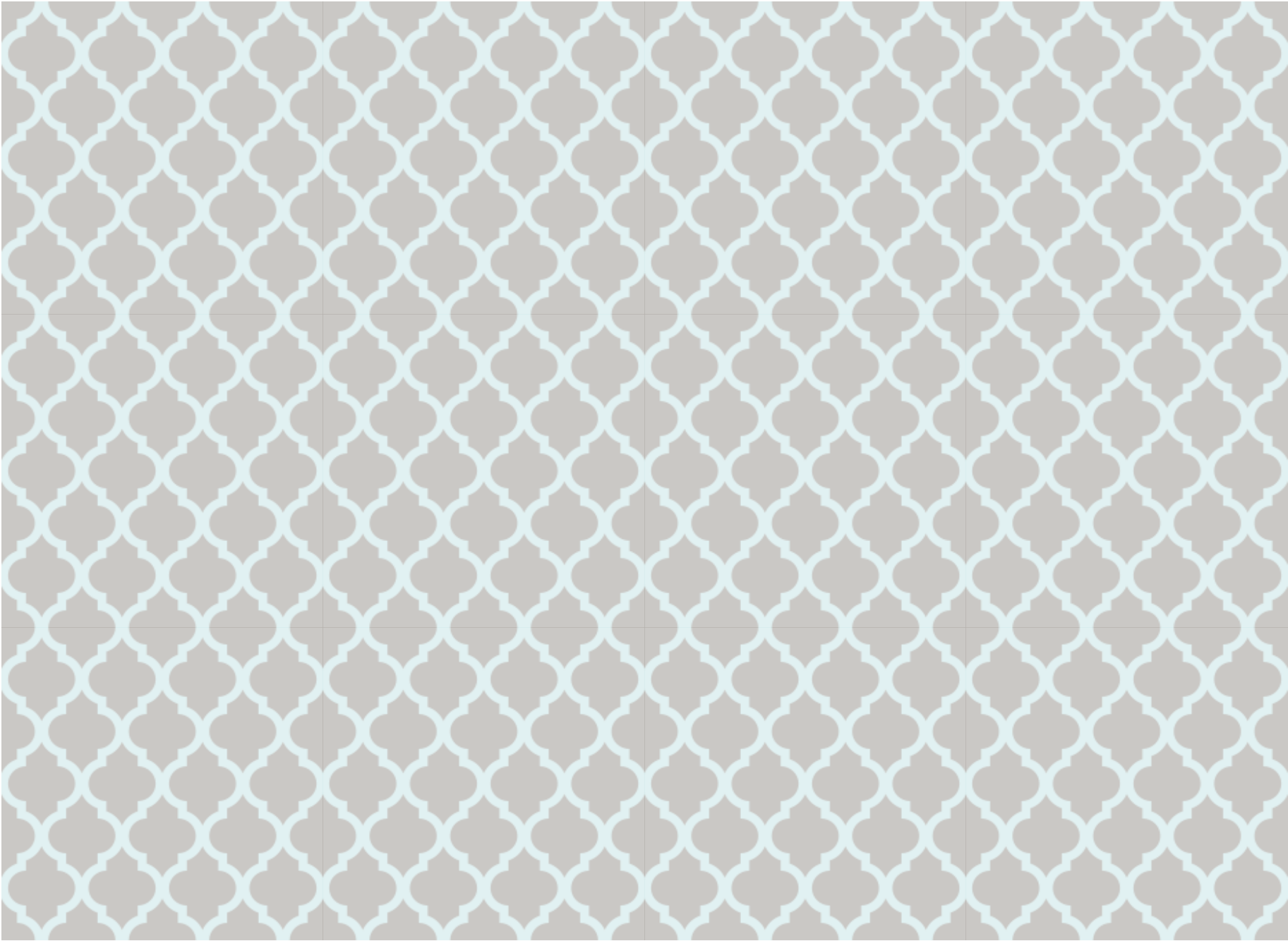




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