theory background, we've included "Reference" links to a theory website to answer questions you may have.

The topics are based on the Royal Conservatory of Music curriculum, so if you'd like to learn more, the workbooks designed for students preparing for those exams would be very helpful.

### **Standard Play** (~30 min with 2 players, 60 with 4)

Choose the topic you wish to work on.

Different players may choose different topics and work from their own cards or dice.

Roll the number die. Move your pawn that number of keys.

Determine the note you've landed on, pull your card/roll die, base your answer on your key.

- e.g. If you landed on a C, you would base your answer on the note C, C major, C minor or a C mode, depending on the question.

Wild stars: an opponent gets to choose the note/key/term.

### **Fast Play** (~15 min with 2 players, 30 with 4)

Only use the white notes of the keyboard.

### **Setup**

You are given multiples of the stickers needed for your dice. See which stickers belong on each die under each "DIE" category below.

Orange=Basic, Blue=Intermediate, Black or White=Advanced.

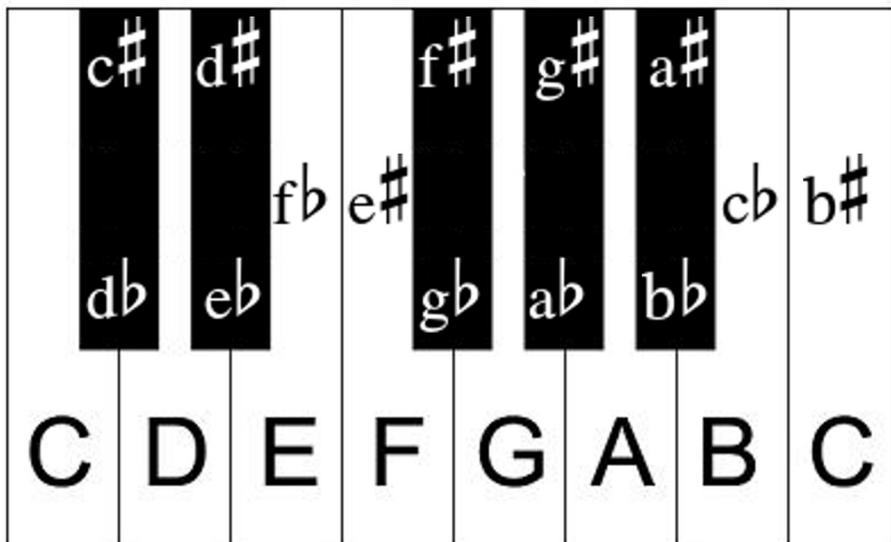
### **Challenge Play**

Get your instruments involved! You can play the intervals or scales, use the interval cards for ear-training or tuning, do melody playback, sight-read a melody your opponent creates, compose your own melodies – be creative and make the game fit your needs!

## THE KEYBOARD

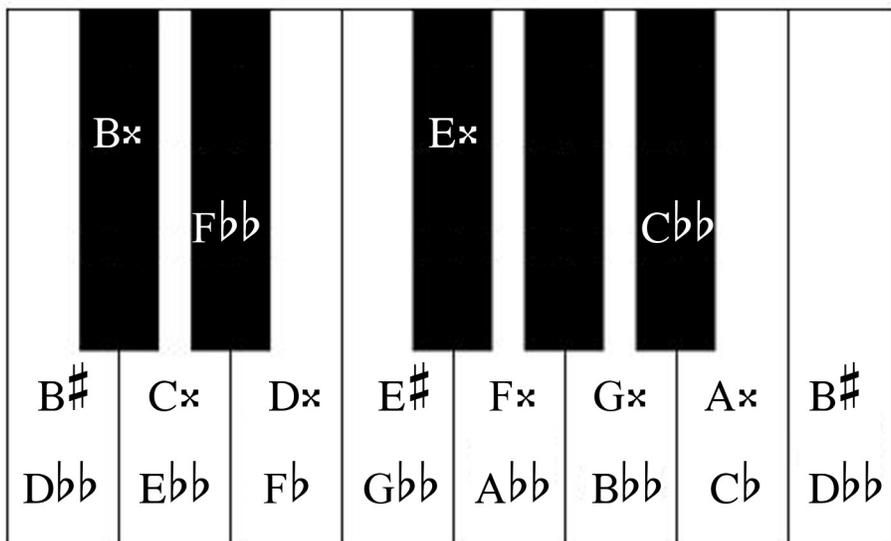
### BASIC/INTERMEDIATE

Each note of the keyboard has more than one name.



