

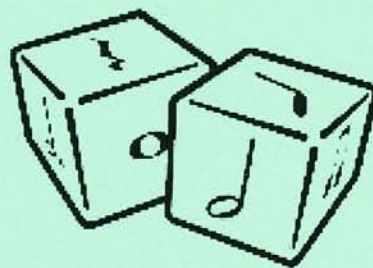
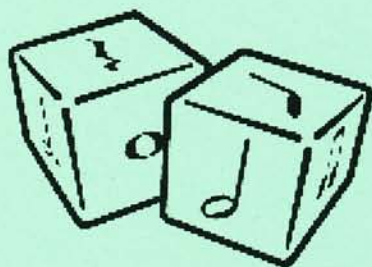
# ***RHYTHM***

# ***DICE***

# ***GAMES***

**SAMPLE**

**BY LIL TRAQUAIR AND DENISE GAGNE**



**Themes & Variations**

# RHYTHM DICE GAMES

Rhythm Dice Games has been written to give students practice in naming note values, rhythm reading and rhythm writing. Students from grade 3 and up will enjoy the games that are included in this kit.

It is suggested that the teacher begin with at least one of the worksheets as introduction or review. As the students learn the note names and values, use the worksheets to extend and reinforce their learning.

The games where students need to keep score are given as reproducibles. The teacher is permitted to make as many copies as needed for the classes in one school. We've included 6 sets of the games with gameboards (Race Track and Scales and Snakes) on colored cardstock for the teacher to laminate and use. If additional gameboards are needed, the teacher is permitted to copy these as well for the classes in one school.

The kit comes with 20 dice so that you can pair up your students and everyone can play. Extra dice are available for purchase.

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About the Authors: Lil Traquair is an elementary band director in Red Deer Alberta. Lil has used these games with fifth and sixth grade beginning band students. Denise Gagne has many years of experience teaching band, choir and classroom music. Denise is currently the director of the Red Deer Children's Choir.

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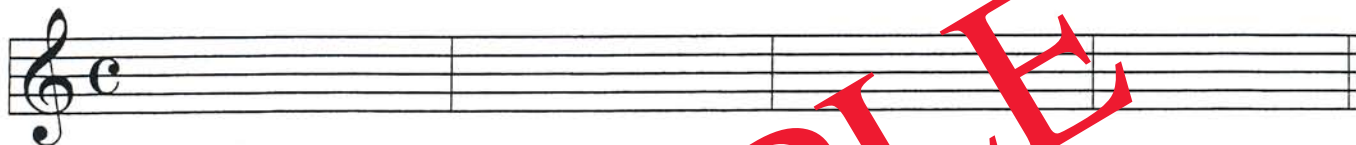
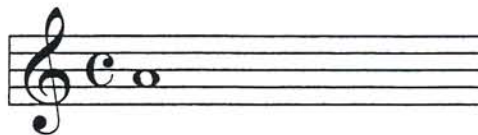
# Student Worksheet 1: Whole, Half, Quarter Note

Name: \_\_\_\_\_

How long a note is held for - it's duration - is determined by the note value.

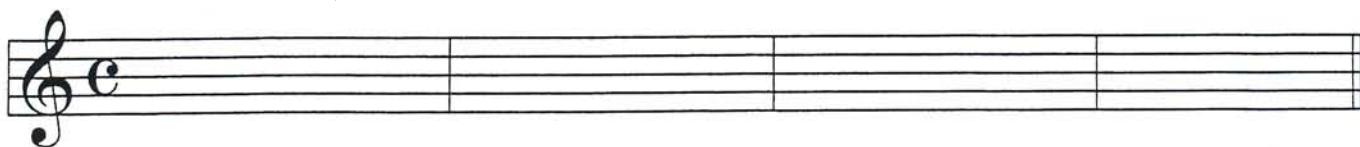
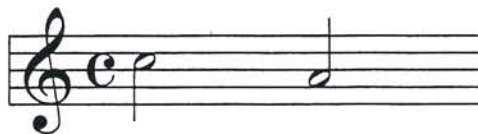
## Whole note

A whole note (○) is held for four beats in 4/4 time.  
The whole note is drawn as an oval and has no stem.  
Draw one whole note in each measure.



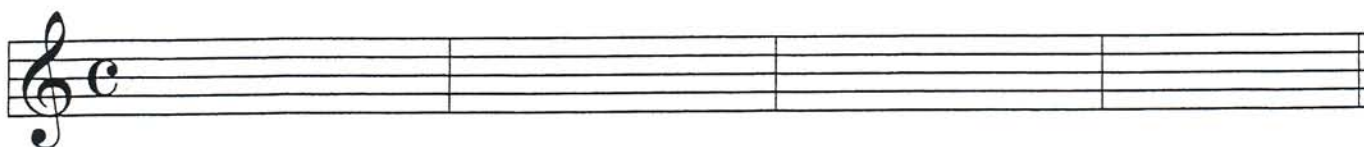
## Half note

The half note (♩) looks like a whole note with a stem added.  
Stems are drawn up on the right side and down on the left side of the note.  
If the note is above the middle line, the stem goes down.  
If the note is below the middle line, the stem goes up.  
A half note is held for two beats in 4/4 time.  
Draw two half notes in each measure.



## Quarter note

A quarter note (♩) is held for one beat in 4/4 time.  
The quarter note looks like a half note that is filled in.  
Draw four quarter notes in each measure.





# SCALES AND SLIDES

**FINISH**

7  
Eighth rest  
Miss a turn.

64 63 62 61 60 59 58 57

50 51 52 53 54 55 56

Flat Sign.  
Lowers a note  
1/2 step.  
Move one step  
backward.

48 47 46 45 44 43 42 41

Sharp sign  
Raises a note  
1/2 step.  
Move one  
space ahead.

Repeat sign  
Move another  
player's token  
one space  
forward or back.

33 32 31 30 29 28 27 26 25

38 39 40

Half rest  
Move two  
spaces  
forward.

17 16 15 14 13 12 11 10 9

Whole rest  
Miss a turn.

Natural sign  
Return to the  
beginning of  
the game.

**START**

1 2 3 4 5 6 7 8

**SAMPLE**

The board is an 8x8 grid. The top-left square (row 1, column 1) is labeled 'FINISH'. The bottom-left square (row 8, column 1) is labeled 'START'. The grid contains various musical symbols and illustrations of instruments (trumpets and tubas). The numbers 1 through 64 are placed in the squares, with some squares containing multiple numbers. The word 'SAMPLE' is written diagonally across the center of the board in large, red, stylized letters.