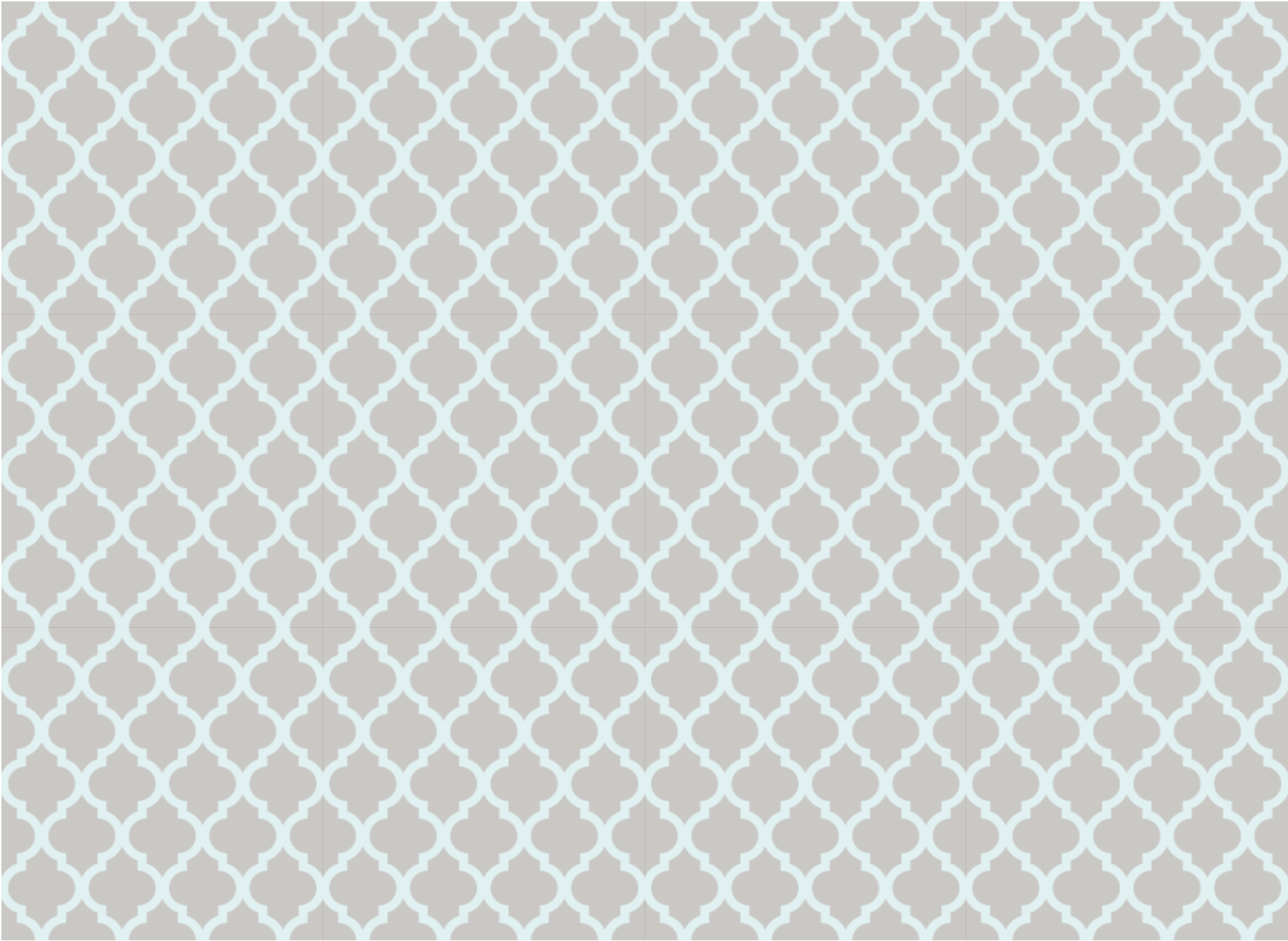












