

Game 13



Music Baseball

Musical Concept

Treble and/or bass clefs

Learning Target

I can identify the names of the pitches on the treble and/or bass clefs.

Resources Needed

- Treble and/or bass clef game cards (see pages 62–67)
- Nine chairs
- Dry erase board and marker for score keeping
- Optional: “Take Me Out to the Ballgame”

Preparation

1. This game may be played any time during the year, but it works particularly well in the spring, around the time your local minor or major league baseball team is playing its home opener.
2. Copy and trim a set of treble and/or bass clef game cards. You may also mount them on index cards and laminate them for durability, if you wish.
3. Place eight chairs in the shape of a baseball diamond: two at home, two at first base, two at second base, and two at third base. Place one chair at the pitcher’s mound (a swivel chair works best).
4. Set up a scoreboard on the dry erase board as follows:

	Strikes	Balls	Outs	Score
Team One				
Team Two				

5. Divide the class into two large teams, and designate team captains. The captains will decide who serves as pitcher, basemen (three), and scorekeeper to start, but remind them to rotate other team members through those positions each inning.

Game Instructions

- 1.** Team one is “up to bat” first. They should be seated in the “dugout” (risers or flip forms are great for this). Team two will be the outfield first, so players will be needed at home plate, first, second, third, and the pitcher’s mound. If desired, you may serve as the all-time pitcher to keep the game moving along. You will also be the umpire.
- 2.** Batting: As in baseball, the batting team will be able to send players up “to bat” until they get three outs, then the teams will switch places. Each time a new player gets up to bat, the pitcher should begin by saying, “Every good boy does fine, F-A-C-E.” They should then reveal a treble clef card. For a bass clef game, say, “Good boys do fine always, A-C-E-G,” then reveal a bass clef card.
 - a)** If the batter answers correctly first, he or she may advance to first base.
 - b)** If the catcher answers correctly first, it’s a strike. Three strikes make an out.
 - c)** If the catcher answers incorrectly first, it’s a ball. Four balls will “walk” the runner to first base.
 - d)** As the next batter moves to first base, any runners on base should move forward one base, as in a regular game of baseball.
 - e)** One point is awarded for each runner who makes it back to “home base.”
- 3.** Stealing bases: If there is an empty base ahead of a runner, an opportunity exists to “steal” that base. The pitcher shows the runner and baseman the same card.
 - a)** If the baseman answers correctly first, then the runner is out.
 - b)** If the runner answers correctly first or the baseman responds incorrectly first, the runner gets to “steal” the next base.
- 4.** Home runs: At any time, the batter may choose to read a bass clef or ledger line pitch for a home run. Home runs are especially useful when the bases are loaded with students. This is called a grand slam. If you are working with younger students and haven’t introduced the bass clef or ledger lines, you may announce “home run” on random turns (this can also help trailing teams catch up).
- 5.** Play as many innings as necessary so that each child gets a turn at bat. If the game isn’t completed in one class period, write down the current score on the scoreboard and pick up where you left off during the next class period.