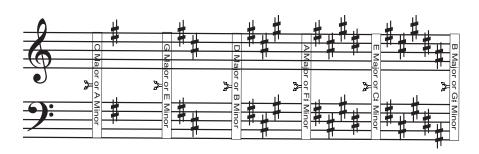
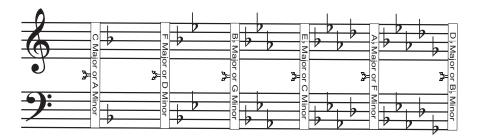


Key Signatures Card Activity

Beatrice Wilder





Shuffle the cards. Deal out five cards to each player and place the rest of the pack in the middle of the table face down. Take the top card and place it face up next to the pack.

The aim of the game is to make one octave scales consisting of a clef, a key signature and two cards containing the eight notes to make up the major and minor scale that matches that key signature. If a player cannot do that with the cards he is dealt then he must, when it is his turn, pick up a card from the face down stack or choose the top card from the face up stack next to it and check to see if this card fits with the set he is trying to produce.

Place one card back onto the face up card pile so that only five cards are kept.

Alternatively, individual students can create the scales that they are familiar with or that they are learning as an activity to reinforce what they already know.

These cards should be printed on A4 sheets of board and cut into quarters.

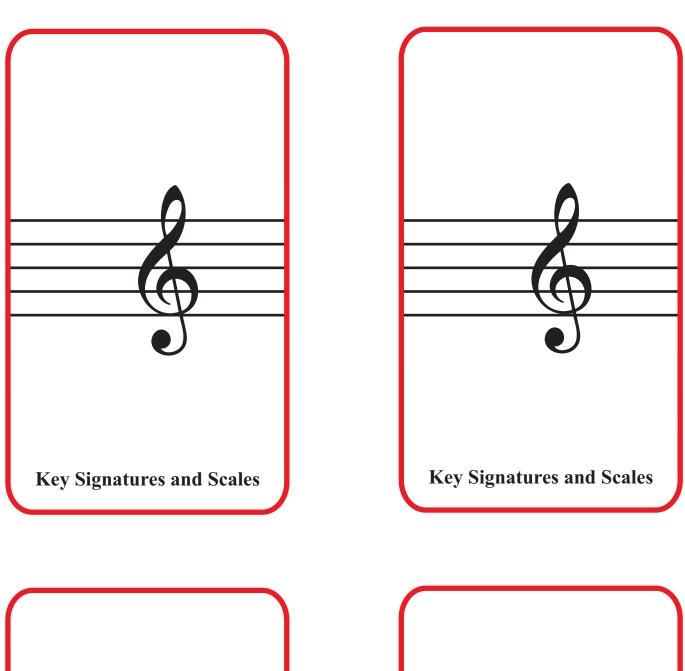
They can be laminated before cutting if desired.

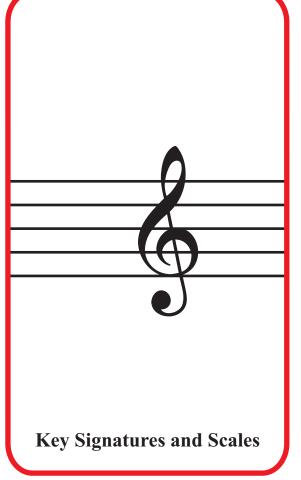
The backs can be printed as well.

The artwork for the backs are the last page of these sheets.

Round cornering makes them easier to handle.