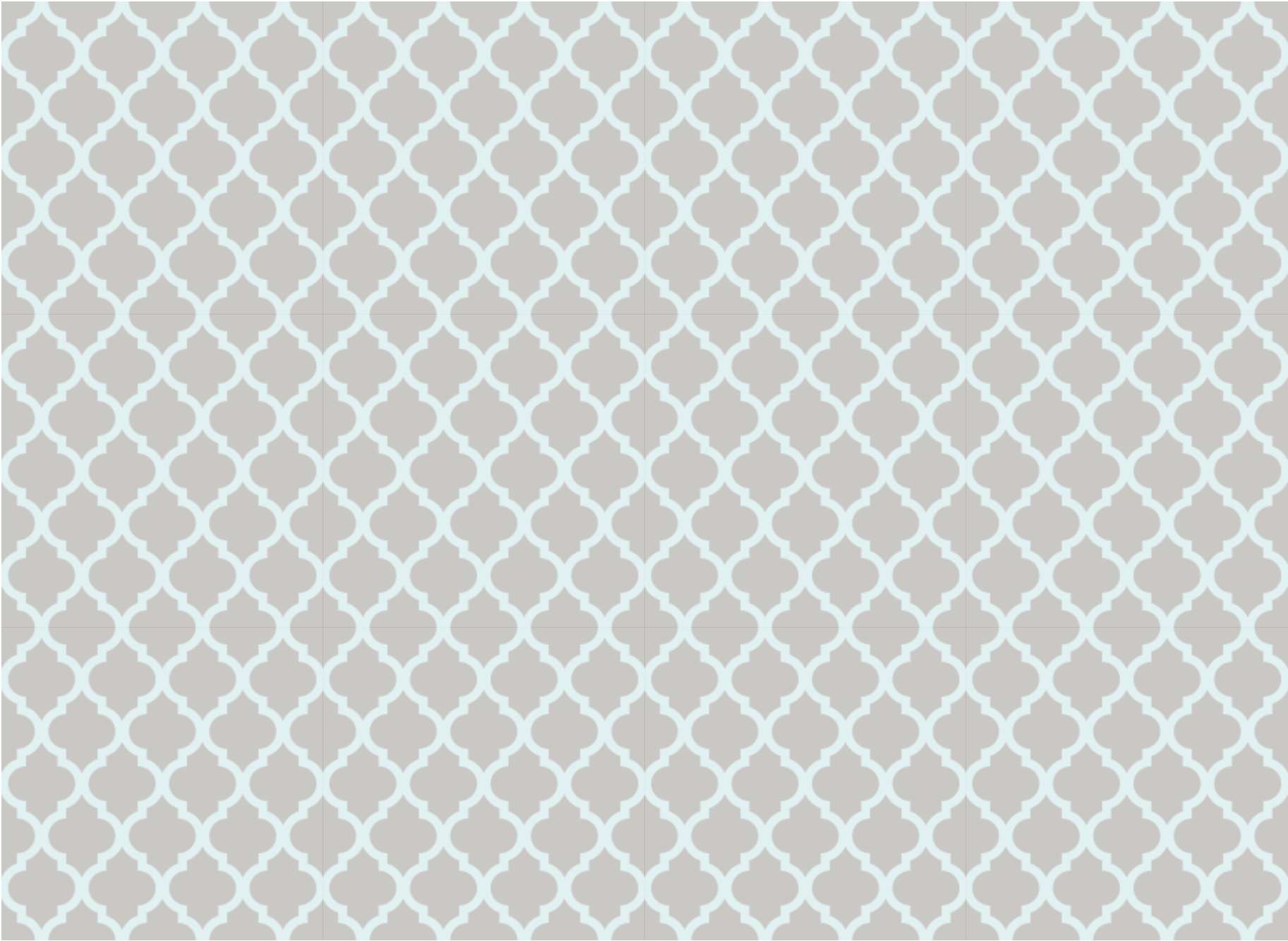


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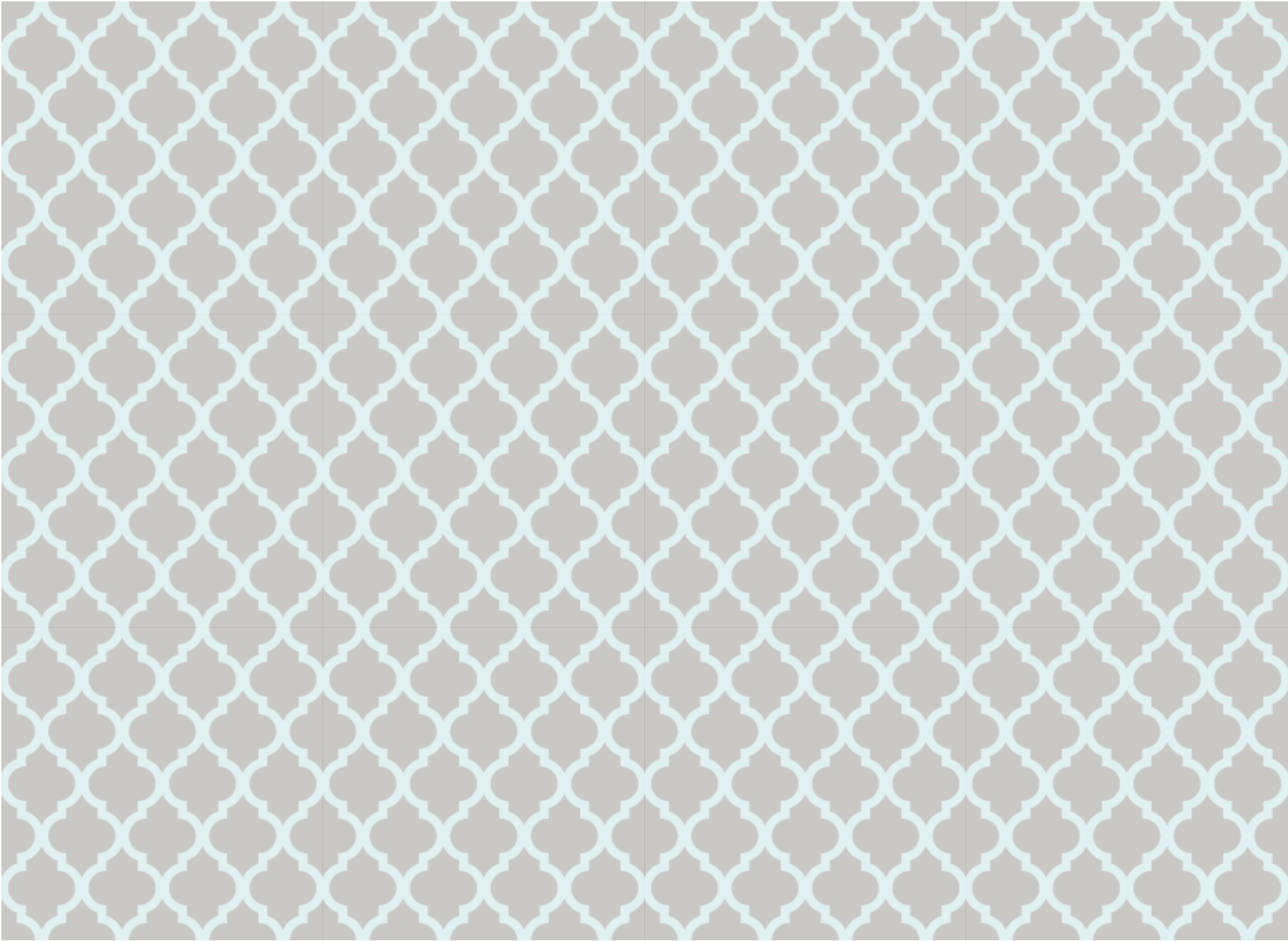
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