



### Message from the designer, Amy Gordon:

Thank you for purchasing Escape Tone – A Music Theory Escape Game! I am thrilled to combine two loves of mine: Music Theory & Escape Games. Escape Games are a great way for players to solve puzzles, gather clues, and apply their knowledge of a particular subject. My hope with this Music Theory Escape Game is to give early Music Theorists an entertaining yet highly educational experience where they can take ownership of their knowledge and have fun applying it to finish the Game.

### Target Group:

- Early learners of music theory
- Students in Private Lessons, Choir, Ensemble, or General Music Instruction
- Anyone looking for a fun game with Music Theory

### Knowledge Needed to Finish the Game:

- Basic fluency with note-reading involving all notes on the Grand Staff
- Knowledge of the Treble Clef and Bass Clef
- Identification of and moving by intervals, including 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup>, 6<sup>th</sup>, and 7<sup>th</sup>
- Basic note values—whole, half, and quarter note values
- Familiarity with basic score reading—measure numbers, tempo markings, dynamics, stem directions
- Basic familiarity with Key Signatures, the Circle of Fifths, and recognizing sharps and flats

**Number of Players:** Can be played individually or in teams (recommended size of 2-4 per team)

**Suggested Time Limit:** 30-60 Minutes (depending on age level)

**Pages to Provide Player:** Provide the **Escape Tone Game PDF** included with purchase/download

**License Included with Purchase:** As noted below, a multi-copy license is automatically included with the purchase of this game, which allows the purchaser to print as many copies for use within a single studio, classroom, or ensemble. The electronic PDF and the puzzles contained within it are solely for use by the purchaser and may not be shared under any circumstances.

Companion Google Form where students can enter answers and receive extra clues and feedback:

<https://forms.gle/C562uXX9VrKqJhxQA>

 Companion SoundCloud Playlist with original audio examples and a mini-soundtrack:

<https://soundcloud.com/amygordonmusic/sets/escape-tone-a-music-theory/s-KaB4plEmArd>

Story & Puzzles: Amy Gordon

Cover Artwork and Treble G: Ariana Stultz

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### Instructions for the Teacher or Game Leader:

This game is designed to be played in a wide variety of settings, including in-person, hybrid, and virtual classrooms. The game can be played individually or in teams, either in-person or digitally. The game can be made even more exciting by setting a time limit or seeing which team finishes first! Provide each player with the Escape Tone Game PDF included with download. Feel free to have fun with the story and include your own visuals or audio examples. Here are some ideas for each puzzle:

**Narration:** Feel free to make the story-reading as dramatic or entertaining as you see fit! Multiple copies of Treble G are provided on pg. 6, if you would like to cut them out, laminate (for repeat use), and provide one to each student or team to aid in puzzle solving. If you have a white board with staff lines, you could move Treble G around as it moves throughout the story.

**Puzzle #1:** You could play each of the words to help students hear the notes. Students can sight-sing the notes on solfege or play each word on their instrument.

**Puzzle #2:** If the students have access to a white board, they could practice moving up and down by intervals first. The students could each have a large blank staff and a moveable whole note marker (such as a checker, bottle cap, quarter, etc.) to help visualize the interval leaps.

**Puzzle #3:** You could introduce the Circle of Fifths and reinforce how to tell time on a clockface.


**Puzzle #4:** This puzzle would be a great way to reinforce musical notation, especially engraving rules. The students could practice writing quarter and half notes on the Treble and Bass Clef, paying attention to the correct stem direction.

**Puzzle #5:** You can introduce the Tempo Chart on pg. [##] and give a quick lecture on the history of the metronome. It could be fun to practice saying all the tempos in the speed they represent (saying *adagio* slowly or *vivace* quickly, etc.). You could find pieces in the six tempos involved in this puzzle and have the students move to the tempo. The students could experiment with a metronome or metronome app to hear the relationship between tempo and BPM settings.