### ADVANCED

For the Advanced level questions, here are your double sharps and double flats:



NOTES ON THE STAFF

TREBLE CLEF

A musical staff with a treble clef. The notes D, E, F, G, A, B, C, D, E, F, G are written on the staff lines from bottom to top. The notes D, E, F, G are on the first line, A, B, C are on the second line, D, E are on the third line, and F, G are on the fourth line. The staff ends with a double bar line.

ALTO CLEF

A musical staff with an alto clef. The notes E, F, G, A, B, C, D, E, F, G, A are written on the staff lines from bottom to top. The notes E, F, G are on the first line, A, B, C are on the second line, D, E are on the third line, and F, G, A are on the fourth line. The staff ends with a double bar line.

TENOR CLEF

A musical staff with a tenor clef. The notes C, D, E, F, G, A, B, C, D, E, F are written on the staff lines from bottom to top. The notes C, D, E are on the first line, F, G, A are on the second line, B, C are on the third line, and D, E, F are on the fourth line. The staff ends with a double bar line.

BASS CLEF

A musical staff with a bass clef. The notes F, G, A, B, C, D, E, F, G, A, B are written on the staff lines from bottom to top. The notes F, G, A are on the first line, B, C, D are on the second line, E, F are on the third line, and G, A, B are on the fourth line. The staff ends with a double bar line.

# KEY SIGNATURES

Musical notation for key signatures with sharps. The notation is presented in three systems: Treble clef, Alto clef, and Bass clef. Each system contains eight measures, each representing a key signature. The notes in each measure are arranged in a scale-like pattern. The key signatures are: C major (one sharp), G major (two sharps), D major (three sharps), A major (four sharps), E major (five sharps), B major (six sharps), F# major (seven sharps), and C# major (eight sharps). Below the Treble clef system, the corresponding minor key signatures are listed: A minor (no sharps or flats), E minor (one sharp), B minor (two sharps), F# minor (three sharps), C# minor (four sharps), G# minor (five sharps), D# minor (six sharps), and A# minor (seven sharps).

Musical notation for key signatures with flats. The notation is presented in three systems: Treble clef, Alto clef, and Bass clef. Each system contains eight measures, each representing a key signature. The notes in each measure are arranged in a scale-like pattern. The key signatures are: C major (no sharps or flats), F major (one flat), Bb major (two flats), Eb major (three flats), Ab major (four flats), Db major (five flats), Gb major (six flats), and Cb major (seven flats). Below the Treble clef system, the corresponding minor key signatures are listed: A minor (no sharps or flats), D minor (one flat), G minor (two flats), C minor (three flats), F minor (four flats), Bb minor (five flats), Eb minor (six flats), and Ab minor (seven flats).

Reference:

<http://www.musictheory.net/lessons/24>

<http://www.musictheory.net/lessons/22>

## BASIC LEVEL

### SEMITONE/WHOLE TONE DIE

Set-up: Place two of each of the following stickers on an orange die: wt, cs, ds.



wt = Whole tone: Place one note on the staff on the key you landed on. Place the other 2 semitones above or below, using adjacent letter names. (e.g. A-B, E-F#, C-B<sup>b</sup>)

cs = Chromatic Semitone: Place one note on the staff on the key you landed on. Place the other 1 semitone above or below, using the same letter names. (e.g. A-A#, C<sup>b</sup>-C<sup>b</sup>)

ds = Diatonic Semitone: Place one note on the staff on the key you landed on. Place the other 1 semitone above or below, using different letter names. (e.g. B-A#, C-D<sup>b</sup>)

Reference: <http://www.musictheory.net/lessons/20>

### TONIC/SUBDOMINANT/DOMINANT DIE

Set-up: Place one of each of the following stickers on an orange die: I, i, IV, iv, V, Vminor key



I = tonic chord or note 1 of the major scale

i = tonic chord or note 1 of the minor scale

IV = subdominant chord or note 4 of the major scale

iv = subdominant chord or note 4 of the minor scale

V = dominant chord or note 5 of the major scale

V minor key = dominant chord or note 5 of the minor scale

Roll the die. Place the note *or* build the triad indicated by the die.

Check the key signature page for help with your accidentals.

- e.g.
1. Land on C. Die shows I. Place a C on the staff OR build a C-major triad (CEG).
  2. Land on C. Die shows i. Place a C on the staff OR build a C-minor triad (CE<sup>b</sup>G)
  3. Land on E. Die shows Vminor key. Place a B on the staff or build a B major chord (BD<sup>#</sup>F<sup>#</sup>)

Reference: <http://www.musictheory.net/lessons/23>  
<http://www.teoria.com/en/reference/t/triads-id.php>

## INTERVAL CARDS



Build the interval from the back of the card based on the note you landed on.

e.g. Land on C, Major 2<sup>nd</sup> – you should place your notes on the staff on C and D.