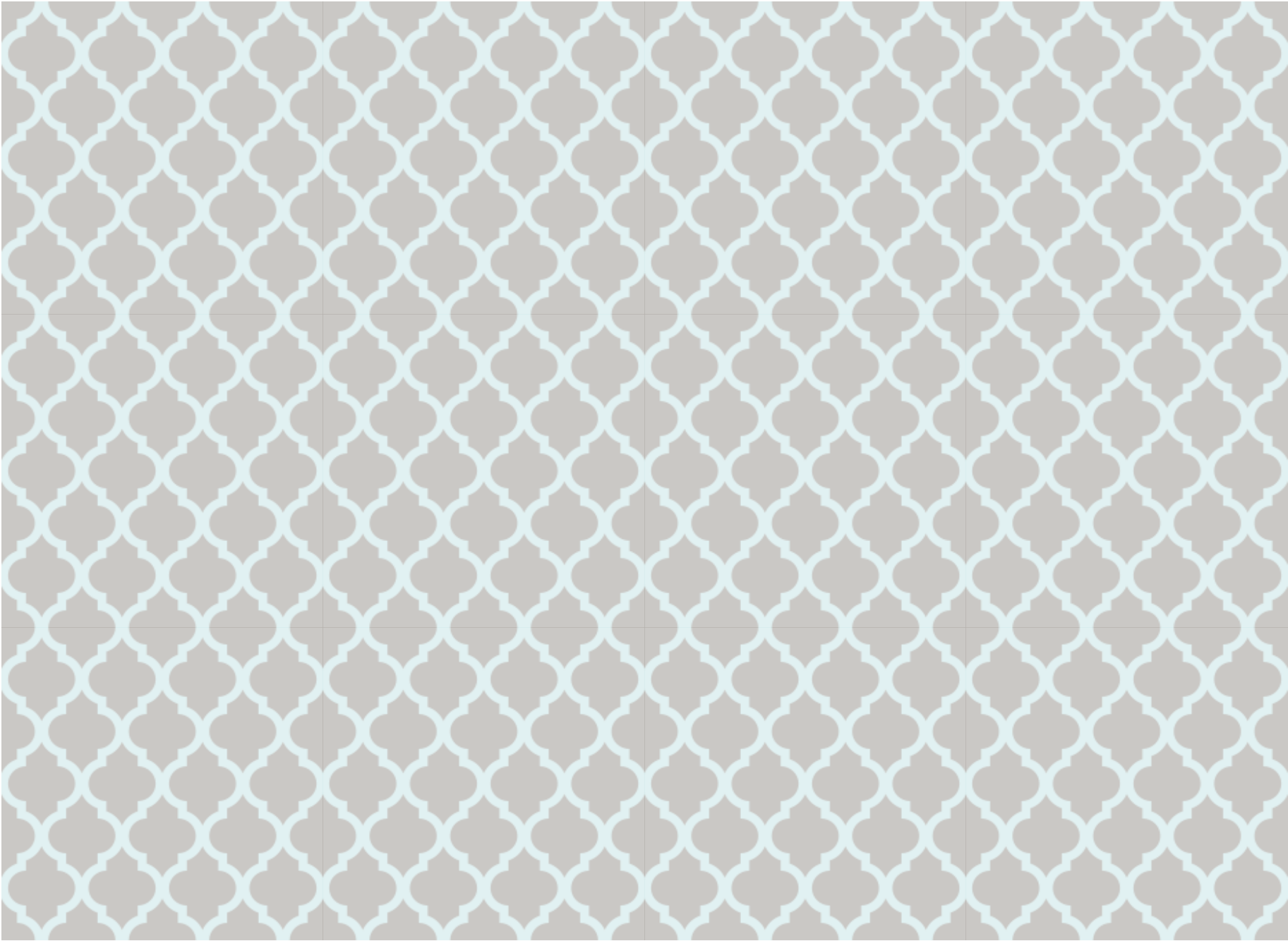
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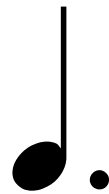
