



YOUR MONTHLY GAME RESOURCE
FROM TOPMUSICPRO

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BusyLittleTurtle

PUPPY LOVE



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about the creator

Georgina Wilson is an online piano teacher, resource creator, copywriter, and social media manager.

When she's not teaching her Greenside Music students, you can find her sitting behind her computer screen (usually with her cat next to her) writing and creating content for TopMusic, or creating games for BusyLittleTurtle.

Georgina's other passions are playing board games with her family, playing video games with her partner, watching (and trying to solve) murder mysteries, and needle-felting.

For more information about Georgina, check out [busylittleturtle.com](https://www.busylittleturtle.com)



about this collection

Puppy Love

Put your students' understanding of sharps and flats to the test with this super cute puppy-themed game!

Race around the board (there are various different routes you can take) by identifying the note on the question card and finding the correct key on the piano grid to know how many spaces to move.

First to the finish line is the winner!

PUPPY LOVE



Scan the QR code for more music resources!

PREPARATION

1) Print out the game board, piano grid, question cards, and playing pieces. *I suggest printing on card or laminating the individual components.*

2) Cut out the question cards and piano grid.

3) To make the playing pieces simply cut around the solid lines and fold backwards along the dotted lines so the character stands up.

HOW TO PLAY

- 1) Each player places their playing piece on the 'Start' puppy in the top right corner.
- 2) Youngest player goes first. They pick up the first question card and identify the note on the card. They then find that note on the piano grid. They count the number of paws on the piano key and move forwards that many spaces.

SPACES EXPLAINED:



= Move forwards one space



= Have another turn



= Move backwards one space

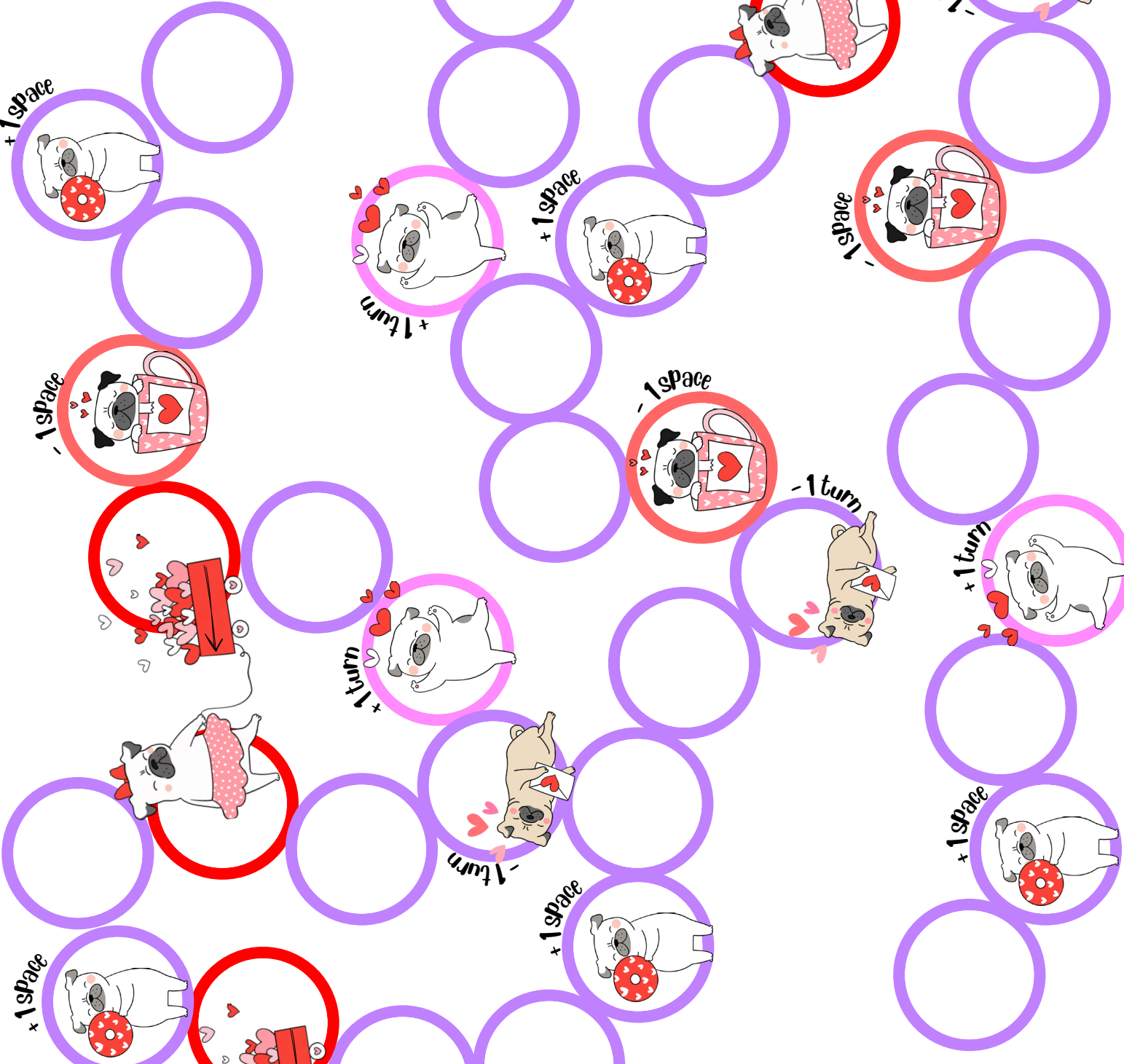


= Miss a turn



= Follow the puppy to the new space

- 3) Play continues until one player reaches the 'End' puppy and is therefore the winner!



