



50 WAYS TO USE QUARTER MATCH

50 ways to use the Quarter Match Game in the classroom

categorized by activity type:

The Quarter Match Game is a comprehensive music theory card game featuring 142 cards designed to teach notes, rhythm, intervals, and symbols through color and symbol matching. With 2-12 player capacity, it is highly versatile for classroom use.

Here are 50 ways to use the Quarter Match Game in the classroom, categorized by activity type:

Warm-ups and Daily Routine (1-10)

1. **Morning Music Check:** Students draw one card and identify the note/symbol to enter the room.
2. **Rhythm Echo:** Teacher plays a rhythm card; students echo it back with clapping.
3. **Symbol of the Day:** Pull a "Treasure Deck" card and define it together.
4. **Tempo Matching:** Match rhythm cards to metronome settings.
5. **Dynamics Check:** Match cards to volume levels (e.g., Forte card = shout, Piano = whisper).
6. **Quick Flash:** Rapid-fire identification of treble/bass clef notes.
7. **Rest Inspection:** Identify rhythm cards that include quarter rests.
8. **Match the Scale:** Match notes to the C major scale.
9. **Note Value Race:** Order cards from smallest to largest value.
10. **Line vs. Space:** Sort cards based on whether the note is on a line or space.

Active and Movement Games (11-20)

11. **Musical Chairs (Quarter Match Edition):** Students place cards under chairs; they must explain the card to stay in the game.
12. **The Band Rejoin:** Students who lose musical chairs join a rhythm band.
13. **Musical Chase:** Students run across the field; if caught, they must yield a card to the "chaser".
14. **Rhythm 4 Corners:** Place different rhythm cards in corners; students move to the corner that matches the teacher's rhythm.
15. **Scavenger Hunt:** Hide cards around the room for students to find and identify.
16. **Musical Sorting Relay:** Divide into teams and race to sort cards by clef.
17. **Note Value Hopscotch:** Lay cards out; students hop only on quarter notes.
18. **Conducting Match:** Conduct in 4/4 and match to a 4-beat rhythm card.
19. **Run the Staff:** Act out note positions on a giant floor staff using cards.
20. **Action Musical Cards:** If a "Wild" card is drawn, everyone does a musical action (e.g., tap rhythm).

Small Group & Center Activities (21-35)

21. **Standard Play:** 2–12 players using UNO-style matching rules.
22. **Treasure Deck Challenge:** Use specific, harder cards to build a, "Treasure Deck" and win the game.
23. **Gold Share Match:** Focus on using special "Gold Share" cards.
24. **Memory/Concentration:** Turn cards face down to find matching note names and symbols.
25. **Composition Starter:** Select 4 cards to create a one-measure rhythm pattern.
26. **Interval Training:** Match cards that are a third apart.
27. **"Go Fish" (Music Edition):** Ask for specific notes to make pairs.
28. **Chord Building:** Match cards that form a C major chord.
29. **Time Signature Match:** Match rhythm cards to 3/4 or 4/4 time.
30. **Symbol Bingo:** Use cards to call out symbols for a bingo board.
31. **Clef Switch:** Group plays in treble; next round in bass.
32. **Identify the Rests:** Focus purely on matching different rest symbols.
33. **Accidental Sort:** Group cards by sharp, flat, or natural.
34. **Measure Maker:** Combine cards to fill a 4-beat measure.

35. **Music Vocabulary Match:** Match musical terms to their definitions.

Assessment and Review (36-45)

36. **Exit Tickets:** Students must identify one card correctly before leaving.

37. **Formal Assessment:** Teacher displays a card; students write the answer on a whiteboard.

38. **Rhythm Audit:** Check if a student can accurately read a 4-card sequence.

39. **Pitch Identification Quiz:** Using staff cards to quiz note names.

40. **Symbol Translation:** Test knowledge of symbols like Repeats or Codas.

41. **Peer Review:** Students test each other with the cards.

42. **Concept Check:** Did they grasp "Step vs. Skip"? Use cards to demonstrate.

43. **Speed Test:** How many cards can a student identify in 30 seconds?

44. **Group Assessment:** Does the group recognize the "Wild" card?

45. **Custom Card Review:** Use custom action cards to review specific class topics.

Creative and Custom Uses (46-50)

46. **Create Custom Action Cards:** Teachers and students can create their own cards to add to the deck.

47. **Musical Storytelling:** Use 5 random cards to create a short musical phrase.

48. **Compose a Melody:** Arrange cards on a staff to compose a melody.

49. **Music Charades:** Act out the musical symbol on the card.

50. **Compose a Song:** Use the rhythm cards as the rhythm for a class composition.

These activities are designed to make music theory, rhythm, and notation engaging for students while covering a wide range of musical concepts.