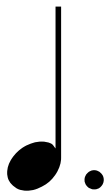
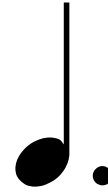
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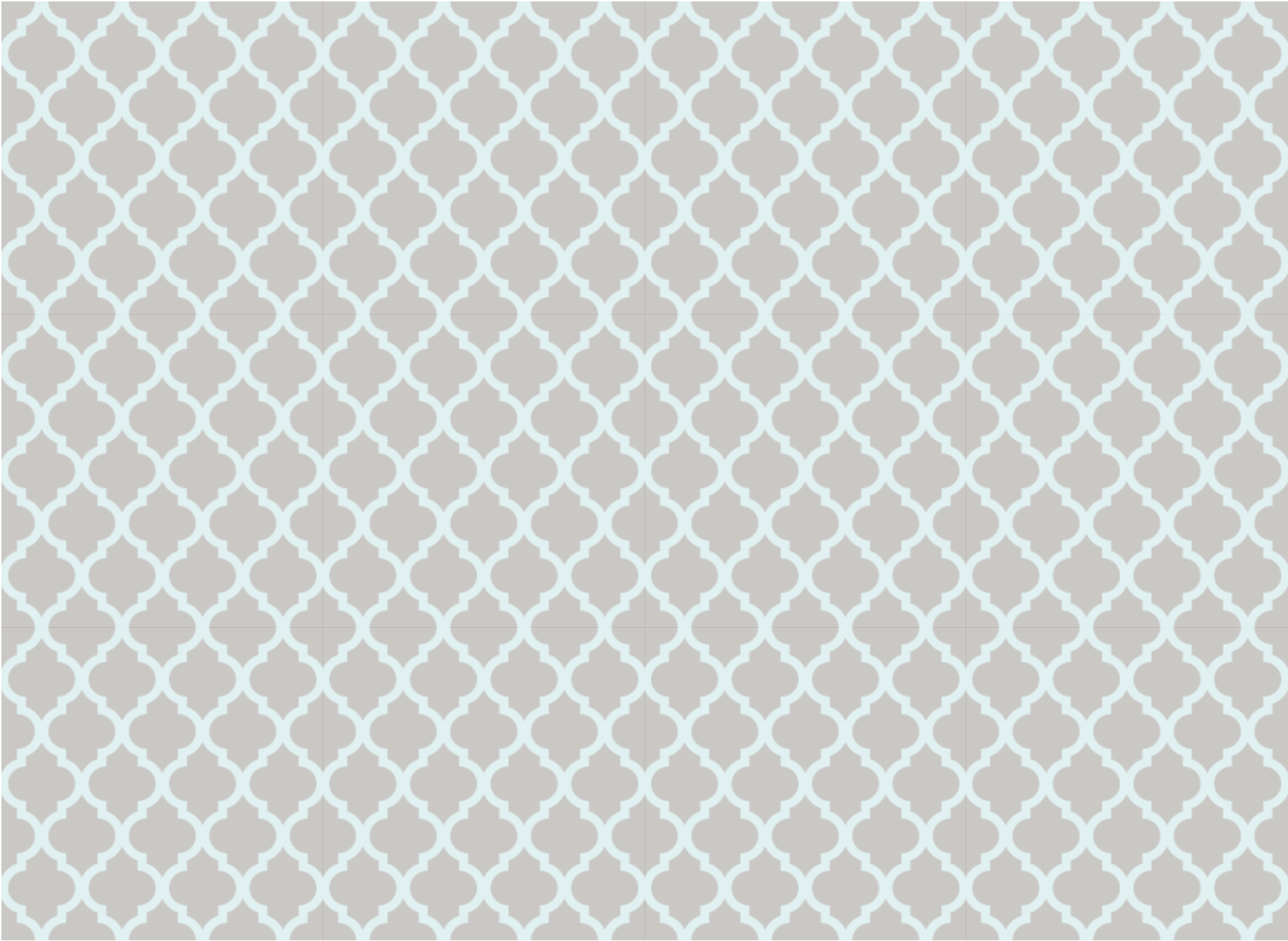






