

Soundpost Studio - Beginner Violin Practice Games

(Print & Cut Flashcards)

Each box below contains one practice game. Print this page, cut along the lines, and store the cards in a Practice Jar or envelope.

The Statue

Hold a perfect playing position. The parent tries to make the student laugh. The student wins if they stay frozen in good form for 30 seconds.

Violin Simon Says

The parent gives commands like "Simon says touch the bridge." Only follow commands that start with "Simon says."

The Magic Elevator

The elbow is the elevator. Floors 1-4 represent the E, A, D, and G strings. Move the whole arm together to reach each string.

Pop the Bubble

Find the Goldilocks bow weight—enough for a clear sound, but not so much that the sound becomes scratchy or crunchy.

The Penny Balance

Balance a coin on the left-hand knuckles. Pluck five notes without letting the coin fall.

The Secret Rhythm

The parent claps a short rhythm. The student echoes it by plucking or bowing an open string.

The Bow Hair Detective

After practice, hunt for rosin dust on the strings and violin. Erase the evidence with a cleaning cloth.

The Scrub-a-Dub (Twinkle B)

Pretend the bow is a scrub brush: one long scrub (long bow) followed by two quick dubs (short bows).

The Secret String Cross

Play a Twinkle rhythm on the A string. When the parent points to the E string, hop the bow over without breaking the rhythm.

The Tunnel Challenge

While playing, the parent slides a pencil under the arched fingers. If a finger touches it, the tunnel collapsed.

The Rocket Launch

On a countdown from 5, move the violin from Rest Position to Playing Position in one smooth, precise motion.

The Bunny Land and Launch

Make a Bunny bow hold. On "Land," place the bow on the string. On "Launch," lift it back into the air while keeping the thumb curved.

The Toilet Paper Tube

Place a cardboard tube over the strings. Draw the bow through the tube without touching the sides to keep a straight bow path.

The Windshield Wiper

Hold the bow upright. Use only the thumb and pinky to tilt the bow left and right to build finger flexibility.

Ants on a Tightrope

Each finger is an ant. When a number is called, that finger lands silently with a curved shape.

The Note Grocery Store

Each string is an item (Apple = A). The parent calls an item, and the student plays the correct string.

The Stop-Light (Twinkle A)

The parent is the traffic light. Play until "Red Light," stop completely, and only continue on "Green Light."

The Peanut Butter Sandwich

Say the rhythm words out loud while playing, such as "Ice Cream Shovel" or "Ti-ki Ti-ki Stop-Stop."

Robot Arm vs. Jellyfish Wrist

On "Robot," use a strong, stiff arm. On "Jellyfish," loosen the wrist and move fluidly.

Gold Star Finger Placement

The parent calls a note. Launch the correct finger onto the tape with accurate placement.