

DIZZY FIFTHS

ASSEMBLY INSTRUCTIONS

To assemble the gameboard, you will need the following materials:

Foam Core Board (cut to 8.5" x 8.5")

Heavy tape (to edge foam core)

Hot Glue or Spray Adhesive

Small Bead

Brass brad (brad prongs should measure approximately double the height of the bead)

Wet erase marker

Print the game board, game board back, spinner and playing cards (pgs. 2-6) on heavy colored cardstock. Cut out pieces and laminate. The finished game board will be an 8.5" x 8.5" square. If you wish, you may also print and laminate the playing instructions (pg. 7) to store with the game.

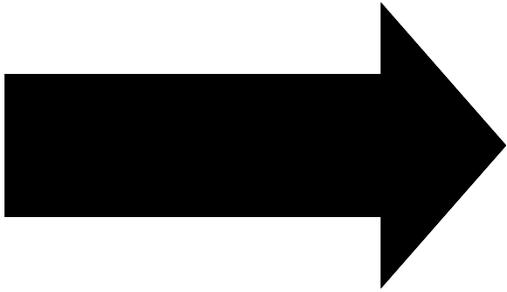
Cut a small hole in the center of the foam core board (this will give the brad prongs space to spin freely). Use tape to seal the edges of the cut foam core (electrical tape works well).

Cut a small slit in the spinner arrow wide enough to fit brad prongs. Punch out the black dot in the center of the game board.

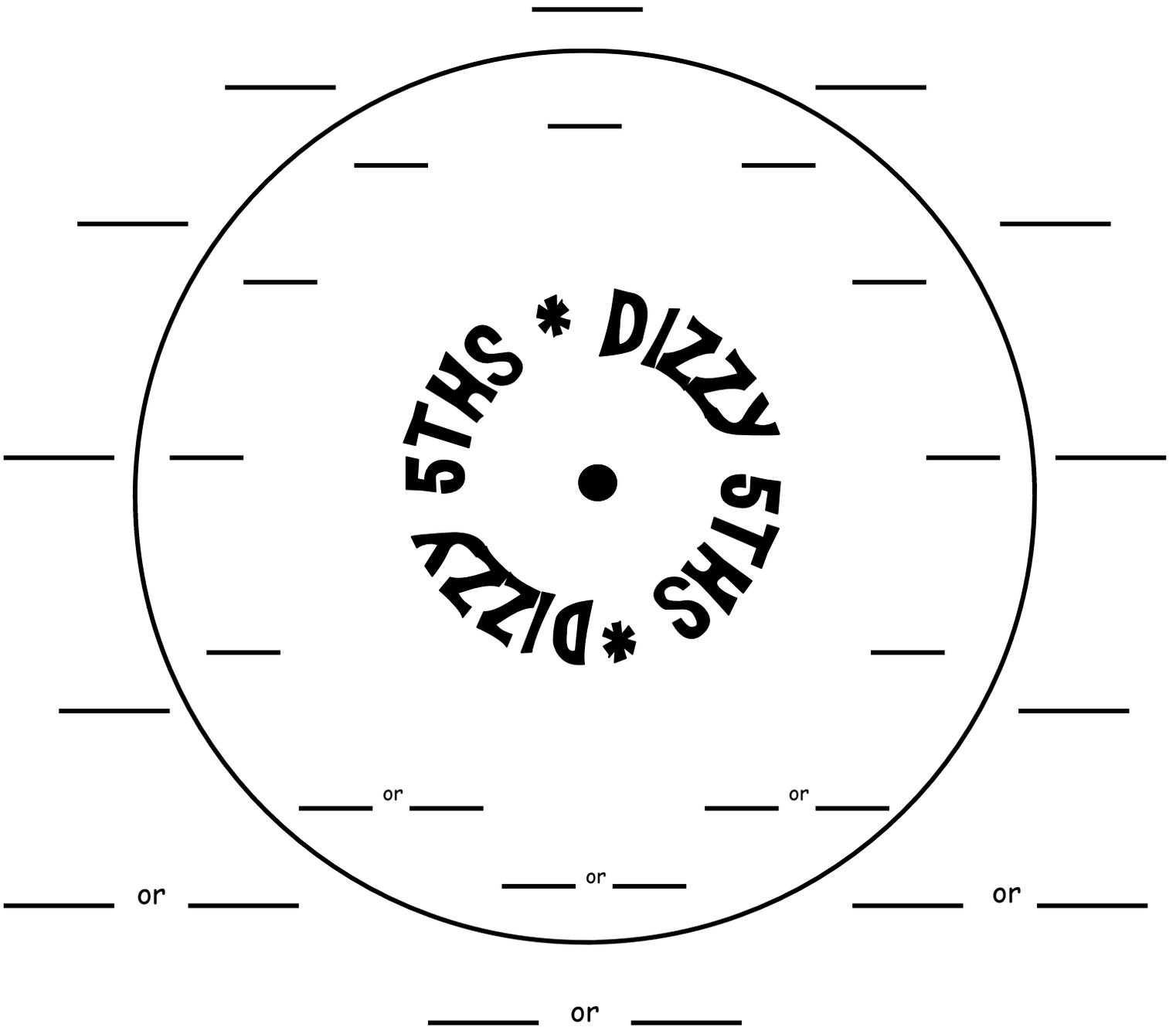
Insert brad through spinner arrow. Thread bead onto brad, then slide arrow assembly through the hole in the gameboard. Open prongs of brad. (Placing a bead between the arrow and gameboard will help it to spin freely). The open brad prongs should be able to spin easily within the cutout space in the foam core board.

Use spray adhesive or hot glue to attach front of gameboard (with spinner assembly), and back of board to the foam core board.

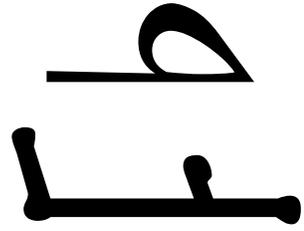
You will be able to write on your laminated game board with wet erase markers.



Cut Board Front along dotted line (will be 8.5" x 8.5")
Cut out arrow spinner



Cut Board Back along dotted line (will be 8.5" x 8.5")
Cut out playing card



F#

C#

G#

D#

A#

E#

B#

F#

C#

G#

D#

A#

E#

B#

Bb

Eb

Ab

Db

Gb

Cb

Fb

Bb

Eb

Ab

Db

Gb

Cb

DIZZY FIFTHS

PLAYING INSTRUCTIONS

Divide players into two teams and decide who will start. Each team will need to have a set of sharp and flat cards, spread randomly in front of them (do not let students line up their cards in order before they start!).

A player from the first team spins the dial and then works with teammates to fill in the major and relative minor key names in the blanks where the arrow lands. If the arrow lands on a key at the bottom of the circle, players only fill in one set of blanks (i.e. either a sharp or a flat key). The other set of blanks will be used on another turn.

Students earn 1 point for correctly naming the major key and 1 point for the relative minor. If they answer incorrectly, the other team may "steal" one or both points and then take their own turn afterward.

Play continues with teams alternating turns. If a player spins and lands on a set of blanks that have already been filled in, BOTH teams race to lay out their cards to show the sharps or flats used in that key. The first team to answer correctly earns 1 point. Play then continues with the other team spinning the arrow. The team with the most points at the end wins!!