Play Another Note

• 10 to 20 players
• Seven to ten years old

Players divide into two teams—"A" and "B." The game leader begins by playing three or four notes from a fairly well-known song on a piano, harmonica, guitar, or some other instrument. Any contestant on either team who thinks he knows the title raises his hand, the game leader calling on the first one to volunteer. If that player guesses correctly, his team wins five points; otherwise the opposing team wins one. After an incorrect guess, any player from the opposition may, if he wishes, guess the tune. If he too is incorrect, his team loses the one point. If neither team guesses correctly, the game leader adds a note to the three or four he already played. The game goes on as before—with more notes added after each round—until the song title has been found. Then the game leader begins a new song and the action continues in this manner until one team—the winner—has amassed 21 points.