FREE SAMPLE · CASE 1

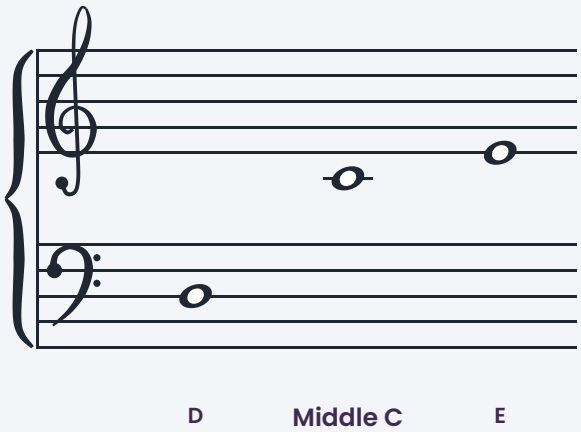
Piano Note Detective

Group Mystery Party

The music camp's metronome has vanished. Teams of detectives rotate through four stations, read the treble staff, the bass staff, the beat and the keys, and put four clue letters together to find it.

IN THIS FREE SAMPLE

- Station 1: the Treble Door
- Name notes as a team
- A word written in notes
- Paper keyboard and answers



1. **Read the station story**
2. **Share the tasks**
3. **Check on the keys**
4. **Write the clue**

Digital download · Print at 100% on US Letter · For piano teachers' group classes and music camps · About 55 minutes · Students who read some notes on both staffs

How the case file works

Four stations, ten minutes each, teams of two to four.

A cooperative mystery for a group lesson or music camp. Teams rotate through four stations. At each station they solve a short case together and write one clue letter in their team notebook. The four letters say where the lost metronome is hidden. The teacher script on the last pages has the timings, the words to read aloud and the rotation for any group size from four to eight.

EACH CASE

The story	Read it aloud together. It says what the detective is looking for.
Learn	The rule for this case, with a picture. Point at it while you read it.
Tasks	Short tasks that use the rule. Each one has a single right answer (except play tasks).
Clue	The last task gives a clue for the final question.

YOU NEED

- One copy of each station (its case pages) per table
- One detective notebook and one score card per team
- A piano, a keyboard or the paper keyboard at each station
- Pencils and a timer

GOOD TO KNOW

- Teams share the work: one reads the notes, one checks on the keys, one writes. Swap jobs at each station.
- Teams can solve the stations in any order; the clue letters go in the notebook by station number.
- Only note names and simple meters: no sharps, flats or key signatures.

NOT A METHOD BOOK

A note-reading party game for beginners, not piano lessons. Note reading and keyboard practice only: no sharps, flats or key signatures.

Case 1: The Treble Door

Name treble notes together and read a word written in notes

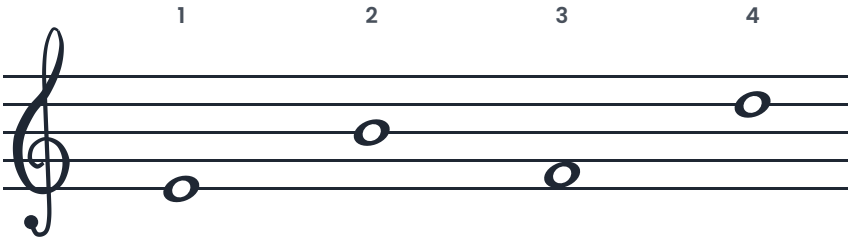
THE STORY

The camp's old metronome has vanished from the music room. The camp leader has hidden four clues at four stations. The first is on the treble door: a lock that opens only for detectives who can read the treble staff.

LEARN

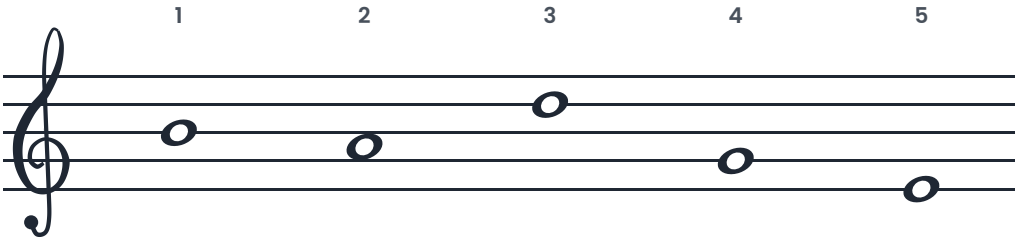
- Treble clef: its curl circles the 2nd line, G.
- Lines from the bottom: E, G, B, D, F. Spaces: F, A, C, E.
- Share the work: one reads, one checks on the keys, one writes.

