

Giant Grand

Staff



Credit



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Assembly:

Grand Staff: Print pages 5-6, laminate, then trim the laminate to match the size of the paper. Using clear packing tape or scotch tape, tape the horizontal seam between the Treble and the Bass Clef, aligning the tape so that it is split equally between the two pieces of paper. Flip it over and repeat the same process on the back to reinforce the taped seam.

Page 7 will just need to be printed and laminated.

Notes: Print pages 8-9. First, roughly cut around each note to separate each note into individual notes. Then, using a box cutter, small scissors, or some other precision cutter, carefully cut around each note. For the half and whole notes, be sure to cut as much of the white space out of the middle as you can so that the note will look accurate. Laminate, then trim.

Game Ideas:

Race to C- Use a set of alphabet cards to drill the notes on the staff ([click here for some options](#)). Start off with both players on Middle C, then draw a card and move to that note on the staff. The first one to draw the "Middle C, You Win" card wins the game.

Intervals- Use a set of interval cards to drill the distance between notes on the staff. ([click here for some options](#)) Start off with both players on Middle C, then draw a card and make that interval with your notes. On your second turn, build the interval off of the top note. The first one to draw the "You Win" card wins the game.

Key Signatures- Use a set of Key Signature Cards ([click here for some options](#)) to drill the amount of sharps and flats in each key signature. Draw a card and spell that key signature with your sharps and flats. The first one to draw the "C Major" card wins the game.











