

NOTE SPEED

NoteSpeed Essentials

Instructions, worksheets, and more



Materials by
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NOTE SPEED

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NoteSpeed is a fast, competitive, and hands-on card game for one or two players published by CNT Creations. It teaches the notes from Low C to High C in seven sequential levels.

Why should I use NoteSpeed with my children or students?

- It’s a fun way to learn how to read music.
- Most music students have holes in their note reading.
- It can be practiced at home individually or played with a partner.
- Flashcards are boring and time consuming.
- It teaches the natural pattern of note reading instead of by thirds or skips on the staff.

For videos and more resources, visit <https://pianopronto.com/notespeed/>

NOTE SPEED

Instructions

Instructions for NoteSpeed Primer Level

This level uses the letters A, B, C, D, E, F, and G. This level of NoteSpeed is designed to help students learn their musical alphabet as well as learn what is before and after each letter. In the musical alphabet, A is after G and G is before A.

Object of the Game: To be the first player to get rid of all of their cards.

Instructions for Two Players:

Shuffle and deal out 5 cards to each player. Divide the rest of the cards between the “extra” pile and the “stuck” pile. In this level, there will be 4 cards in the stuck pile and 7 cards in each extra pile.

Play begins with the youngest player turning over a card from the stuck pile.

There are no turns. The players play their cards as fast as they can. You can play a card that is the same as the card showing or directly above or below it. For instance, if there is an E showing, a player can play D, E, or F. If there is an A showing, a player can play G, A, or B. Players keep only 5 cards in their hand at all times. When they play one or more cards, they can draw from their extra pile. Try to use as many cards in your hand before you draw.

Players need to say the notes out loud as they play their cards. This helps with note retention and also lets the other player know what notes are being played.

If at any point during the game both players are stuck and cannot play, the youngest player will turn over a card from the stuck pile and play continues. If they run out of cards from the stuck pile, turn over all cards that have been played, shuffle to create a new stuck pile, and continue play. The first player to get rid of all of their cards is the winner.

Instructions for One Player:

For individual play, follow the same instructions, but deal yourself out only 5 cards. Put the rest of the cards in a pile that will serve as both your stuck pile and your extra pile. Go through the deck as quickly as you can.

NOTE SPEED

Instructions

Instructions for NoteSpeed Levels 1–5

These levels of NoteSpeed are designed to help students learn notes quickly and to gain a greater understanding of the order in which notes are organized on the staff. Please refer to the “Stuck Sheet” to find out which notes are used in each level.

Object of the Game: To be the first player to get rid of all of their cards.

Instructions for Two Players:

Shuffle and deal out 5 cards to each player. Divide the rest of the cards between the “extra” pile and the “stuck” pile. In Level 1, there will be 4 cards in the stuck pile and 13 cards in each extra pile. In Levels 2-5 there will be 4 cards in the stuck pile and 9 cards in each extra pile.

Play begins with the youngest player turning over a card from the stuck pile. There are no turns. The players play their cards as fast as they can. You can play a card that is the same as the card showing or directly above or below it. Make sure not to play any notes that are an octave away. For instance, you cannot play Middle C on Treble C. The cards being played must be right beside each other on the staff. For example, if there is an E showing, then D, E, or F can play.

Players need to say the notes out loud as they play their cards. This helps with note retention and also lets the other player know what notes are being played.

Players keep only 5 cards in their hand at all times. When they play one or more cards, they can draw from their extra pile. Use as many cards in your hand as possible before you draw. If at any point during the game both players are stuck and cannot play, the youngest player will turn over a card from the stuck pile so play can continue. If players run out of cards from the stuck pile, they will turn over all cards that have been played, shuffle to create a new stuck pile and continue to play. The first player to get rid of all of their cards is the winner.

Instructions for One Player:

For individual play, follow the same instructions, but deal yourself out only 5 cards. Put the rest of the cards in a pile, which will serve as both your stuck pile and your extra pile. Go through the deck as quickly as you can.

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Instructions

Instructions for NoteSpeed Level 6

Level 6 uses all of the notes learned from Low C to High C on the grand staff. This level is designed for students who thoroughly know all of their notes on the grand staff.

