Practice Kit

HOW TO USE
There are several different ways you might like to use practice kits in your studio, such as:

• Give a practice kit to every student when they join your studio as part of a welcome packet.
• Give out practice kits as a reward when a certain level or accomplishment is achieved.
• Lend practice kits to students as and when they are needed.
• Use the practice kit in the studio only.
• Offer the practice kits for sale for an extra fee.

ASSEMBLY
To assemble this kit:

• Print the instructions (pages 2–3) double sided and fold in half to make a booklet.
• Print the mood cards (page 4) and optionally print the decorative backing (page 5). Cut apart the cards and laminate if desired.
• Print the score board (page 6). Cut along the dotted lines and laminate.

You will also need:

• Whiteboard marker
• Highlighter tabs
• Three dice
• Small square post-it

LEARNING OBJECTIVES
The practice kit is designed to help your students learn strategies to practice more efficiently, and also have more fun during their practice time – making it more likely that they will practice!
**PRACTICE KIT INSTRUCTIONS**

**Mood Cards**

Shuffle the mood cards and draw one from the pile. Play your piece with this emotion. Try adding dynamics, playing at a different tempo, with legato or staccato, or octave to show the mood.

**Dice Game**

You can play this game with 1 or 2 dice. Choose a section of a piece you are working on. Roll the dice, and then play the section. If you play it correctly add the number on the dice to your score on the scoreboard (use a whiteboard marker), if you made a mistake the score goes to your opponent. Repeat this process you or your opponent reaches 30 points, if your opponent wins, play another practice game with that section.

**Chop Suey**

Divide the piece into 10 sections (mark the numbers in pencil on the music). Take out the playing cards, shuffle and draw the top card. Play that section of the piece (ace is 1).
- JACK = play first section
- QUEEN = play last section
- KING = play complete piece

**Beat the Dealer**

Deal three cards face up, and add up the total (jack, queen & king are all 11). Play your chosen section or piece. If you play it correctly, turn over a card for your “hand”. If you make a mistake, add another card to the “dealer’s hand”. Continue until the total in your hand is great than the dealer’s hand.

**3-in-a-Row**

Pick a section to work on. Place the three dice on the left side of your music stand. Play the section, if you play it correctly, move a die to the right side. If you make any mistakes, move one die back to the left side. You win when all three dice are on the right side.

**The Lap**

This is a test for a piece you know well. Pick a random starting point anywhere in the music. Start playing from there, and complete a “lap” playing until the end of the piece, starting at the beginning and finishing at the same spot.