

CHORD BATTLESHIP

Triad and Seventh Chord Practice - In Pairs

Game by Matthew Ferrandino, 2025

REQUIRED MATERIALS

- Pencil and Paper; Staff Paper Optional

DESCRIPTION

An adapted version of Battleship where students place chords (ships) on a grand staff (map/grid) and take turns trying to discover each other's chords.

STEP BY STEP INSTRUCTIONS

1. Each player chooses 3-5 triads or seventh chords.
2. Each chord is then spelled in root position with pitch name and octave designation (e.g., C major as C3-E3-G3). Range should fit within a grand staff: F2-G5. A pitch can only be used for one chord.
3. Players take turns guessing pitch names and octaves. When a called pitch name and octave is part of a chosen chord, this counts as a "hit."
4. The goal is to figure out all of the other player's chords.

CONSIDERATIONS

- Players may use staff paper with a grand staff to both write out their chords and keep track of guessed pitches. This can also be done on a blank paper with pitch names and octave designation.
- Reinforces chord spelling.
- Provides a novel approach to consider chord tones, e.g., a "hit" pitch can either be the root, third, fifth, or seventh of a chord.
- If you have an odd number of students, two students could work together.