+ 1 space

- 1 space

- 1 turn

+ 1 turn

+ 1 space

- 1 space

- 1 space

- 1 space

- 1 turn

+ 1 turn

+ 1 turn

- 1 turn

+ 1 space

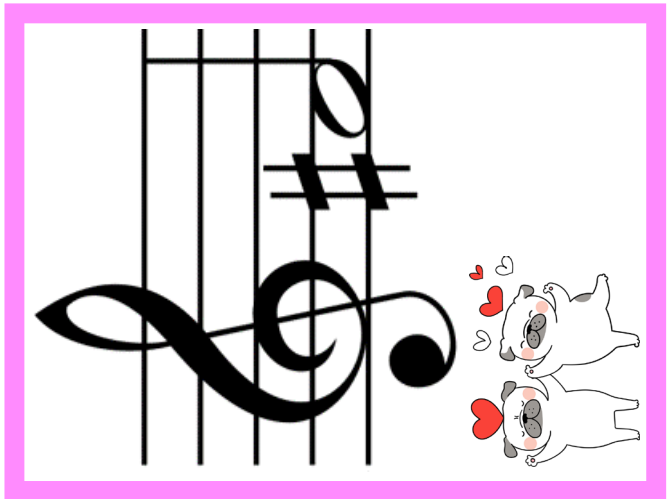
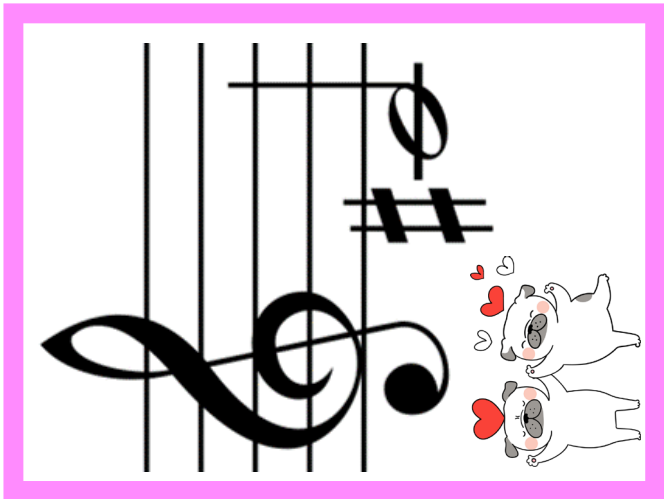
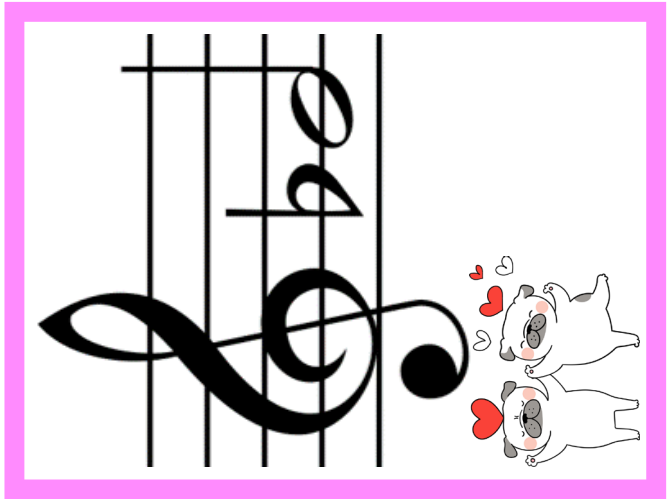
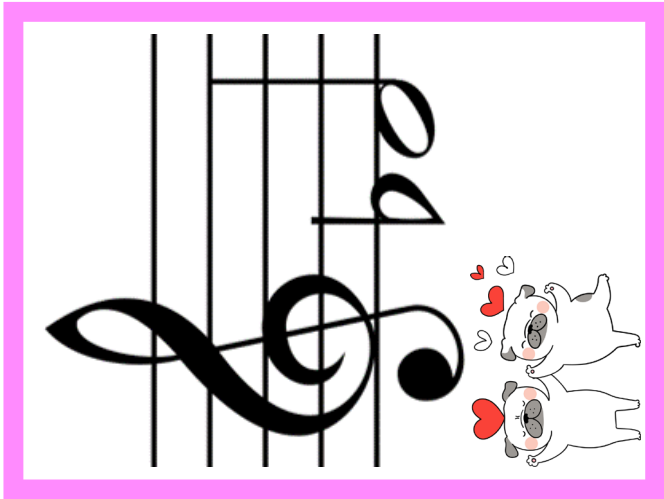
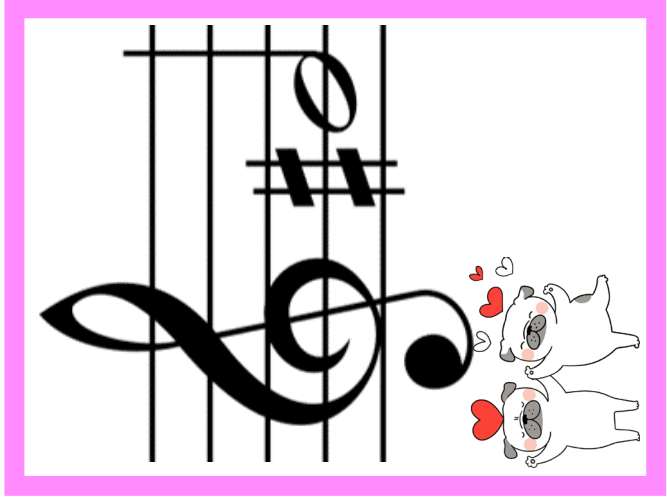