**Puzzle #6:** This puzzle would be a good opportunity to reinforce dynamics, referring to the Dynamics Chart on pg. [##]. The students can act out and mimic the dynamic level of each item, such as purring quietly for the sleeping kitty or making loud train noises for the steam train.

**FINAL PUZZLE:** It is suggested that the teacher keeps an eye on student progress and provide hints to any students who are stuck or seem frustrated. Feel free to play the final **Ode to Joy** arrangement and have the students sing the melody on solfege or play along on their instrument if possible.

Companion Google Form: <https://forms.gle/C562uXX9VrKqJhxQA>

 Companion SoundCloud Playlist with original audio examples and a mini-soundtrack:  
<https://soundcloud.com/amygordonmusic/sets/escape-tone-a-music-theory/s-KaB4plEmArd>

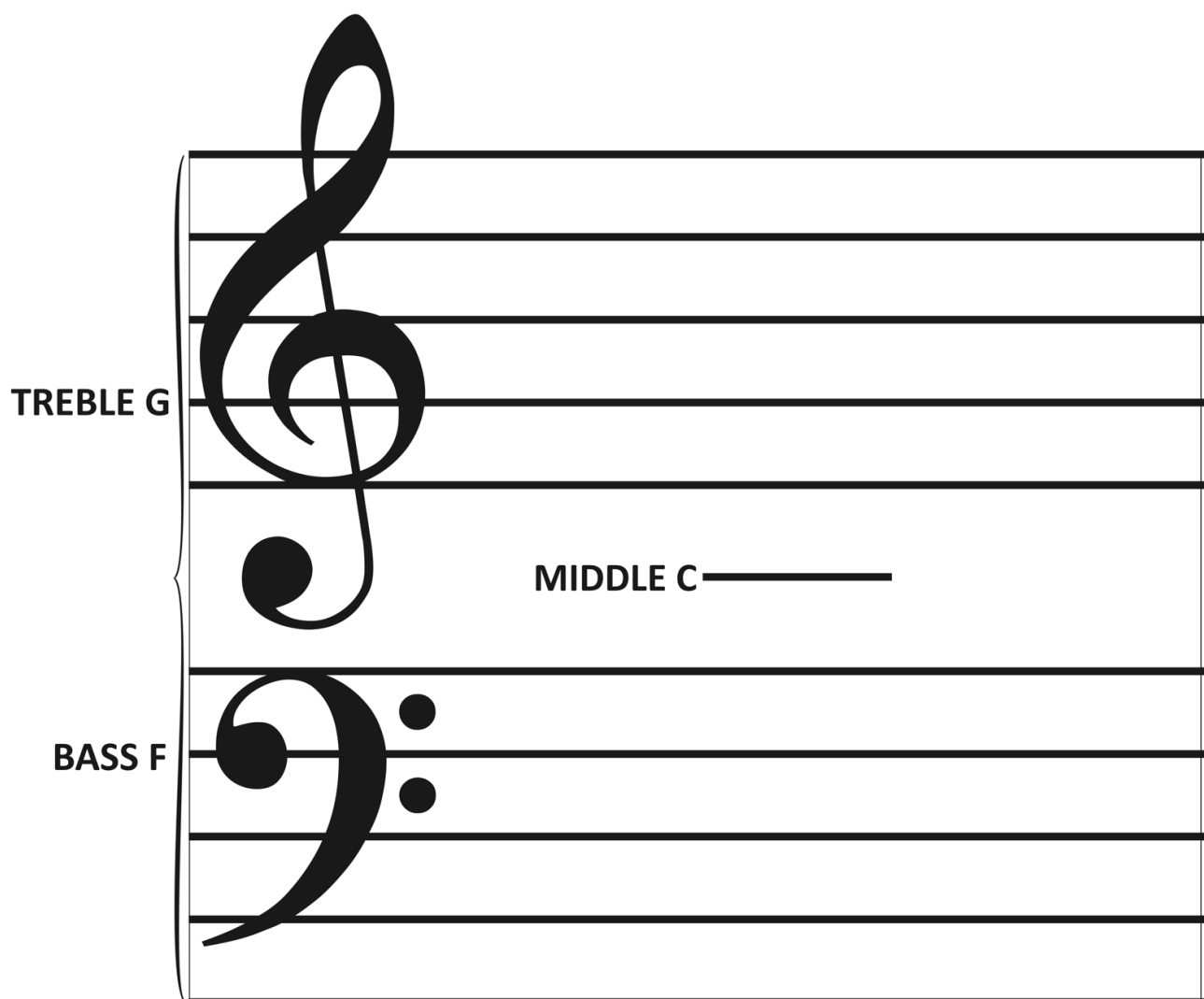
## HELPFUL INFORMATION

### Tempo Chart

<b>TEMPO NAME</b> (from slowest to fastest)	<b>ENGLISH MEANING</b>	<b>BEATS PER MINUTE (BPM)</b> <i>Note: These may vary.</i>
Larghissimo	Extremely Slowly	Under 20 BPM
<b>Adagissimo</b>	Very Slowly	
Grave	Very Slowly & Solemnly	BPM = 20-40
Lento	Very Slowly	BPM = 40-45
Largo	Slowly, Broadly	BPM = 45-60
<b>Adagio</b>	Slowly	BPM = 56-66
Adagietto	A little faster than Adagio	BPM = 66-70
<b>Andante</b>	Walking Pace	BPM = 70-84
Moderato	Medium Tempo	BPM = 84-98
<b>Allegretto</b>	Moderately Fast	BPM = 98-110
<b>Allegro</b>	Quickly & Happily	BPM = 110-132
Vivace	Fast & Lively	BPM = 132-140
Vivacissimo	Very Fast & Lively	BPM = 140-150
<b>Allegrissimo</b>	Extremely Fast	BPM = 150-168
Presto	Extremely Fast	BPM = 168-178
Prestissimo	Even Faster!	BPM = 178-beyond