Reference: <http://www.musictheory.net/lessons/30>  
<http://www.musictheory.net/lessons/31>  
<http://www.teoria.com/en/tutorials/intervals/sectionIdx.php>

## TERM CARDS

Player is given the term at the top of the card and must guess the correct definition from the three given (blue is right!).

Reference (full term list may be found at the end of the BASIC RUDIMENTS section):

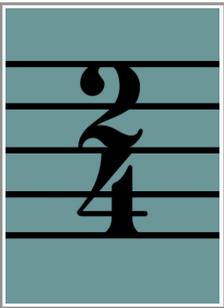
[https://examinations.rcmusic.ca/sites/default/files/files/S30\\_TheorySyllabus\\_2013%20online\\_SECURED.pdf](https://examinations.rcmusic.ca/sites/default/files/files/S30_TheorySyllabus_2013%20online_SECURED.pdf)

## RHYTHM CARDS

For Basic play, choose the following rhythm cards: whole, half, quarter, eighth and sixteenth notes and the corresponding rests, single dots and triplet number card (the one with the “3” on it).

Use the time signature cards listed below.

*See reference link if you are unsure of what these note values or time signatures mean.*



Two options for play:

1. Player chooses time signature card. Opponent creates a rhythm that fits the meter. Player must clap rhythm.
2. Player chooses a time signature card. Opponent adds notes that don't quite fill up the bar. Player must add the appropriate rests.

Time signatures: Musical notation showing time signatures: 2/2, 3/2, 4/2, 2/4, 3/4, 2/8, 3/8, 4/8, followed by a common time signature (C) and a C-clef.

Reference (rhythm): <http://www.musictheory.net/lessons/11>  
<http://www.musictheory.net/lessons/13>  
<http://www.musictheory.net/lessons/14>

Ref. (time signatures): <http://www.musictheory.net/lessons/12>

## INTERMEDIATE EXPANSION PACK

### SCALE DIE

Place one of each of the following stickers on a blue die: Whole Tone, Minor Penta, Major Penta, Blues, Octatonic, Minor



Whole Tone: Build a whole tone scale starting on the note you landed on.

Minor Penta: Build a pentatonic minor scale starting on the note you landed on.

Major Penta: Build a pentatonic major scale starting on the note you landed on.

Blues: Build a blues scale starting on the note you landed on.

Octatonic: Build an octatonic scale starting on the note you landed on (alternates tones and semitones)

Minor: Build a minor scale starting on the note you landed on.

Reference: <http://www.teoria.com/en/tutorials/scales/03-const.php>

These scales are listed under “other scales”.

### TRIAD DIE

Place one of each of the following stickers on a blue die:

Maj Root, Maj 1<sup>st</sup>, Maj 2<sup>nd</sup>, Min Root, Min 1<sup>st</sup>, Min 2<sup>nd</sup>.



Maj Root: Build a major triad in root position on the note you landed on.

Maj 1<sup>st</sup>: Build a major triad on the note you landed on. Change it to first inversion.

Maj 2<sup>nd</sup>: Build a major triad on the note you landed on. Change it to second inversion.

Min Root: Build a minor triad in root position on the note you landed on.

Min 1<sup>st</sup>: Build a minor triad on the note you landed on. Change it to first inversion.

Min 2<sup>nd</sup>: Build a minor triad on the note you landed on. Change it to second inversion.

Reference: <http://www.musictheory.net/lessons/40>  
<http://www.musictheory.net/lessons/42>  
<http://www.teoria.com/en/reference/i/inversion.php>

### INTERVAL CARDS



Build the interval from the back of the card based on the note you landed on.

e.g. Land on C, Major 2<sup>nd</sup> – you should place your notes on the staff on C and D.

Reference: <http://www.teoria.com/en/tutorials/intervals/sectionIdx.php>

## TERM CARDS

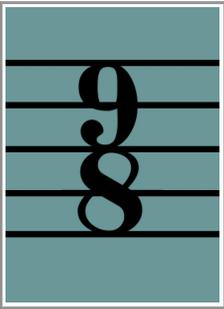
Player is given the term at the top of the card and must guess the correct definition.

Reference (full term list may be found at the end of the INTERMEDIATE RUDIMENTS section):

[https://examinations.rcmusic.ca/sites/default/files/files/S30\\_TheorySyllabus\\_2013%20online\\_SECURED.pdf](https://examinations.rcmusic.ca/sites/default/files/files/S30_TheorySyllabus_2013%20online_SECURED.pdf)

## RHYTHM CARDS

Add 32<sup>nd</sup> notes and rests, double dots, both numbered cards and the time signatures listed below to the Basic level rhythm cards.



