



QUARTER MATCH – MUSICAL CARDS GAME

Game Overview

Musical Cards is a music-theory version of **musical chairs**.

Students move while music plays, then sit when the music stops.

To stay in the game, students must **explain the music theory card placed under their chair**.
Players who are “out” join **The Band** by singing or playing instruments.

Goal

Be the last player remaining in the game.

Setup

1. Arrange chairs in a circle or rows with **one fewer chair than players**.
2. Place **one Quarter Match card under each chair**, face up.
3. Choose music to play (recorded or live).
4. Select a teacher or student to control the music.

How to Play

1. When the music starts, players **walk or move** around the chairs.
2. When the music stops, players must **quickly sit on a chair**.
3. Each seated player looks at the **music card under their chair**.
4. The player must **explain the card**, such as:
 - Naming the symbol

- Explaining the note value
- Describing the rhythm or meaning

Stay In or Join the Band

✔ **Correct explanation** → Player stays in the game

✘ **Incorrect explanation** → Player is “out” and joins **The Band**

The Band (Players Who Are Out)

Players who are out:

- Sing
- Clap rhythms
- Play classroom instruments
- Keep the beat or create background music

The Band performs while the game continues.

Next Round

1. Remove one chair.
2. Replace or reshuffle the cards under the chairs.
3. Start the music again.
4. Continue until one player remains.

Winning

The **last remaining player** wins the game!

Why Musical Cards?

- Reinforces music theory through movement
- Builds confidence explaining musical ideas
- Keeps all students engaged, even when out

- Encourages creativity through The Band