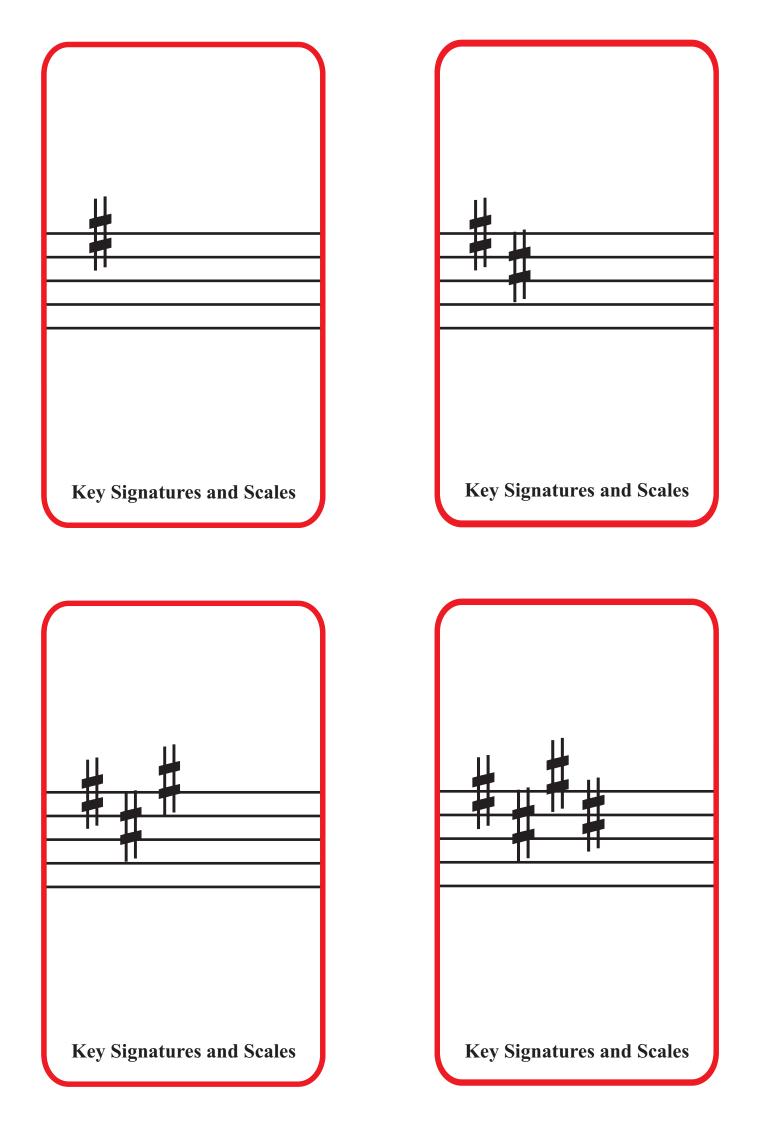
If a round cornering device is not available, nail clippers can do the job - but slower.