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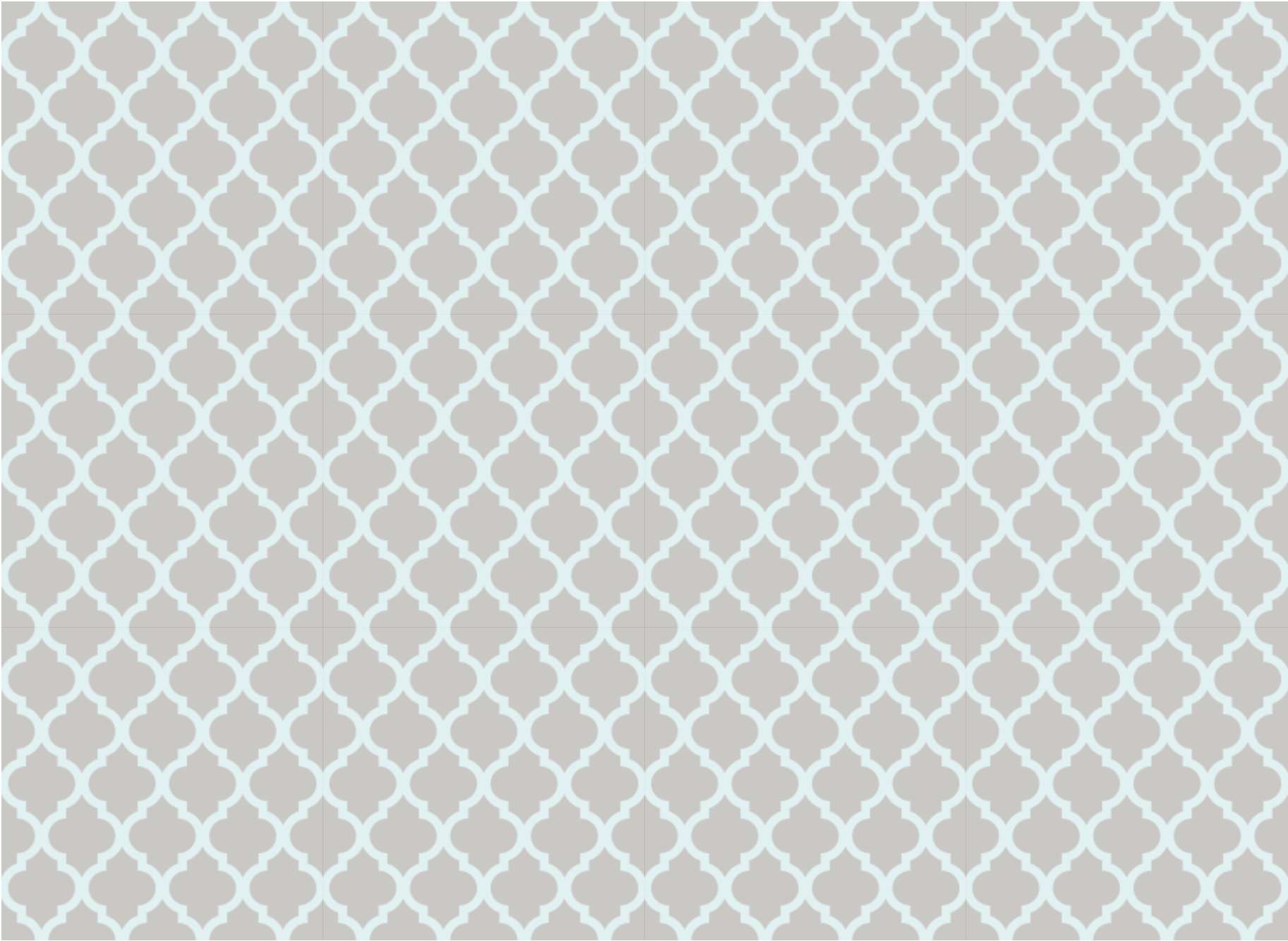






