

Piano Technical Skills: Application Checklist

A hands-on companion to the cognitive curriculum. These skills provide observable evidence that a learner can apply the concepts they learned about the piano's musical environment.

1. The Map — Keyboard Geography

Check	Observable Skill	Date / Notes
☐	Find and play a requested key using the pattern of black keys as a landmark.	
☐	Locate any C by identifying the group of two black keys.	
☐	Locate any F by identifying the group of three black keys.	
☐	Move to a requested keyboard location without relying on a labeled keyboard.	
☐	Identify and play a requested group of 3 or 4 neighboring white keys.	
☐	Demonstrate awareness of keyboard direction by moving intentionally left or right.	

2. The Street Names — Notes & Pitch

Check	Observable Skill	Date / Notes
☐	Name and play the white keys A–G.	
☐	Find a requested note anywhere on the keyboard.	
☐	Say the note name while playing the corresponding key.	
☐	Continue the musical alphabet correctly across the keyboard.	
☐	Identify whether a requested note is higher or lower than another note.	
☐	Play a sequence of notes that moves from lower to higher pitch.	
☐	Play a sequence of notes that moves from higher to lower pitch.	

3. The Distance — Intervals

Check	Observable Skill	Date / Notes
☐	Play a step from a given starting note.	
☐	Play a skip from a given starting note.	
☐	Identify and play a 2nd from a given starting note.	
☐	Identify and play a 3rd from a given starting note.	
☐	Identify and play a 4th from a given starting note.	
☐	Identify and play a 5th from a given starting note.	
☐	Play a short pattern using a combination of steps and skips.	
☐	Identify the interval between two played notes.	

4. The Traffic Flow — Rhythm & Time

Check	Observable Skill	Date / Notes
☐	Maintain a steady beat while counting aloud.	
☐	Clap or play a simple rhythm while maintaining the beat.	
☐	Read and perform basic note values.	

Check	Observable Skill	Date / Notes
☐	Read and perform basic rests.	
☐	Perform a short rhythmic pattern at a steady tempo.	
☐	Start and stop a rhythmic pattern at the appropriate time.	

5. The Neighborhoods — Scales & Tonality

Check	Observable Skill	Date / Notes
☐	Play a simple scale pattern using the correct sequence of notes.	
☐	Play a major scale beginning on a specified note when appropriate.	
☐	Identify and play whole-step and half-step movement within a scale.	
☐	Play a scale ascending and descending.	
☐	Identify the tonal center ('home' note) of a simple musical example.	
☐	Use a scale pattern to create a short melodic idea.	

6. The Architecture — Chords & Harmony

Check	Observable Skill	Date / Notes
☐	Build a basic three-note chord (triad) from a given starting note.	
☐	Play a basic major triad.	
☐	Play a basic minor triad when introduced.	
☐	Identify the notes that make up a basic chord.	
☐	Play a chord using notes from a familiar scale.	
☐	Move between two or more basic chords with appropriate timing.	
☐	Identify whether a musical example is primarily using melody, chords, or both.	

7. Putting It All Together

Check	Observable Skill	Date / Notes
☐	Locate notes independently using keyboard landmarks.	
☐	Use note names to identify and play a short sequence.	
☐	Use interval awareness to play a simple melodic pattern.	
☐	Maintain a steady beat while performing a short melody.	
☐	Use a scale to organize a short melodic idea.	
☐	Use basic chords to accompany a simple melody.	
☐	Explain or demonstrate how keyboard location, pitch, intervals, rhythm, scales, and chords work together.	
☐	Perform a short musical example that demonstrates multiple skills from the curriculum.	

Suggested evidence levels: Introduced = learner can attempt with support; Developing = learner can apply with occasional prompts; Independent = learner can apply accurately without prompting; Transfer = learner can use the skill in a new musical context.