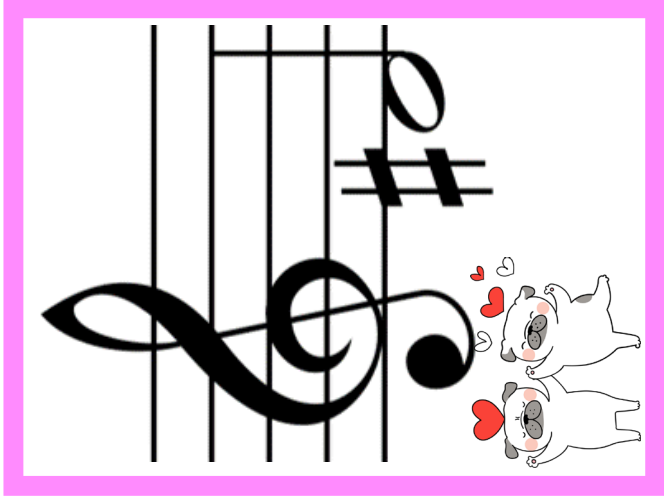
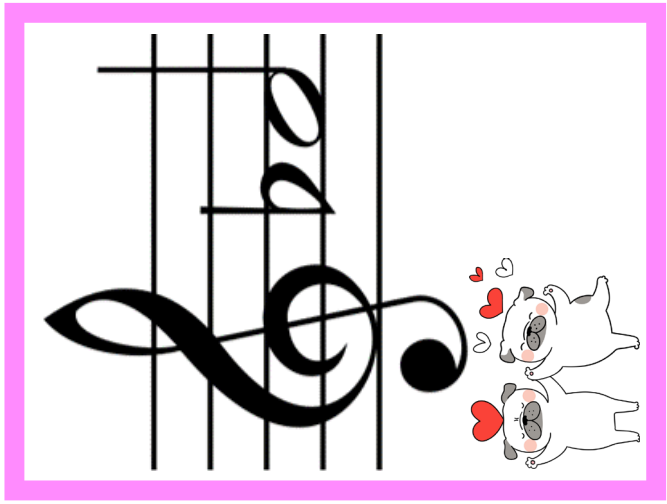
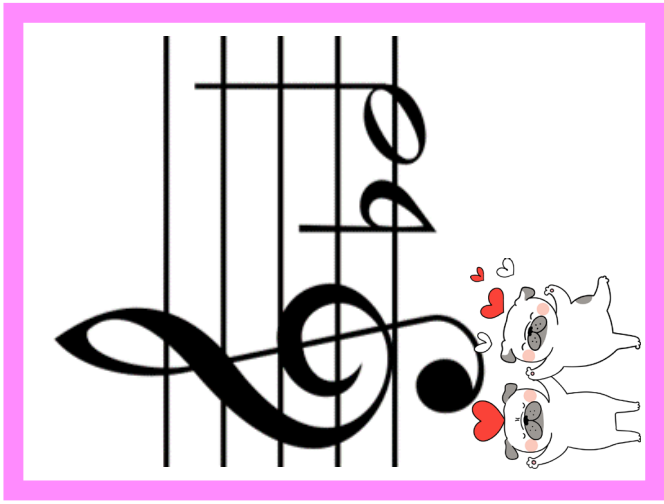
x 1 space

+ 1 space

x 1 turn

- 1 turn

End



1) Pick up the note reading card

2) Identify the note

3) Find that note on the piano

4) Count the paws on the piano key

5) Move forwards that many spaces