### Dynamics Chart

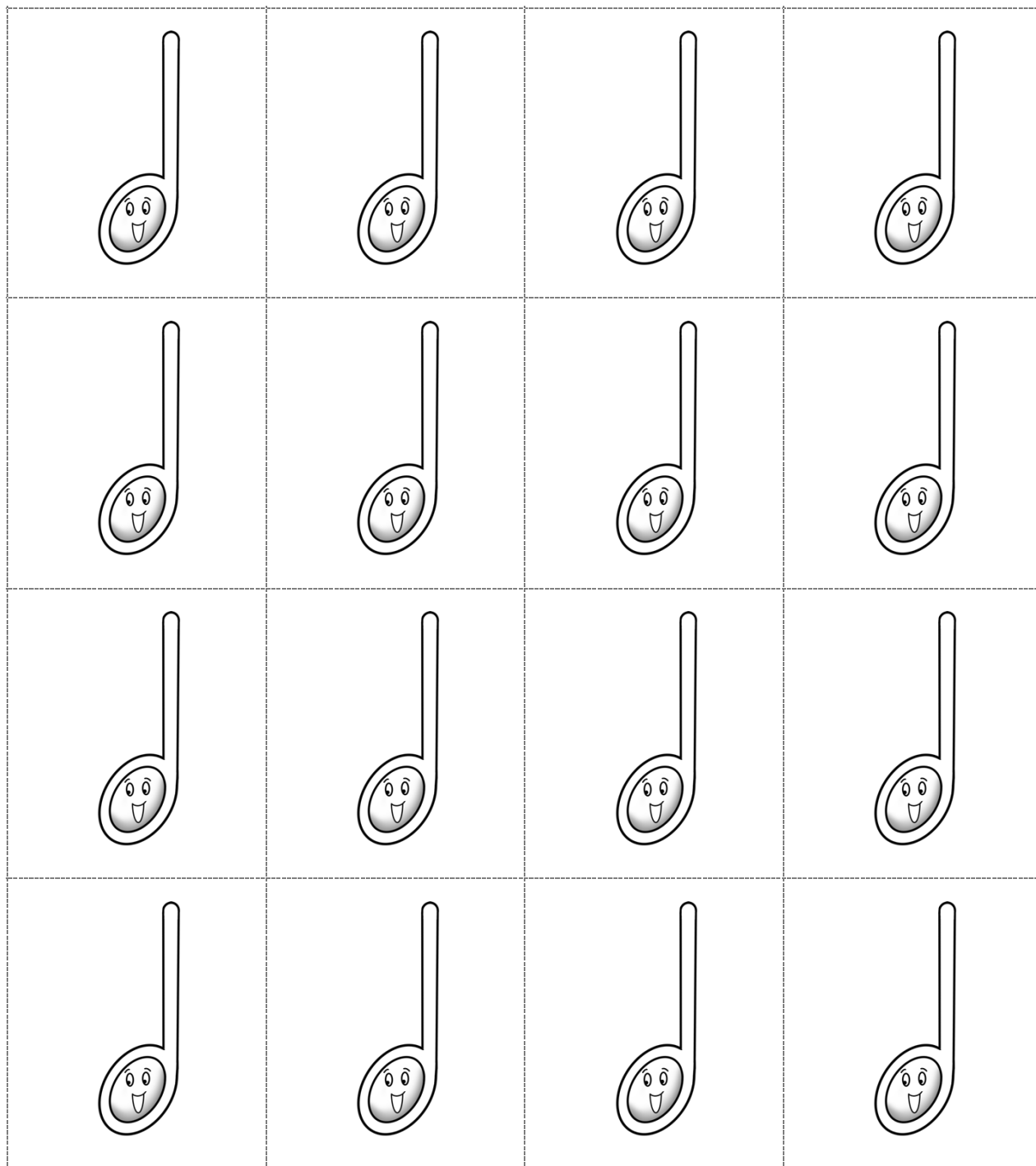
<b>DYNAMIC MARKING</b>	<b>MEANING</b>
<b><i>ppp</i></b>	Extremely Quiet
<b><i>pp</i></b>	Very Quiet
<b><i>p</i></b>	Quiet
<b><i>mp</i></b>	Medium Quiet
<b><i>mf</i></b>	Medium Loud
<b><i>f</i></b>	Loud
<b><i>ff</i></b>	Very Loud
<b><i>fff</i></b>	Extremely Loud