Instructions for Two Players:

Shuffle and deal out 5 cards to each player. Then divide the rest of the cards between the “extra” pile and the “stuck” pile as follows: In this level, place 8 cards in the stuck pile and 20 cards in each extra pile.

Play begins with the youngest player turning over a card from the stuck pile. There are no turns. The players play their cards as fast as they can.

In this level, the rules change.

If there is a C showing, any B, C, or D from any octave can play. This is called “skipping” octaves. If there is a D showing, any C, D, or E from any octave plays. Plays tends to be much faster in this level.

Players need to say the notes out loud as they play their cards. This helps with note retention and also lets the other player know what notes are being played.

Players keep only 5 cards in their hand at all times. When they play one or more cards, they can draw from their extra pile. Use as many cards in your hand as possible before you draw. If at any point during the game both players are stuck and cannot play, the youngest player will turn over a card from the stuck pile and play continues. If players run out of cards from the stuck pile, they turn over all cards that have been played, shuffle them to create a new stuck pile, and continue play. The first player to get rid of all of their cards is the winner.

Instructions for One Player:

For individual play, follow the same instructions, but deal yourself out only 5 cards. Put the rest of the cards in the pile, which will serve as both your stuck pile and your extra pile. Go through the deck as quickly as you can.

NOTE SPEED

Worksheet Instructions

Stuck Sheet:

If you are playing individually or with a partner and you get “stuck” and do not know the name of the current note, refer to this sheet and then start playing again. Only refer to this sheet when you are stuck.

Individual Challenge:

The NoteSpeed Challenge is designed to be played individually. Each player will use a timer to time themselves on each level. They will then try to beat that time and then continue to improve. They will time themselves four times for each level. If the students do not beat their previous time, it’s okay. Record them four times even if they do not improve each time.

Studio Challenge:

The Studio Challenge is designed to be competitive. If you would like for your students to see each other’s times, and they are okay with it, record each student’s time on this sheet and hang it on your studio wall.

Tournament:

If you would like to run a tournament in your studio, print one page for each student. If you have many students, separate them into groups. Each student should play each other student in the group in a round-robin tournament. Record the winners and then determine who has won the most games. There can be multiple winners.

Best Times of the Week:

Optionally record the best times of the week and display them on your studio wall. The winners for each week could receive a special treat at their next lesson.

Beat the Creator:

Can your students beat the creator of NoteSpeed? Print out the page with the creator’s best times for the students to reference. For anyone who has a better time, record their name on the worksheet and proudly display it in your studio!

NOTE SPEED

Worksheet Instructions

Keyboard Geography:

This challenge is designed to be done right after the students are done with a level of the NoteSpeed Challenge. After playing, the cards will be in order by steps, skips, and repeating notes. However, there may be a few tricky spots where they got “stuck” that will challenge them.

Set the cards in a row on the piano in the order that they were played during the NoteSpeed Challenge. First, show the student where each level is played on the piano. For instance, level 2 starts on middle C and goes until the next C. Then, have the student play through the whole level while saying the name of each note. You can even have them play their scale fingering while playing through the notes.

Tip: You can also use 3x3 trading card holder sheets to make several rows of the cards and have the student read from left to right and top to bottom, like a piece of sheet music.

Minute to Win It:

This is a more advanced challenge for middle school and up. If a student plays any of the levels in under a minute they get to record their name on this worksheet. Encourage your students to reach this goal by offering prizes such as pieces of candy!

Certificates

Make sure your students know how awesome they are by presenting them with these certificates of achievement. There are options for completing a NoteSpeed Challenge or beating their teacher’s time!

Brag Tags

If your students collect brag tags, you can print, cut, and laminate these cards out to present to your students!

