

BEAT DETECTIVE

The Family Music Game Pack



Five interactive music games for ages 4–8

Listen. Play. Create. Explore.

ZION LAKE
MUSIC FOUNDRY



WELCOME, BEAT DETECTIVES!

Music is everywhere—and your child already has everything needed to begin exploring it: listening ears, hands, feet, and imagination.

These five games turn musical learning into playful family time. No instruments or musical experience are required.



HOW TO USE THIS PACK



- Choose one game at a time.
- Read the instructions before beginning.
- Keep each round short, playful, and encouraging.
- Repeat favorite games as often as you like.
- Use the easier or more challenging variations to fit your child.

A FEW THINGS TO GATHER

Most games require no materials. Later activities use paper, crayons or pencils, and several safe household objects that make different sounds.



THE MOST IMPORTANT RULE

There is no wrong way to explore sound. Listen closely, experiment freely, and have fun together!





YOUR FIVE MUSICAL CASE

CASE

1

SECRET PATTERN SPIES

Listen carefully, remember the secret sound pattern, and copy it correctly.

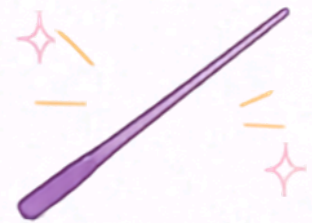


CASE

2

MAESTRO SAYS

Listen for the Maestro's directions and respond with the correct musical movement.



CASE

3

PERCUSSION CHAIN

Remember each sound, add a new one, and build the longest body-percussion chain you can.



CASE

4

THE REST CODE

Create secret sound-and-silence messages for another player to decode.



CASE

5

EAR ENGINEERS

Investigate household sounds and compare their unique sound qualities.



Complete the cases in order or choose the one that sounds most fun. Favorite games can be played again and again!



Case

1

Secret Pattern Spies

Can you crack the secret sound pattern?



WHAT THIS GAME BUILDS

Careful listening, auditory memory, sound recognition, and coordination



WHAT YOU NEED

Nothing—just your hands, feet, and listening ears!



How to play

1. Choose one person to be the Spy Leader. Everyone else becomes a Pattern Spy.
2. The Pattern Spies close their eyes or turn around.
3. The Spy Leader performs a short secret pattern using two to four claps.
4. The Pattern Spies open their eyes and repeat the pattern.
5. Play three to five rounds, then choose a new Spy Leader.



LEVEL UP

- Begin with claps only.
- Add stomps.
- Add thigh pads.
- Make the patterns longer.
- Let each Pattern Spy repeat the pattern individually.

TRY IT ANOTHER WAY

Create secret patterns by tapping on a table or using pencils, wooden spoons, or other safe household objects.

FOR YOUNGER PLAYERS

Begin with patterns containing only two sounds.

FOR OLDER PLAYERS

Try patterns containing four to six sounds and see how long a pattern everyone can remember.



Case Solved!

4



CASE

2

MAESTRO SAYS

Can you listen carefully and follow the Maestro?



WHAT THIS GAME BUILDS

Careful listening, musical vocabulary, movement, coordination, and self-control



WHAT YOU NEED

A safe space where everyone can move freely

MEET THE MUSIC WORDS

ALLEGRO = FAST

March quickly.



LARGO = SLOW

March slowly.



FORTE = LOUD

Clap loudly.



PIANO = SOFT

Clap softly.



HOW TO PLAY

1. Choose one person to be the Maestro.
2. Practice each musical word and its movement together.
3. The Maestro calls out directions beginning with "Maestro says."
4. Players perform or change the movement only when they hear "Maestro says."
5. If the Maestro gives a direction without saying "Maestro says," everyone must stay still.
6. After several directions, choose a new Maestro.



LEVEL UP

Combine two musical words at once. March at the correct speed while clapping at the correct volume.

Try these combinations:

- Largo forte: march slowly and clap loudly.
- Allegro piano: march quickly and clap softly.
- Largo piano: march quickly and clap loudly.
- Largo piano: march slowly and clap softly.

KEEP IT PLAYFUL

Nobody is eliminated after a mistake. Simply reset, listen carefully, and keep playing!



CASE SOLVED!

5



CASE

3

PERCUSSION CHAIN

How long can you make the sound chain?



WHAT THIS GAME BUILDS

Listening, memory, sequencing, coordination, and turn-taking



WHAT YOU NEED

Nothing—your body becomes the instrument!

YOUR FOUR SOUNDS



• Clap



• Stomp



• Thigh pat



• Gentle chest tap



HOW TO PLAY

1. Players sit or stand where everyone can see each other.
2. Player 1 performs one body percussion sound.
3. Player 2 repeats that sound, then adds one new sound.
4. The next player repeats the entire chain in the correct order, then adds another sound.
5. Continue taking turns as the chain gets longer.
6. If someone forgets a sound or changes the order, work together to remember the chain. Then begin again and try to beat your record!

FOR TWO PLAYERS

Take turns adding sounds to the chain.

FOR YOUNGER PLAYERS

Begin with only claps and stomps. Adults may provide hints whenever needed.



LEVEL UP

Use all four body percussion sounds and count how many sounds your family can remember.

SAFETY NOTE

Use gentle movements. Chest taps should always be soft and comfortable.



CASE SOLVED!

6



CASE

4

THE REST CODE

Can you decode a secret musical message?



