

# Connect-A-Chord

## Game Assembly Instructions

- 1) Print out the game board on heavy-weight cardstock (pages 2-5 of this file). You will need to trim each page and join them. Cut the excess margin off the inside edges of the board (on page 2, this would be the right and bottom edges). Trim the rest of the page to an 8" x 8" square.
- 2) Laminate each individual page, then join with tape on the back of the board.
- 3) Print the game pieces on cardstock (pages 6-8). Cut and laminate each piece.
- 4) Print the "Free Start" cards (pg. 9). Cut and laminate.
- 5) Page 10 includes optional game piece covers to shield each player's current gamepieces from the view of other players. Print enough copies of this page so that you will have one cover for each student playing the game. There are two covers per page. Cut along the middle line of the page, then fold the remaining pieces in half lengthwise. The covers should stand on their own.

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## Playing Instructions

- 1) Before play starts, all players receive 2 "Free Start" cards and 10 lettered gamepieces.
- 2) Choose a player to go first. He or she must use their gamepieces to spell a triad or 7th chord (the teacher may decide what chords are permissible: i.e. major, minor, aug., dim, 7th chords, inversions, etc.) After placing the gamepieces, the player should announce the name and quality of the chord they have spelled.
- 3) Points are awarded for each letter (as noted on the gamepiece). Gamepieces placed on the treble clef symbols earn double letter points. Gamepieces placed on the bass clef symbols earn double chord points.
- 4) Play continues from student to student. Before each turn, students should draw gamepieces so that they have 10 available to choose from.
- 5) If a student is unable to spell a chord using the letters already in play, he or she may play a "Free Start" card and place a new chord anywhere on the board. If the student is unable to play and is not able to choose a Free Start, he or she may pass.
- 5) Play continues until no players are able to spell a chord (or all gamepieces have been used). The student with the most points at the end wins.

# Connect -

A - Chord






			♭			♮
		♮				
	♭					
					♭	

# A - Chord

				♭		
♯						
		♭				
					♯	
	♯					

Connect -

Connect -

A - Chord

# A - Chord

					♭	
		♭				
					♮	
	♮					
				♭		

Comment -









Free Start

Free Start

Free Start

Free Start

Free Start

Free Start

Free Start

Free Start

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