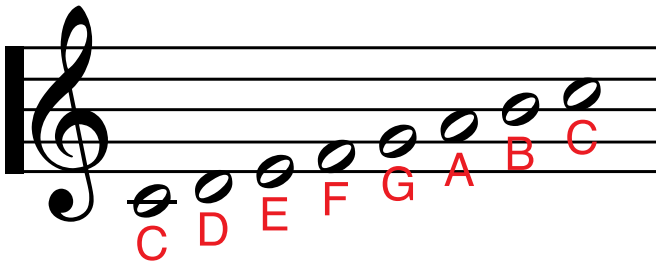
NOTE SPEED

Stuck Sheet

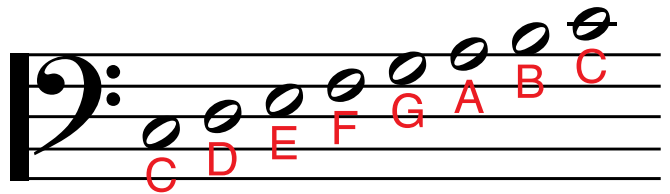
Level One



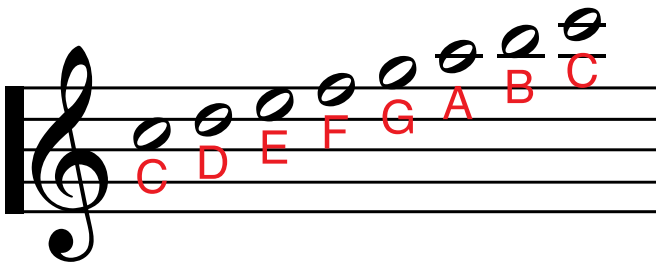
Level Two



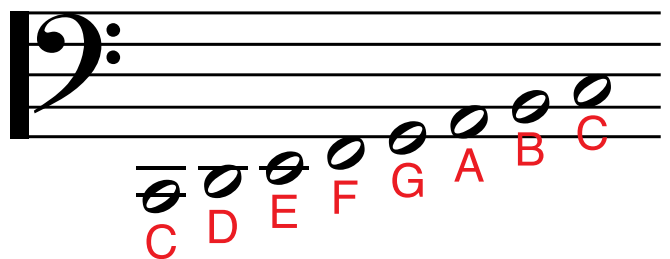
Level Three



Level Four



Level Five



NOTE SPEED

Individual Challenge

Name: _____

Primer				
Level 1				
Level 2				
Level 3				
Level 4				
Level 5				
Level 6				

NOTE SPEED

Studio Challenge

Name:

P				
1				
2				
3				
4				
5				
6				

Name:

P				
1				
2				
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4				
5				
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Name:

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Name:

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NOTE SPEED

Keyboard Geography Challenge

Name: _____

Primer					
Level 1					
Level 2					
Level 3					
Level 4					
Level 5					
Level 6					

NOTE SPEED

Tournament

I played: _____ Wins Losses

1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		
10.		

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Best Times of the Week

Date: _____

Primer

Level 1

Level 2

Level 3

Level 4

Level 5

Level 6

NOTE SPEED

Beat The Creator

Can you beat the creator of NoteSpeed?

Try to beat my times! There is a video on YouTube entitled “NoteSpeed Tips” if you’d like to get some ideas on how to improve your NoteSpeed time.

Primer 27.96

Level 1 48.79

Level 2 40.35

Level 3 44.26

Level 4 43.78

Level 5 45.22

Level 6 1:34.28



Check out the NoteSpeed
Tips video!

NOTE SPEED

Beat The Creator

Name _____

Level _____ Time _____

Name _____

Level _____ Time _____

Name _____

Level _____ Time _____

Name _____

Level _____ Time _____

Name _____

Level _____ Time _____

Name _____

Level _____ Time _____

Name _____

Level _____ Time _____

Name _____

Level _____ Time _____

NOTE SPEED

"Minute to Win it" Club

PRIMER LEVEL Club Sapphire	LEVEL 1 Club Ruby	LEVEL 2 Club Diamond	LEVEL 3 Club Pearl	LEVEL 4 Club Emerald	LEVEL 5 Club Amethyst

NoteSpeed Challenge

Certificate of Achievement

has completed the NoteSpeed Challenge!

Instructor

Date

NOTE SPEED

I Beat My Teacher Today

Certificate of Achievement

beat their teacher in NoteSpeed level _____

Time

Date

NOTE SPEED