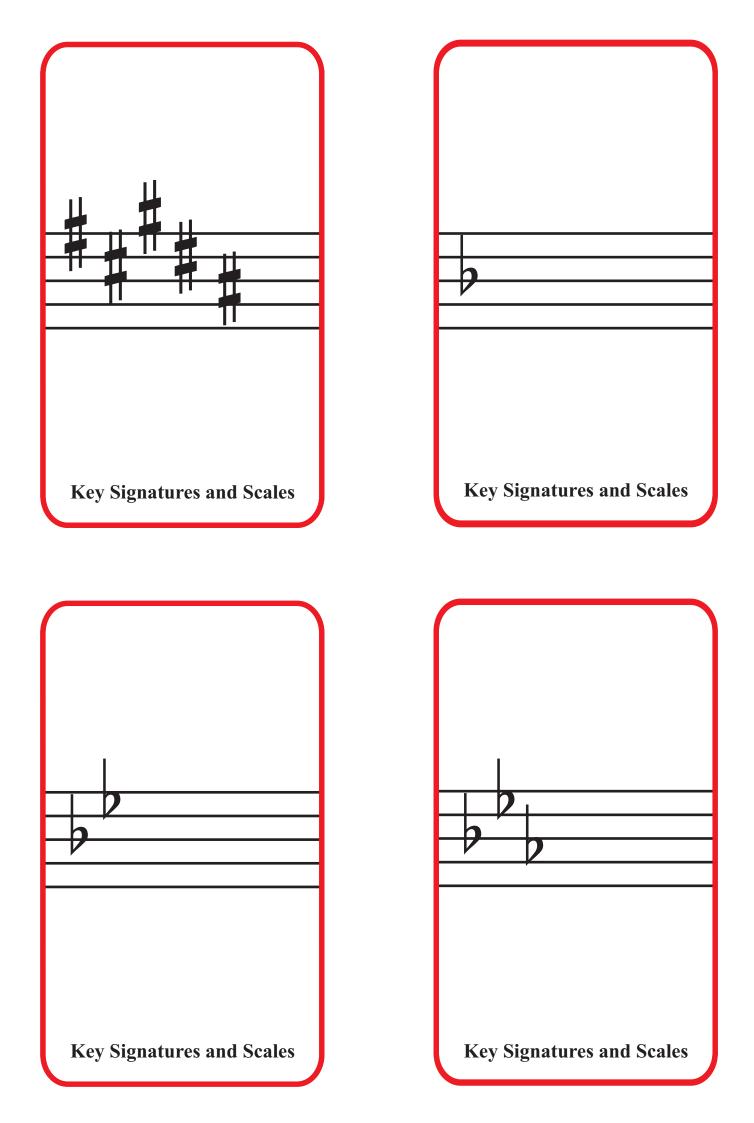


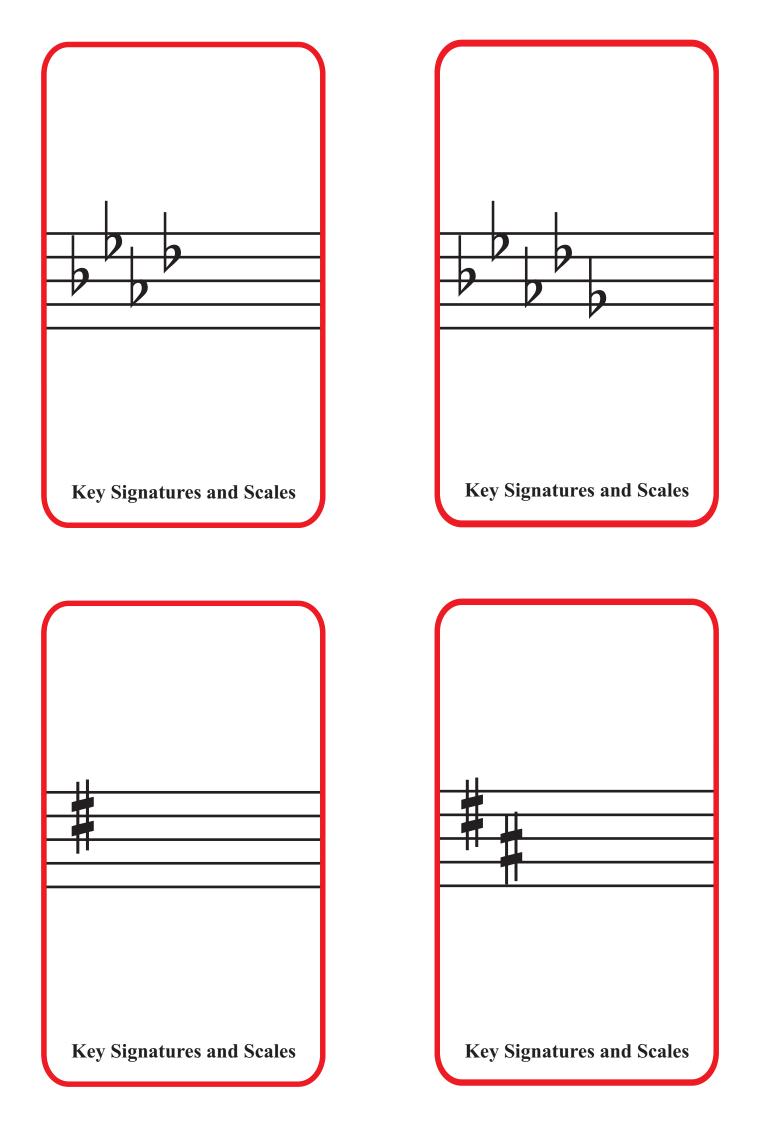


