



OBJECTIVE: Earn a star on the Hollywood Walk of Fame at each movie set by learning a movie theme song based on the player's bass mastery level.

OSCAR WINNER(S): The players who earn one star at each movie set (one time around the game board). Each time a player goes around the board they will win an Oscar.

LIFE TIME ACHIEVEMENT OSCAR WINNER(S): The player(s) who have earned the most stars on the Hollywood Walk of Fame by the Academy Awards.

PLAYER LEVELS AND REQUIREMENTS FOR MOVIE SONGS:

Students who are not yet Masters will most likely move up levels throughout the school year, so check the Assignment Sheet for the current requirements.

Novice: The player has not started Key to the Piano book.

The player should play the movie song Right Hand only.

Apprentice: The player has started Key to the Piano but with no Alberti bass.

The player should play the movie song with one single note in the LH in each measure.

Journeyman: The player is working on Key to the Piano with all basses.

The player should play the movie song with full solid chord.

Master: The player has completed Key to the Piano with all four basses.

The player should play the movie song with full varied chord.

STARTING THE GAME:

Each player will start on GO with one Free Parking Pass, one Get Out of Jail Free card, and \$75 of virtual money in their Movie Monopoly Wallet. A player will move one game square at a time.

FREE PARKING PASS: The player may turn in this card when they would like to "park" (permanently stop working on) a technique piece. A new technique piece will be assigned in its place.

GET INTO HOLLYWOOD FREE CARD: The player may turn in the card when they have had a week with less practice than they liked and they will receive the same practice dollars as the week before.

EARNING MONEY TO MOVE AROUND THE GAME BOARD:

Each week the player has the opportunity to earn virtual money in their wallet by:
Practice: \$1 per daily assignment completed.
***No money will be earned if the parent does not initial the weekly assignment.
Perfect Practice Bonus: \$10 for 100% practice for 5 days.
Chance Cards: \$10 per lesson if completed successfully.
Creative Chest: \$25 for each Creative Chest card completed.

MOVIE SET GAME SQUARES:

The player must pay \$100 from their virtual Movie Music Monopoly Wallet to move to the next Movie Set game square and select an available move song to learn from that Movie Set. Once the player learns the Movie Song according to the rules of their level, they earn a star on that movie's Walk of Fame and move to the next game square. Each student must practice the movie song for at least one week before attempting to perform their song to earn their star.

CREATIVE CHEST GAME SQUARES:

A player will select a Creative Chest card when they land on each Creative Chest game square. When they complete the activity on the card they will earn \$25. Once they have completed the activity and have \$100 in their wallet they move on to the next Movie Set.

THE CORNER GAME SQUARES: (TAKE 1 – TAKE 3 are worth \$25 each)

TAKE 1: The player must perform their favorite song of the first two movie sets for a total audience of at least 2.

TAKE 2: The player must perform their favorite song of the first four movie sets for an audience of at least 4.

TAKE 3: The player must perform their favorite song of the first six movie sets for an audience of at least 6.

HOLLYWOOD/GO: Each time the player lands on the Hollywood square after going completely around the board they must make a video performing their favorite song of all the Movie Songs they have learned. These videos will be be watched at the Screening Party by all students who have completed the video by April 28, 2017. In addition, each player who makes it around the game board and completes the

Hollywood video will earn an Oscar at our Academy Awards Recital in May 2017. ***All Take 1 through Take 3 performances can be split up. For example, for Take 1 a student could perform their piece for one parent in person and a grandparent over the phone or for 2 people at the same time.

CHANCE CARDS

At the beginning of *each lesson* the player will select a Chance Card *without* looking at the back of it. At the end of the lesson the player will turn the card over, read the back and answer YES if they successfully completed the card during the ENTIRE lesson or NO if they did not. If the player answers YES they earn \$10.

Chance Card Task Details:

- 1. Came to lesson with practice chart completed. (And signed by a parent.)
- 2. Adjusted the piano bench at beginning of lesson. (If needed, and it usually is.)
- 3. Sat with proper posture and form while playing. (This means feet down, elbow in L, flat wrists, and curved fingers. This is only *while* playing.)
- 4. Didn't doodle on the piano. (Doodling = randomly playing while teacher is teaching.)
- 5. Played the pedal on purpose. (And didn't accidentally play the pedal.)
- 6. Played dynamics where written. (And so they are noticeable to the teacher.)
- 7. Didn't complain once.
- 8. Teacher's choice, announced in advance.