



Suzuki Piano Studio

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Home Practice Ideas and Games 1

For ages 4 and up.

Counting Game: Have the numbers 1 to 10 (or more) on cards. Each time a song is played, let the child put up a number, starting with number one. See how far they can count in one practice session.

Alphabet Game: This game is just like the counting game except letters are used instead of numbers. As a piece is played, put up a letter. Start with A and go through the alphabet. Other days start with another letter. After the practice session, go over the letters and count how many they earned. Can they get the whole alphabet in one practice session?

Building Names: Have cards with letters on them or a pencil and paper ready. Each time they play a song, set out or write a letter, spelling the name of someone in the family or another word of choice.

Punctuation: Have cards prepared with punctuation marks on them. Each time a piece is played put the appropriate punctuation mark up. Period=made it through the piece without breaks. Quotation Marks=The best it could be. Comma=Had breaks and pauses. Question Mark=Not too good. Exclamation Point=Super great.

Mathematics: This game is the same as Punctuation except math signs are substituted. Plus=Good playing. Minus=Not so good. Multiplication sign=Extra good. Division sign=Broken up, breaks or stops. Equal sign=The best that could be done.

Dominoes: Each time a piece is played, a domino is set up. Make straight lines or creative curves all around the piano bench. When the practice session is over, knock 'em down. If you don't have dominoes, use boxes of household items.

Checkers: Line up as many checkers as there are pieces to be practiced at one end of the checker board. Each time a piece is played, move a checker forward according to how the piece was played. A great performance would be a triple jump, an average performance would be a slide forward, and a terrible performance would be a slide backward. See if all the checkers can make it across the board to become Kings!

Tic-Tac-Toe: Using a piece of paper, dry erase board, etc., make a tic-tac-toe playing area. Determine who will be O's and who will be X's. If the piece is played correctly, the child puts up their mark. If a piece is played correctly 3 times in a row, they put up 3 successive marks and a

win. If the performance doesn't meet the criterion, then Mom/Dad gets a mark. Keep track of how many games your child wins, Mom/Dad wins, or the cat wins!

Merit Buttons: Buttons or poker chips work well for this. Each color of chip stands for so many points. Blue=25 points Red=15 points White=10 points. Divide the responsibilities of a practice session and give each one a point score. Practicing without being told=25 points. Practicing a song 5 times=10 points. Perfecting a song=15 points. Memorizing a song=20 points. Practicing each song required=25 points. As the child performs according to the requirements, he puts the chip of equivalent value into a container. He should have some goal to work towards, such as 1500 points he gets to do something special (go to a movie, the zoo, etc.).

Nickel Day: Once a month you could have Nickel Day (or M&M day, etc.). For each piece played correctly the child gets a nickel. Or if there is a really tough spot to master, the child gets a nickel every time that spot is done correctly.