



QUARTER MATCH – MUSICAL CHASE GAME

Game Overview

Musical Chase blends **music learning** with **physical activity**.

Players run back and forth across a field or open space while chasers try to tag runners.

Music cards reinforce recognition of musical symbols, rhythms, colors, and concepts through movement.

Goal

Collect the **most cards** by the end of the game.

Players & Roles

- **Runners** – Players who run across the field and avoid being tagged
- **Chasers** – Players who try to tag runners

Roles may rotate during the game.

Setup

1. Choose a large open space (gym, field, or playground).
2. Mark **two opposite sides** of the field as safe zones.
3. Shuffle the Quarter Match cards.
4. Give each runner **3–5 cards** to start.
5. Select **1–3 chasers** (adjust for group size).

6. Chasers begin in the **middle** of the field.
7. Runners start on **one side** of the field.

How to Play

1. On the start signal, runners **run across the field** to the opposite side while chasers try to tag them.
2. If a runner is tagged:
 - The runner must **give one card** to the chaser.
3. Once **all runners reach the opposite side**, they stop in the safe zone.
4. Before running back:
 - Each runner **receives additional cards** from the deck (teacher chooses how many, usually 1-2).
5. On the next signal, runners **run back across the field** to the other side.
6. Play continues back and forth across the field until the round ends.

Teacher Call Option (Selective Run Mode)

Instead of all runners going at once, the teacher may call out a **music-based rule** to decide who runs.

Examples:

- “All players with **teal cards** run!”
- “All players with a **treble clef** run!”
- “All players holding **quarter notes** run!”
- “All players with **rhythm symbols** run!”

Only players who match the call may run.

Chasers tag as usual during these selective runs.

This option adds:

- Listening skills
- Visual scanning
- Deeper music concept recognition

Music Learning Option (Recommended)

When a runner is tagged, before giving up a card:

The chaser may ask the runner to:

- Name the symbol
- Identify the note value
- Explain the rhythm or meaning

✔ Correct → Runner keeps the card

✘ Incorrect → Runner gives the card to the chaser

Ending the Game

The game ends when:

- Time runs out
- A set number of rounds or crossings are completed

Players count their cards.

Winning

The player with the **most cards** at the end of the game wins!

Why Musical Chase?

- Musical Chase helps students:
- Learn music through movement
- Improve listening and reaction skills
- Reinforce music theory concepts
- Engage kinesthetic learners

Teacher Tips

- Use teacher calls to focus on a specific lesson goal
- Mix full runs and selective runs for variety
- Adjust card distribution for pacing
- Emphasize safe movement and tagging