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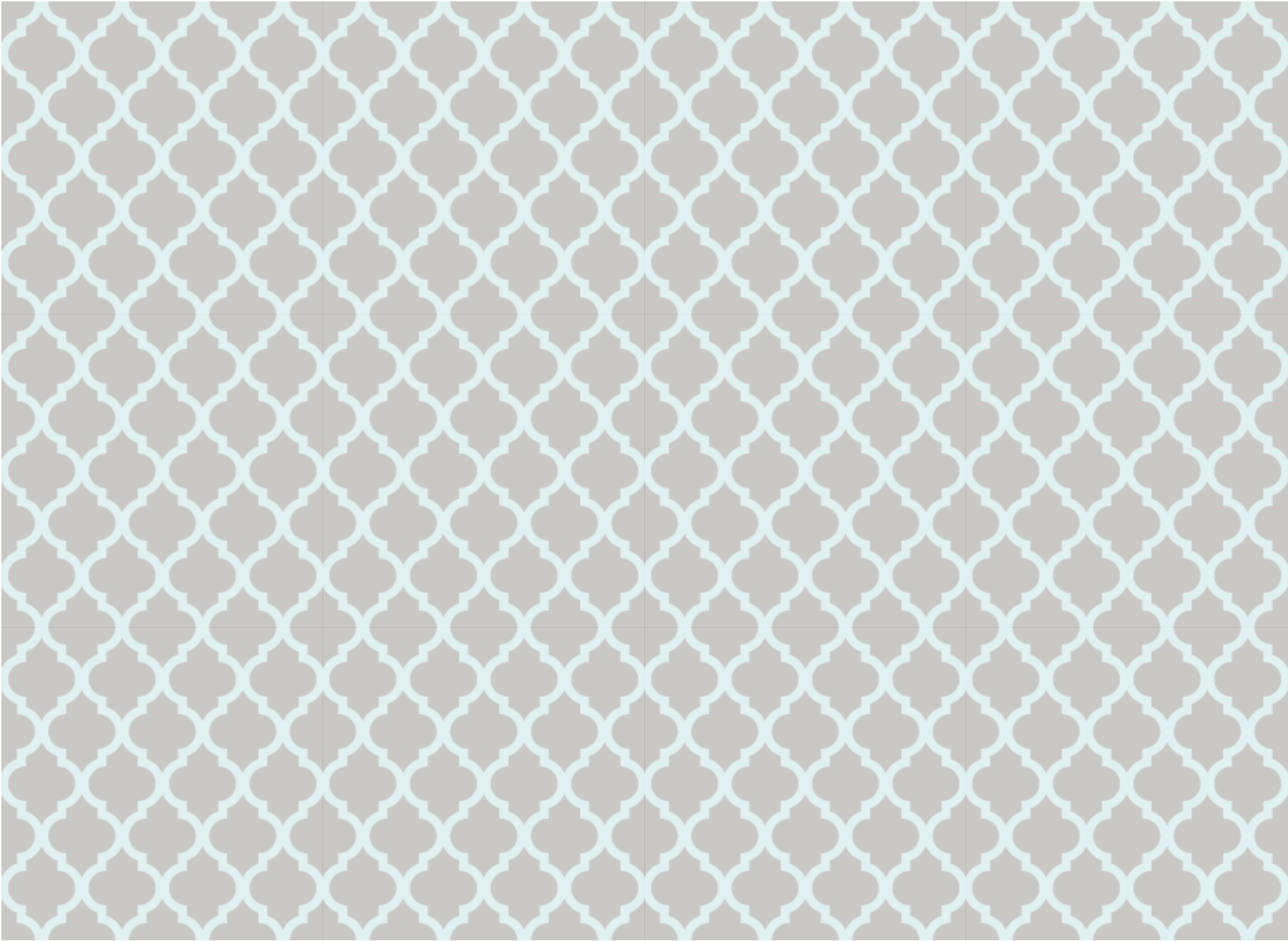






