

Violin



Viola



Cello



Violin

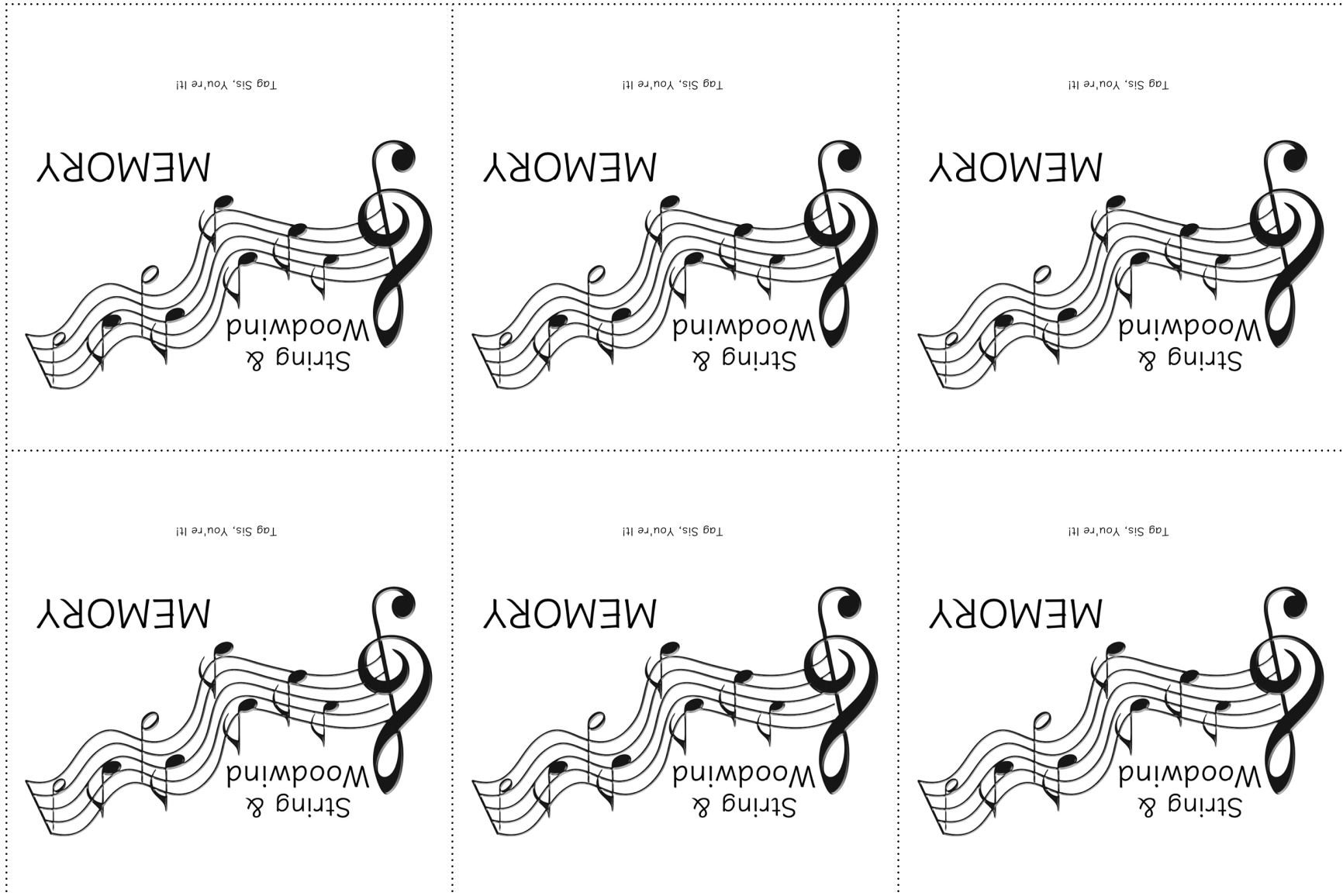


Viola



Cello







Double
Bass



Harp



Piccalo



Double
Bass



Harp



Piccalo





Flute



Oboe



Clarinet



Flute



Oboe



Clarinet





Bass
Clarinet



Bassoon



Saxophone



Bass
Clarinet



Bassoon



Saxophone



Introduce the Instruments

- Flashcard Approach - Using only one set of each instrument cards, hold up a single card, and invite your student to name the instrument pictured, providing assistance if required. I prefer this approach for children who can read.
- Montessori Three-Part-Lesson - Using only one set of instrument cards, place a single card in front of your student and say "this is a... (instrument name)", "say... (instrument name)," and give your student the opportunity to say the instrument name aloud, repeating it as need to improve pronunciation. Finally, complete lesson by asking "What instrument is this?" If your student answers correctly, repeat the process with additional instrument. If they forgot the name, begin again with the first prompt. This works well for pre- and early readers.
- Montessori Picture-to-Picture Matching - With both sets of card shuffled and faced down, flip over one card at a time, placing them in neat rows by instrument family: strings and woodwinds, until a duplicate is drawn. Place duplicates next to their matching picture. Continue until all pictures have a match. If you notice any instruments are not in the correct family, discuss it with your student. This works well for pre- and early readers, often after three-part-lesson introduction.

Classic Memory Game

- Arrange shuffled cards face down in six rows of four.
- Youngest player chooses two cards to turn over, so all players can see what they are.
 - If the cards match, the player keeps the cards, which will be used for scoring at game's end. Player can flip additional card pairs until cards do not match.
 - If the cards do not match, the player turns them back over, and play continues to the next player.
- Play until all cards are matched and collected. Score by counting each players cards. The player with the highest number of cards wins. It is certainly possible to tie.