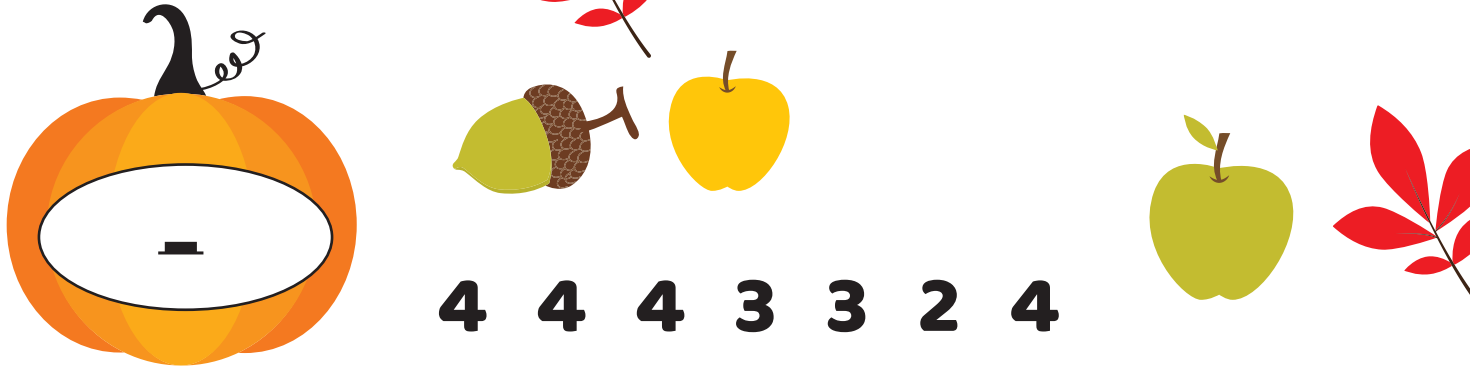
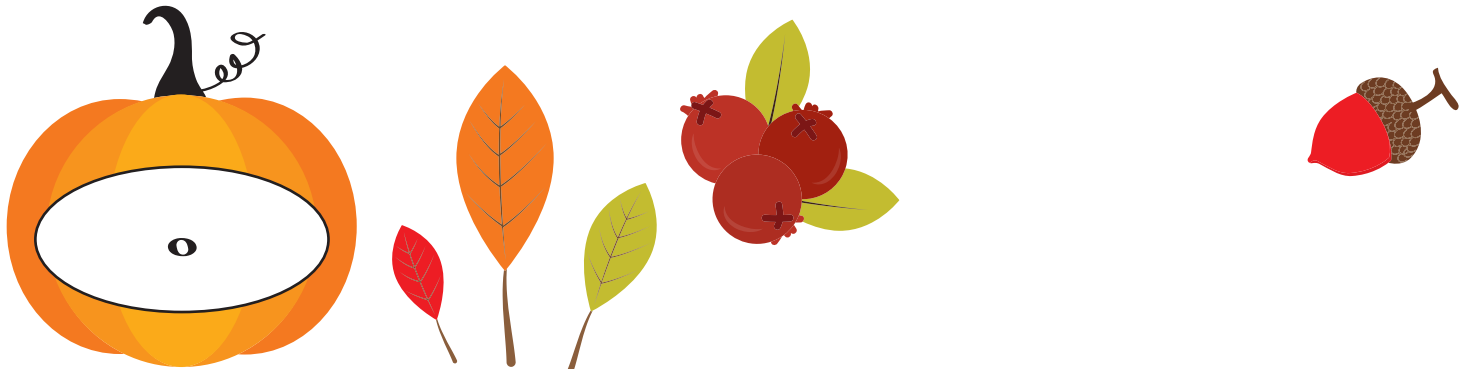
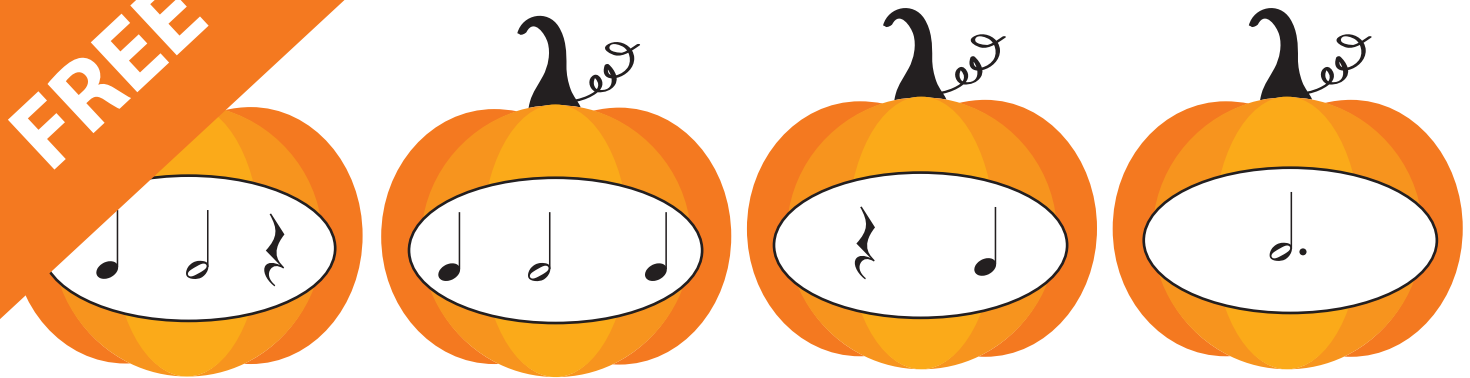


FREE



PUMPKIN RHYTHM PATCH

Roll the Dice, Guess, And Win the Game

Players: 2

Activity time: 5 min.

Objectives: review and reinforce note and rests value

Objectives

To reinforce value of the notes and rests.

Preparation

1. Download and save a PDF file.
2. Print PDF.

Setting Up the Game

1 game board
1 mover for each player
dice
pencil

Instruction

The players take turns to roll the dice, move the marker to the matching pumpkin and count the value of the notes and rests. When answered correctly the student crosses out the matching number from their number line, and if not remains on the same pumpkin and does not cross anything out. The turn goes to the next player.

Winning the Game

The first player to cross out all the numbers from their note line wins the game.

The digital content within this document is intended for use by the teachers of the private music studios. Resale of the digital content or any of its parts is not permitted. The written consent of the copyright owner is required for the reproduction and/or publishing of the content.

