

# Hidden Message

If your character plays an orchestral instrument, you may ask for a clue!

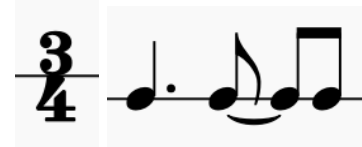
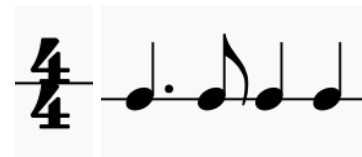


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## Time Trials

Circle the measures where the number of beats does NOT match the listed time signature.

If your character is a conductor or bandleader, you may ask for a clue!




The Name Game version 1

Identify the key signatures of the scales below, including whether they are in a major or minor key.

If your character plays a string instrument, you may ask for a clue!



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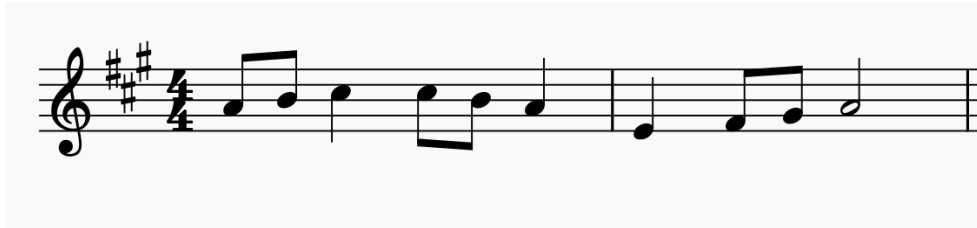


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The Name Game version 2

Identify the key signatures of the passages below.

If your character plays a string instrument, you may ask for a clue!

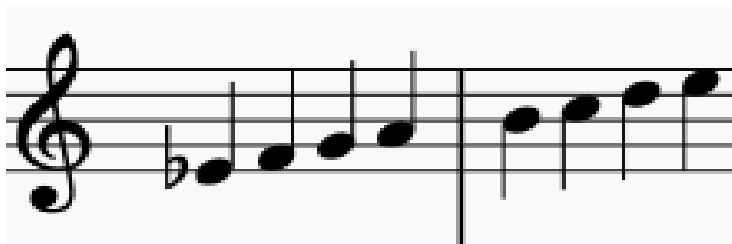
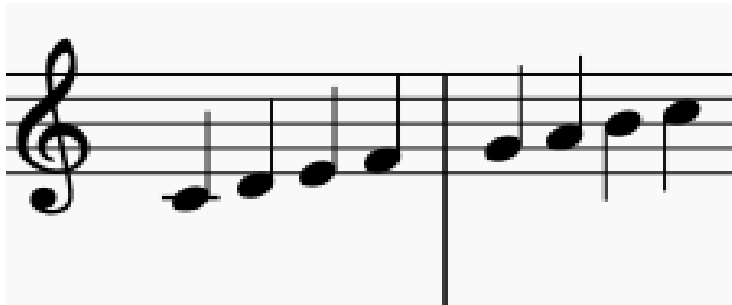
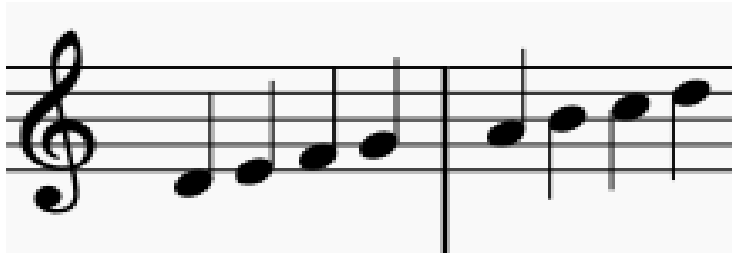
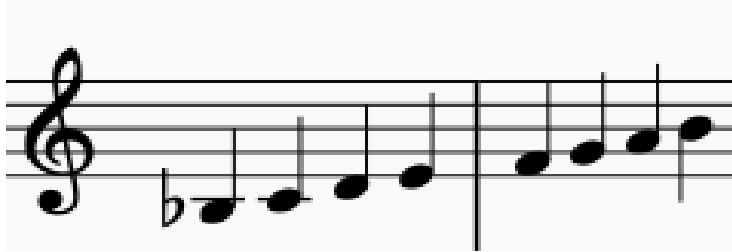




# Accidents Happen

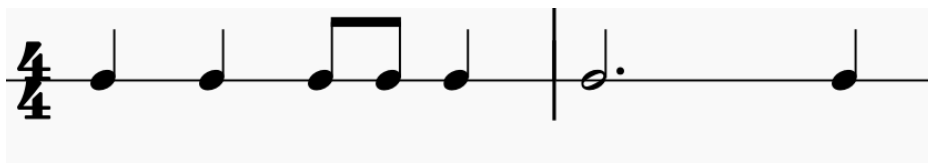
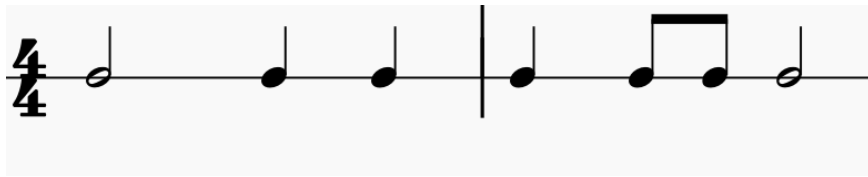
Instructions: Make these scales major. Do not change the first note.

If your character likes rock music, you may ask for a clue!



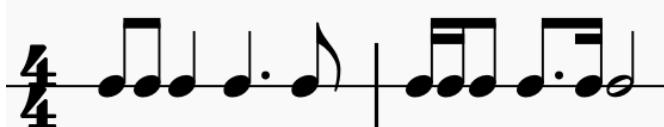
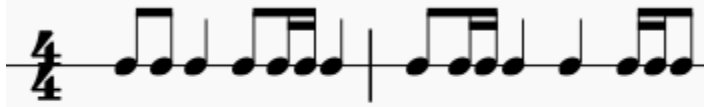
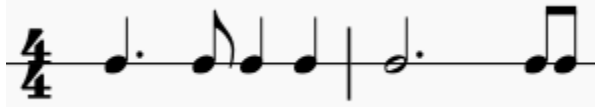
Magic Rhythms version 1

If your character plays a percussion instrument, you may ask for a clue!



## Magic Rhythms version 2

If your character plays a percussion instrument, you may ask for a clue!





Melodies at the Piano version 1

If your character plays the piano, you may ask for a clue!



Melodies at the Piano version 2

If your character plays the piano, you may ask for a clue!





The Final Sing version 1

If your character is a singer, you may ask for a clue!



The Final Sing version 2

If your character is a singer, you may ask for a clue!