WHAT THIS GAME BUILDS

Listening, counting, symbol recognition, sequencing, and an understanding that silence is part of music



WHAT YOU NEED

Paper and a pencil, crayon, or marker



CREATE YOUR CODE

Together, choose two simple symbols:

 = MAKE A SOUND

 = REST IN SILENCE



HOW TO PLAY

1. Draw a row containing four boxes.
2. Fill each box with either a sound symbol or a rest symbol.
3. Give the secret code to another player.
4. The first player points to each box in order. The second player claps when a sound symbol appears. Stay silent—but keep counting—when a rest symbol appears.
5. Switch roles and create a new secret code.

EXAMPLE

			
Clap	Rest	Clap	Clap

FOR YOUNGER PLAYERS

An adult can point to each box and count steadily while the child claps or rests.



LEVEL UP

- Create a message containing eight boxes.
- Invent your own symbols for sound and silence.
- Add "f" above a sound for a loud clap.
- Add "p" above a sound for a soft clap.



CASE SOLVED!



CASE

5

EAR ENGINEERS

Every object has its own sound. Can you investigate the difference?



WHAT THIS GAME BUILDS

Careful listening, descriptive language, sound comparison, and recognition of high and low pitches



WHAT YOU NEED

Six to eight safe household objects that make different sounds



HOW TO PLAY

1. Gather the objects and place them where everyone can see them.
2. Choose two objects.
3. Gently tap each object one at a time.
4. Describe each sound. Does it sound boomy, bright, rattly, sharp, hollow, soft, or dull?
5. Compare the two sounds. Which has the higher pitch? Which has the lower pitch?
6. Switch roles so everyone gets a turn creating and investigating sounds.

TRY OBJECTS SUCH AS

- A cardboard box
- A hardcover book
- Two pencils
- A wooden bowl
- A metal bowl
- A sealed salt or rice shaker
- Wooden spoons



MYSTERY ROUND

One player closes their eyes while another player taps an object. Can the listener identify the mystery object by its sound?



FOR YOUNGER PLAYERS

Compare two objects that sound very different.



LEVEL UP

Choose three objects and arrange them from lowest pitch to highest pitch.

SAFETY NOTE

An adult should approve every object. Do not use glass, sharp objects, or anything heavy enough to cause an injury.



CASE SOLVED!



MAESTRO SAYS *COMMAND CARDS*



ALLEGRO

FAST



March quickly!

LARGO

SLOW



March slowly!

FORTE

LOUD



Clap loudly!

PIANO

SOFT



Clap softly!

Cut along the dotted lines. The Maestro can shuffle the cards and draw one command at a time.



THE REST CODE LAB



Draw a secret sound-and-silence message.
Give it to another player and see if they can perform it!



SECRET CODE 1

Create a four-beat message.

--	--	--	--

SECRET CODE 2

Create another four-beat message.

--	--	--	--

SECRET CODE 3

Create your trickiest four-beat message.

--	--	--	--

LEVEL-UP CODE

Create an eight-beat message.

--	--	--	--	--	--	--	--

MY CODE KEY

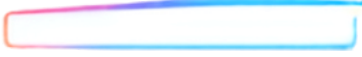
My SOUND symbol:

My REST symbol:

Remember:

Perform a sound
symbol and stay
silent during a
rest symbol—
but keep
counting!

Print extra copies or place this page inside a reusable dry erase sleeve.



EAR ENGINEERS SOUND LAB



Tap. Listen. Compare. Investigate!



SOUND INVESTIGATION 1

Object A: _____

Circle the words that describe its sound:

BOOMY BRIGHT RATTLY SHARP
HOLLOW SOFT DULL

Object B: _____

Circle the words that describe its sound:

BOOMY BRIGHT RATTLY SHARP
HOLLOW SOFT DULL

Which object has the higher sound?

OBJECT A OBJECT B

Which object has the lower sound?

OBJECT A OBJECT B

SOUND INVESTIGATION 2

Object A: _____

Draw a star beside the higher sound.

Object B: _____

Draw a circle around the lower sound.

MY FAVORITE SOUND

Draw the household object that made your favorite sound.

My favorite sound was:

BOOMY BRIGHT RATTLY SHARP HOLLOW SOFT DULL

Young Investigators can circle or draw while an adult records their observations.



CERTIFIED BEAT DETECTIVE

This certifies that

has successfully completed all five musical cases and earned the official title of

BEAT DETECTIVE

You listened carefully, solved secret sound patterns, followed the Maestro, built a percussion chain, cracked the Rest Code, and investigated household sounds.



Keep listening—music is
everywhere!

Date: _____

Grown-Up's Signature: _____

ZION LAKE
MUSIC FOUNDRY



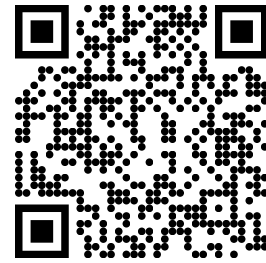
THE NEXT MUSICAL ADVENTURE IS WAITING

Your Beat Detective is just getting started!

Continue building your child's musical understanding with a complete 36-week, instructor-led curriculum created especially for ages 4–8.

PRESS PLAY ONCE A WEEK

- Guided video lessons led by a professional musician
- Playful listening, movement, and musical activities
- Printable parent guides and weekly Music Missions
- Approximately 20–30 minutes each week
- No musical experience required
- One membership for your whole household



START WEEK 1 FREE

Enjoy immediate access to the complete first lesson.

7-day free trial. Then \$9.99 per month.
Cancel anytime.

ZION LAKE

MUSIC FOUNDRY



Give your child a foundation they'll hear for the rest of their life.