1 Take turns: each player names one note, and the team checks it on the keys. Write the letters.



Case 1: The Treble Door (continued)

2 Name the notes in order. They spell a word.



The notes spell: _____

CLUE 1

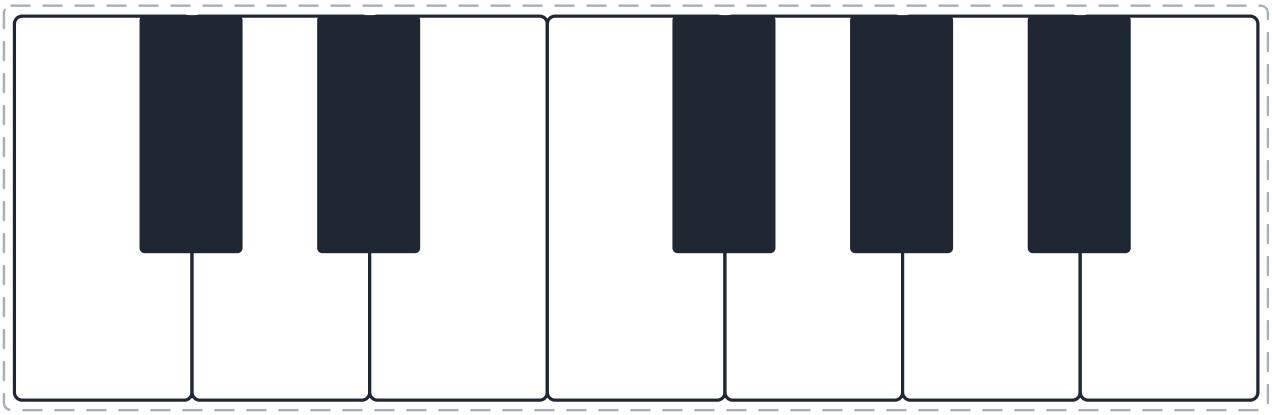
Clue 1 is the letter of note 1 in task 1.

Clue: ☐ **Copy it onto the answer line of the final question.**

Paper keyboard

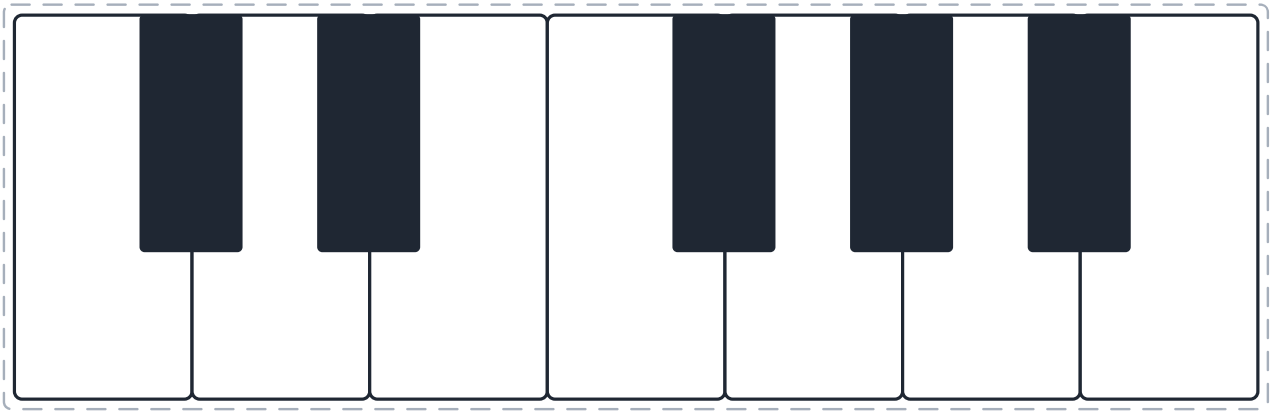
Cut out the rows and tape them in order, low to high. White keys are about as wide as a real piano's.

Low



Middle

High



Only Middle C is labeled: finding the other keys is the detective's job. Tape the rows edge to edge (low on the left) to make one long keyboard.

Case 1 answers

Every answer comes with its reason. Read the reasons aloud: they teach.

CASE 1 · THE TREBLE DOOR

Task 1	1 E · 2 B · 3 F · 4 D
PND19-C1-T1	treble 1st line is E4. treble 3rd line is B4. treble 1st space is F4. treble 4th line is D5.
Task 2	B A D G E = BADGE
PND19-C1-T2	treble 3rd line is B4. treble 2nd space is A4. treble 4th line is D5. treble 2nd line is G4. treble 1st line is E4.
Clue 1	E (the answer to item 1 of task 1)

THE FULL CASE FILE

The full party kit has three more stations (the bass cellar, the rhythm clock, the keyboard map), the final question, a teacher script with timings, rotation plans for four to eight players, team score cards, hints and certificates.