Two options for play:

1. Player chooses time signature card. Opponent creates a rhythm that fits the meter. Player must clap rhythm.
2. Player chooses a time signature card. Opponent adds notes that don't quite fill up the bar. Player must add the appropriate rests.

Time Signatures:  $\frac{6}{8}$   $\frac{9}{8}$   $\frac{12}{8}$   $\frac{6}{16}$   $\frac{9}{16}$   $\frac{12}{16}$   $\frac{6}{4}$   $\frac{9}{4}$   $\frac{12}{4}$

Reference: <http://www.musictheory.net/lessons/15>  
<http://www.teoria.com/en/tutorials/reading/sectionidx.php>

## ADVANCED EXPANSION PACK

### MODES DIE

Place the following stickers on a black (or white) die: Dor (x2), Phr, Lyd, Mix, Aeo.



Dor: Dorian  
Phr: Phrygian  
Lyd: Lydian

Aeo: Aeolian  
Mix: Mixolydian

Build the indicated mode, starting on the note you land on.

e.g. Land on D, roll “Dor”, build D Dorian (D,E,F,G,A,B,C,D)  
Land on A, roll “Mix”, build A Mixolydian (A, B, C#, D, E, F#, G, A)

Reference: <http://musictheoryfundamentals.com/MusicTheory/modes.php>

### CADENCES DIE

Place one of each of the following stickers on a black (or white) die:

Per - , Per + , Pla - , Pla + , Imp - , Imp +



Per - : Based on the note you've landed on, build a perfect/authentic (V-i) cadence in the harmonic minor key.

Per + : Based on the note you've landed on, build a perfect/authentic (V-I) cadence in the major key.

Pla - : Based on the note you've landed on, build a plagal (iv-i) cadence in the minor key.

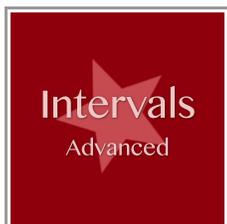
Pla + : Based on the note you've landed on, build a plagal (IV-I) cadence in the major key.

Imp - : Based on the note you've landed on, build an imperfect/half (i-V or iv-V) cadence in the harmonic minor key.

Imp + : Based on the note you've landed on, build an imperfect/half (I-V or IV-V) cadence in the major key.

Reference: <http://www.teoria.com/en/reference/c/cadence.php>  
<http://www.musictheory.net/lessons/55>

### INTERVAL CARDS



Build the interval from the back of the card based on the note you landed on.

e.g. Land on C, Augmented 2<sup>nd</sup> – you should place your notes on the staff on C and D#.

Reference: <http://www.musictheory.net/lessons/31>  
<http://www.teoria.com/en/tutorials/intervals/sectionidx.php>

## CHORDS DIE

Place one of each of the following stickers on a black (or white) die:  
vii<sup>o7</sup>, V<sup>7</sup>, Maj, Min, Aug, Dim



vii<sup>o7</sup>: Based on the key you've landed on, determine the minor key and build a vii<sup>o7</sup> chord.  
(e.g. C minor: vii<sup>o7</sup> chord would be B<sup>b</sup>,D,F,A<sup>b</sup>)

V<sup>7</sup>: Based on the key you've landed on, build a dominant 7<sup>th</sup> chord

Maj: Based on the note you've landed on, build a major triad

Min: Based on the note you've landed on, build a minor triad

Aug: Based on the note you've landed on, build an augmented triad

Dim: Based on the note you've landed on, build a diminished triad

Reference: <http://www.musictheory.net/lessons/40>  
<http://www.musictheory.net/lessons/45>

## TERM CARDS

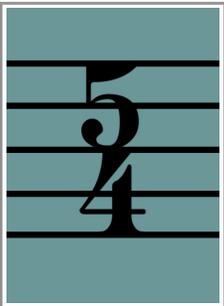
Player is given the term at the top of the card and must guess the correct definition from the three given.

Reference (full term list may be found at the end of the ADVANCED RUDIMENTS section):

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## RHYTHM CARDS

Add the time signatures below to the cards used for Intermediate and Basic level play.



Opponent chooses a time signature card and adds notes that don't quite fill up the bar. Player must add the appropriate rests and then clap the resulting rhythm.

Time Signatures:  $\frac{5}{4}$   $\frac{7}{8}$   $\frac{10}{16}$

Reference: <http://www.musictheory.net/lessons/16>