

# CROCCO!

## THE RULES

"CROCCO": Bingo with bite!

This game encourages familiarisation with treble staff note names, common chord charts and commonly seen staff symbols.

Where possible, play as you say the card names for some sneaky aural training—as an extension, have student/s play the note or chords back to you. You could even use the randomised cards as an improv activity! And, as always, the rules are up to you – make them and break them as you wish. Below are some (tried and tested) suggestions to get you started – have fun!

### LEVEL 1:

As note or chord names (or symbols in the non-uke game) are called, put a counter on the matching square, if it appears on your board.

If a Groc is called (maximum of 2 per game!), choose any corner to place a counter—but choose wisely!

First to 4 in a row wins!

#### Option:

If an Ant is called, (maximum of 1 per game!), each player gets one counter taken OFF their card by a neighbour! Mwahahaha!!!

### LEVEL 2:

As note or chord names are called, put a counter on the matching square, if it appears on your board.

If a Groc is called (only up to 2 per game!), choose any corner to place a counter.

There is also an Ant somewhere on each playing grid to stop you in your track – no tokens can go there!

First to 5 in a row wins!

#### Options:

If an Ant is called, (maximum of 1 per game!), each player gets one counter taken OFF their card by a neighbour! Mwahahaha!!!

For an extra challenge, try for 5 in a row... Good luck!

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## Level 2

				
				
				
				
				