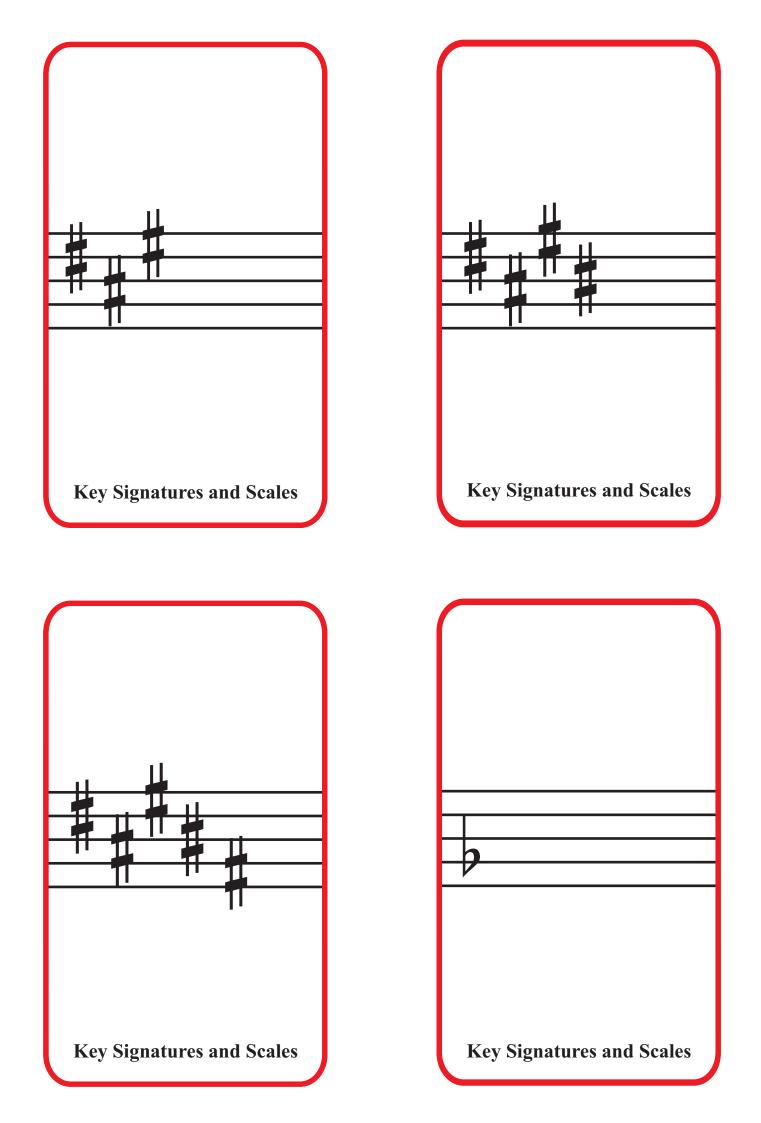


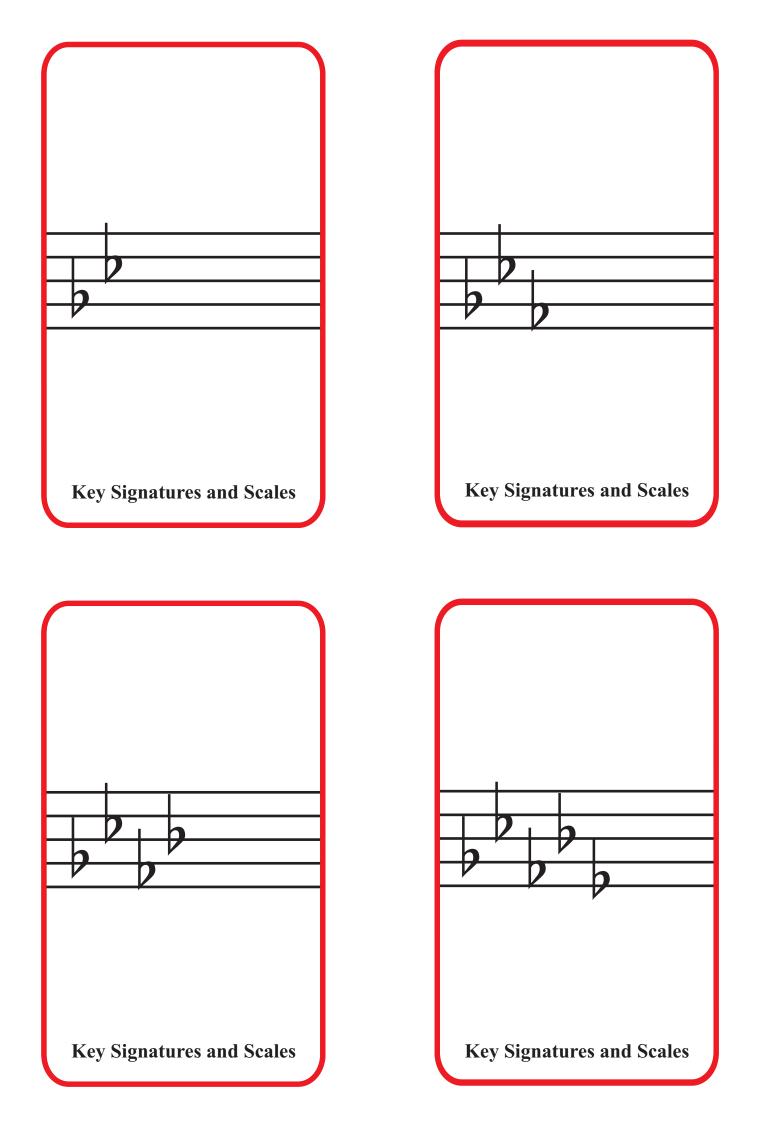