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Musical Playing Cards

By *www.4dpianoteaching.com*

Assembly:

- Print cards front and back, preferably on cardstock. Laminate if desired.
- Cut cards apart on lines.

Directions:

You can use this deck to play many standard card games. Adjust the games to the student's level by removing more difficult note values from the deck.

A couple games to try:

***War:**

- The deck is divided evenly, with each player receiving half the cards, dealt one at a time, face down. Anyone may deal first. Each player places his stack of cards face down, in front of him.
- Each player turns up a card at the same time and the player with the higher note value card takes both cards and puts them, face down, on the bottom of his stack.
- If the cards are the same rank, it is War. Each player turns up one card face down and one card face up. The player with the higher cards takes both piles (six cards). If the turned-up cards are again the same rank, each player places another card face down and turns another card face up. The player with the higher card takes all 10 cards, and so on.
- The game ends when one player has won all the cards.

***Go Fish:**

- The goal is to win the most "books" of cards. A book is any four of a kind, such as four quarter notes, four half notes, and so on.
- The dealer deals the cards clockwise one at a time, face down, beginning with the player to his left. If two or three people are playing, each player receives seven cards. If four or five people are playing, each receives five cards. The remainder of the pack is placed face down on the table to form the stock.
- The player to the left of the dealer looks directly at any opponent and says, for example, "Give me your eighth notes." The player who is "fishing" must have at least one card of the rank he asked for in his hand. The player who is addressed must hand over all the cards requested. If he has none, he says, "Go fish!" and the player who made the request draws the top card of the stock and places it in his hand.
- If a player gets one or more cards of the named rank he asked for, he is entitled to ask the same or another player for a card. He can ask for the same card or a different one. So long as he succeeds in getting cards (makes a catch), his turn continues. When a player makes a catch, he must reveal the card so that the catch is verified. If a player gets the fourth card of a book, he shows all four cards, places them on the table face up in front of him, and plays again.
- If the player goes fishing without "making a catch" (does not receive a card he asked for), the turn passes to his left.
- The game ends when all books have been won. The winner is the player with the most books. During the game, if a player is left without cards, he may (when it's his turn to play), draw from the stock and then ask for cards of that rank. If there are no cards left in the stock, he is out of the game.

*Directions adapted from www.bicyclecards.com