

FOX SHARPS

Roll the Dice, Guess, And Win the Game

Players: 2

Activity time: 8 min.

Objectives: review and reinforce ledger line notes

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To reinforce ledger line notes.

Preparation

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

Setting Up the Game

1 game board
1 mover for each player
dice
pencils

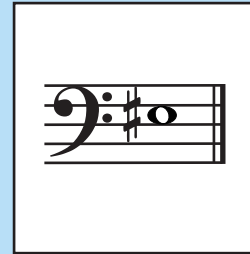
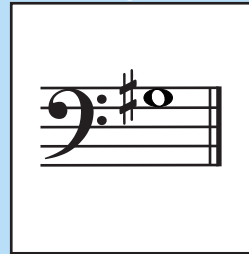
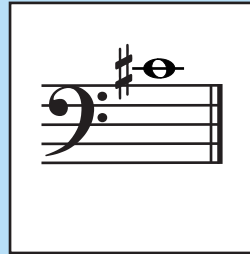
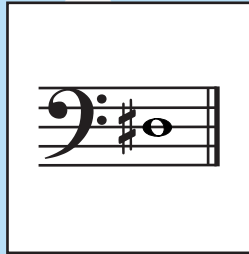
Instruction

The players take turns to roll the dice, move the marker to the matching square and guess the note's name with sharp. When answered correctly, the student crosses out the note name from their note name line, and if not, remains on the same square and does not cross anything out. The turn goes to the next player.

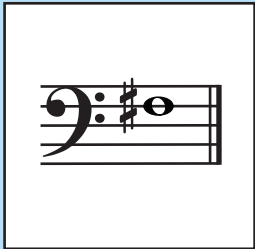
Winning the Game

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

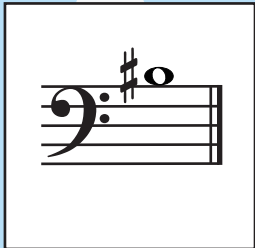
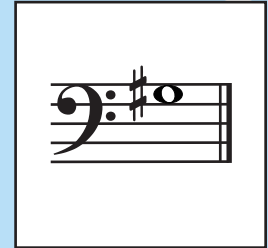
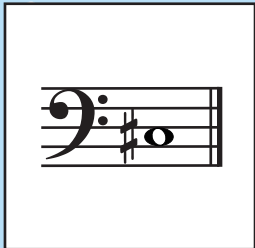
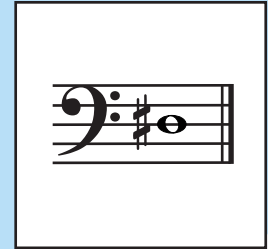
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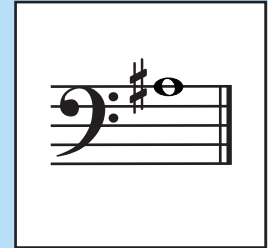
ROLL AGAIN



E# C# C# G# D# F# A#



E# D# C# F# F# A# B#



START