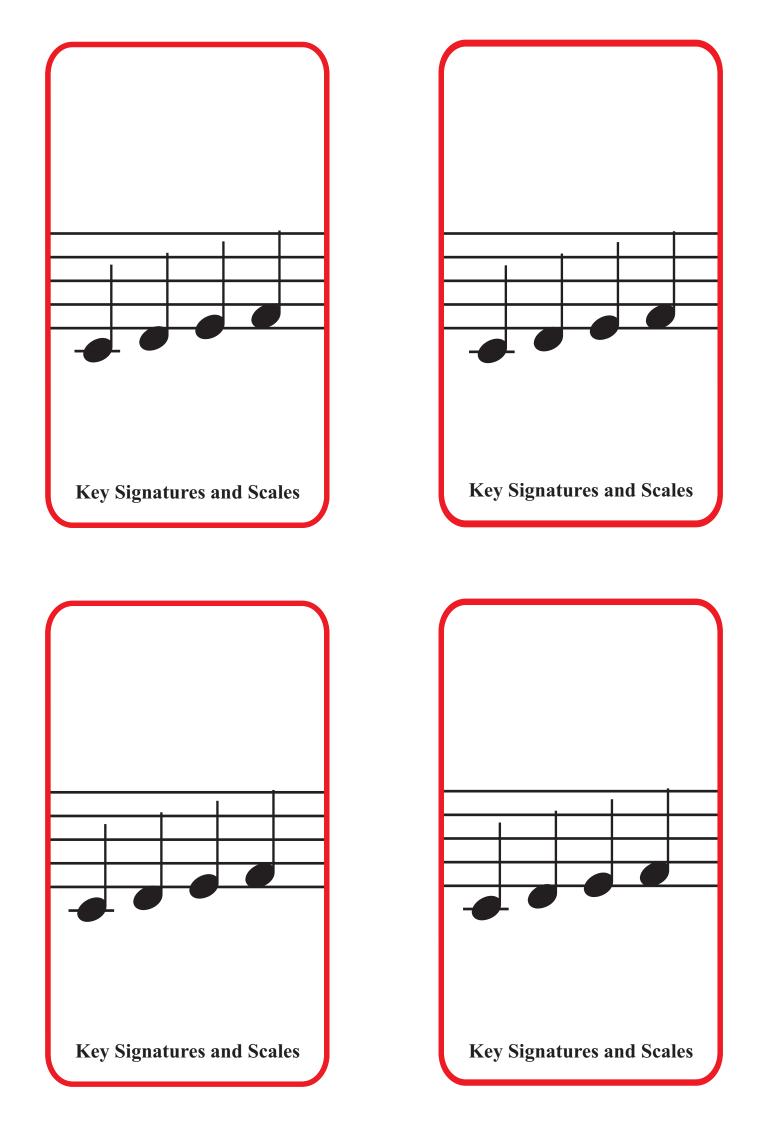


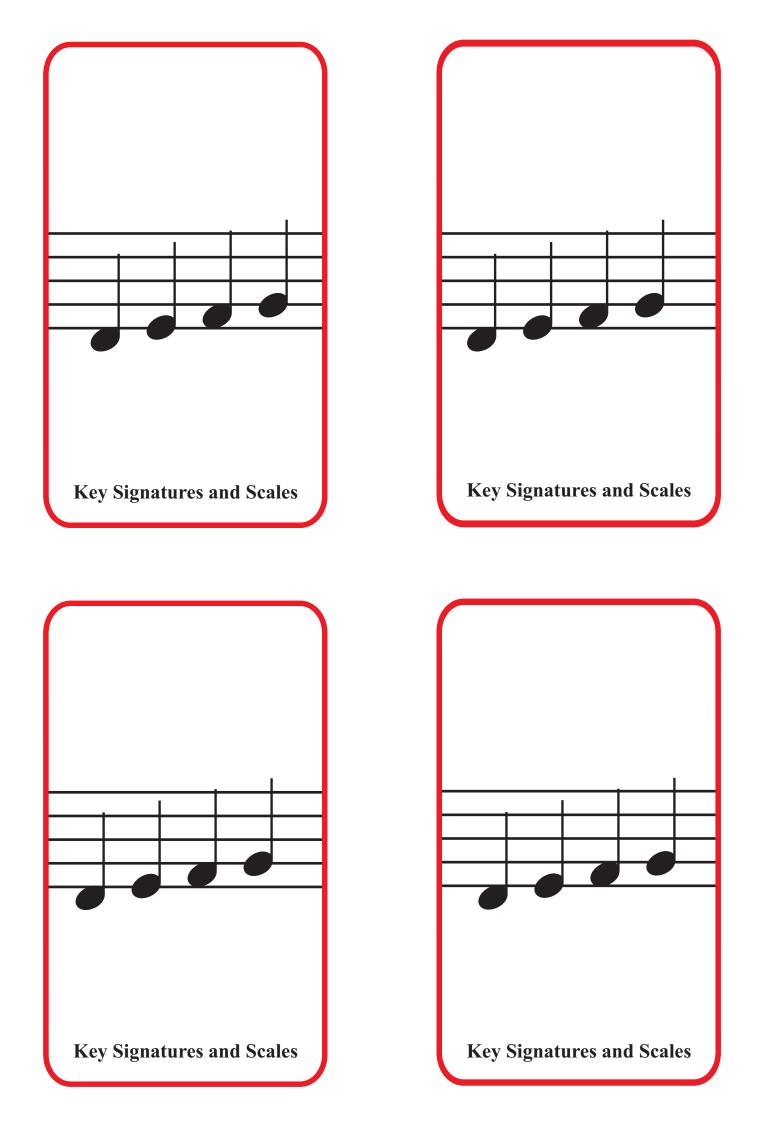


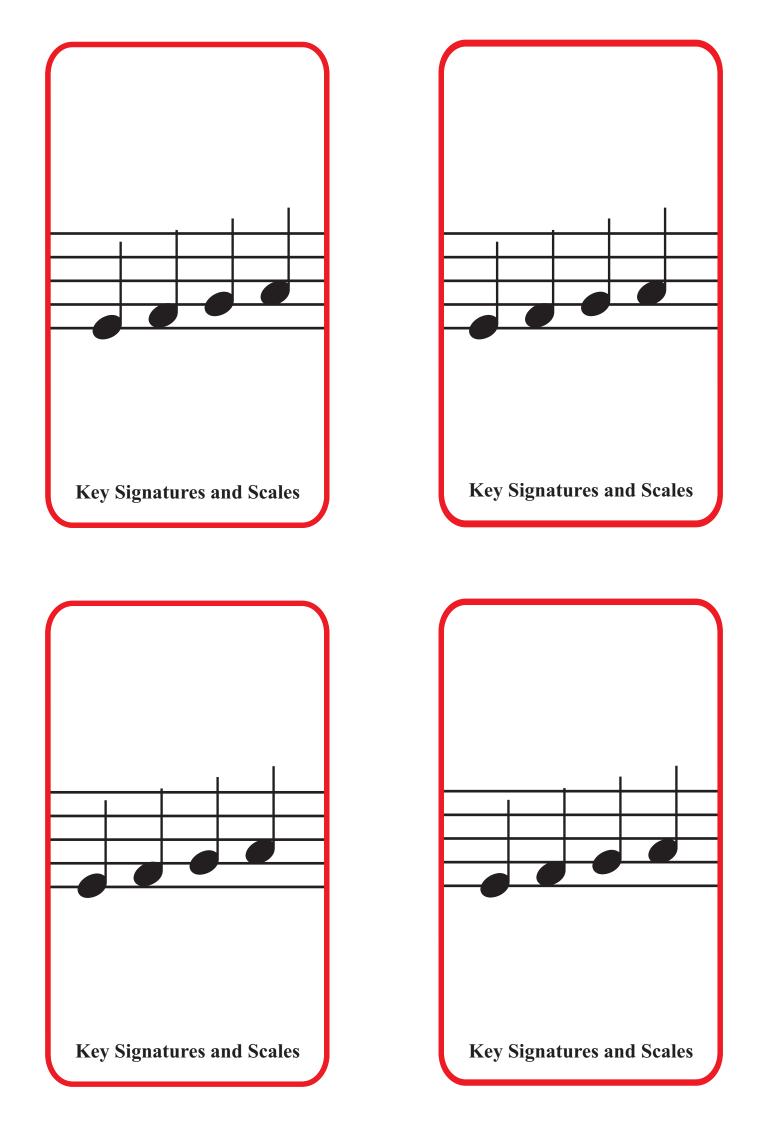