**Blank Grand Staff**

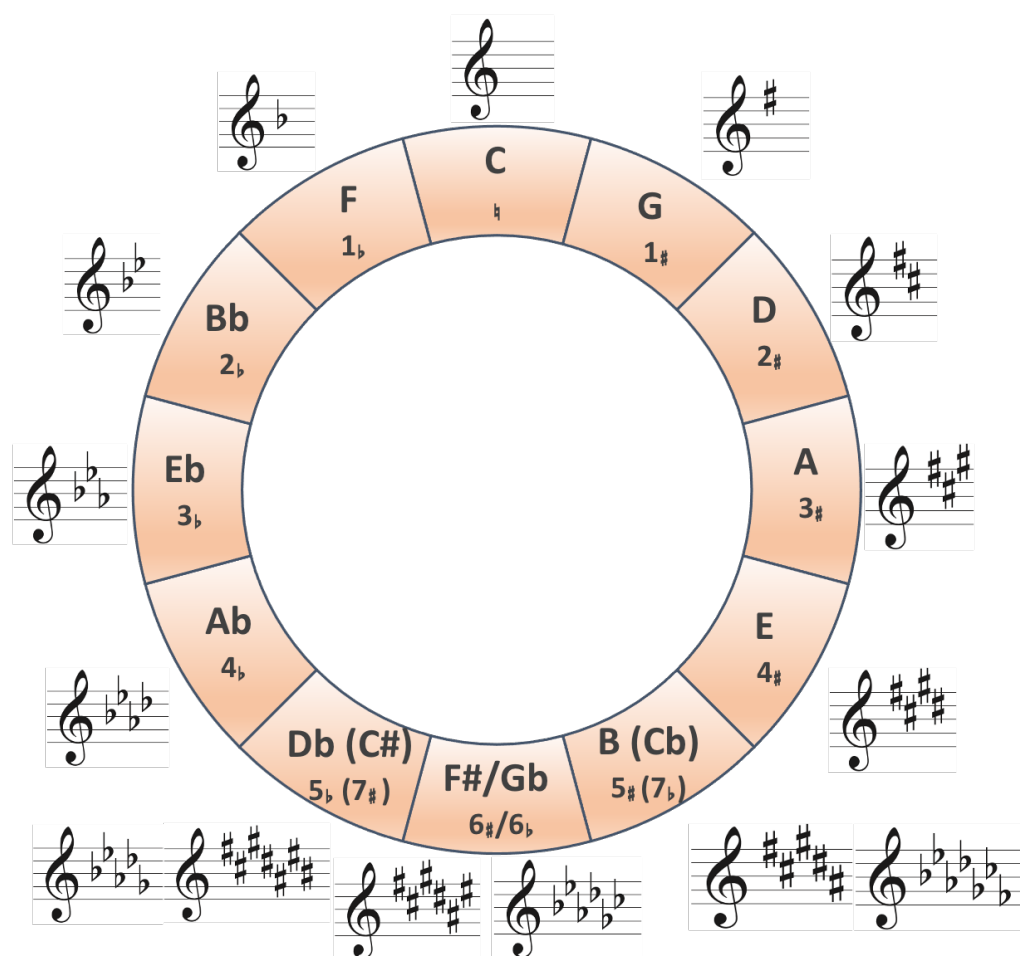
**TREBLE G**—Color me, cut me out, and move me around the Grand Staff to help you solve clues!



**Multiple Treble G's**—If playing the game in teams or as a class, use this page to cut out, laminate (if desired for repeat use), and provide each student or team with their own Treble G. Treble G matches the size of the lines and spaces of the provided Blank Grand Staff so the students can move the figure around to help solve the puzzles.



## CIRCLE OF FIFTHS



## ANSWER KEY—FOR TEACHER OR GAME LEADER REFERENCE

### Puzzle #1:

Word 1: FEED | Word 2: EGG | Word 3: CAFÉ | Word 4: DECAF | Word 5: BAGGED

Which note appears in all of the above words? **E**

How many times does it appear in total? **6**

**Puzzle #2:** The correct notes are E→B→D→C→G→B→C→F→G→C

What letter/note did you end up on? **C** (Middle C)

How many of this letter did you land on in total? **3**

**Puzzle #3:** The correct clockface has both hands pointing to 2:10 or D Major.

Circle whether TG's watch points to Sharps/# or Flats/b: **SHARPS (#)**

Circle how many Sharps (#) or Flats (b) this time has: **2**

### Puzzle #4:

What note's stem is pointing in the correct direction? **E**

In which measure number does this note appear? **1**

**Puzzle #5:** The correct order from slowest to fastest is:

1. Adagissimo
2. Adagio
3. Andante
4. Allegretto
5. Allegro
6. Allegrissimo

Once put in order, what number is Allegretto? **4**

What letter do all these Tempo markings start with? **A**

**Puzzle #6:** The correct dynamics are: ***p — f — p — p — f — f — p — p***

Circle the dynamic marking you found the most of: ***p (piano)***

How many of this dynamic marking did you circle?: **5**

**FINAL PUZZLE:** The final six letters are (in order of Puzzles): E, C, S, E, A, P

CODE = ESCAPE

Clues: The colors, numbers, and shapes that appear in each puzzle match with the corresponding line in the FINAL PUZZLE.