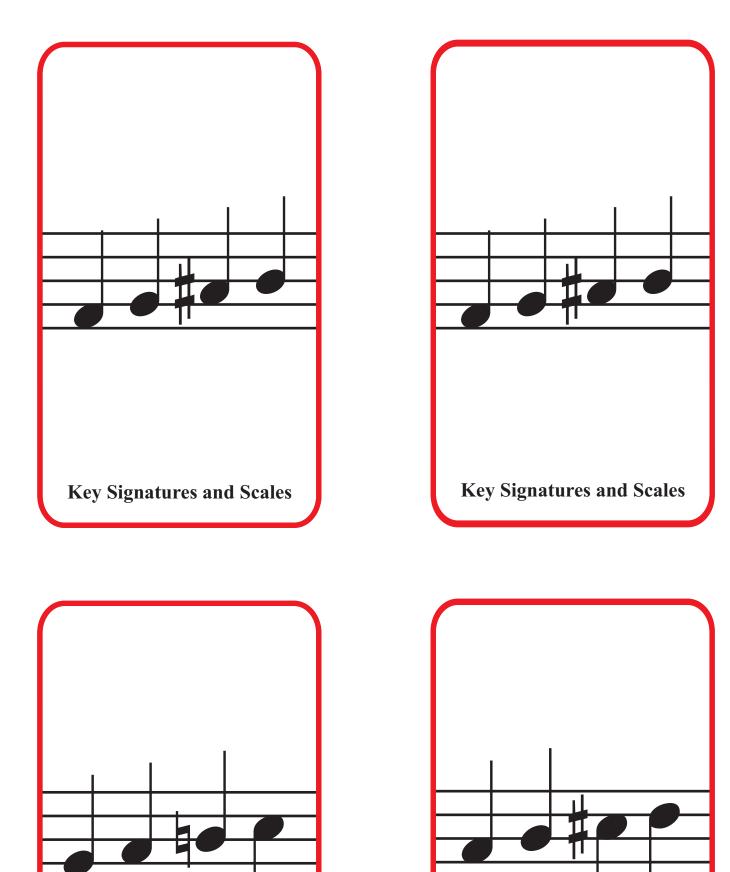






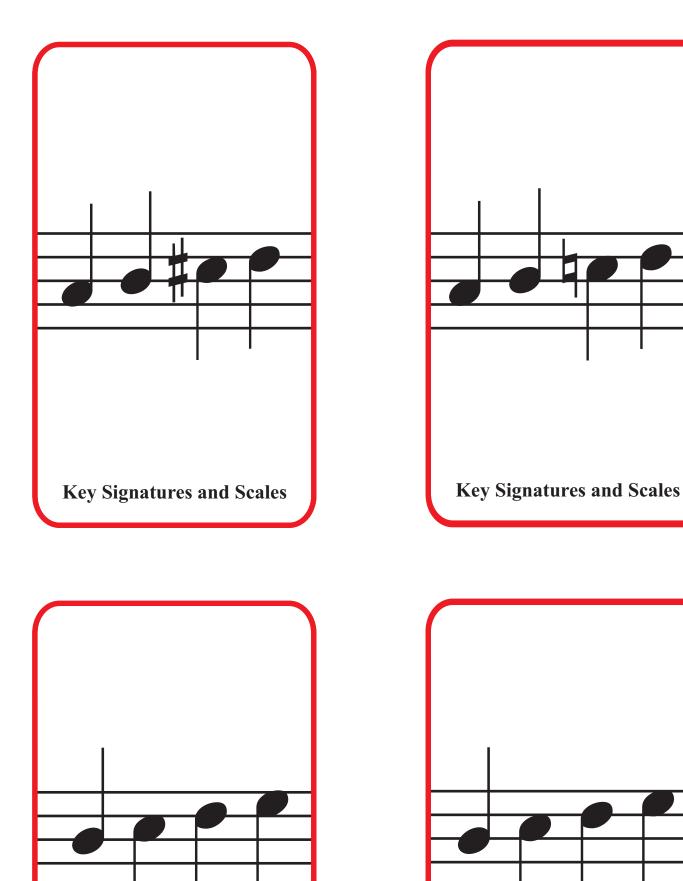






Key Signatures and Scales





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