

## 2. Number Concentration

1 2 3 4 5

# 2. Number Concentration

d m s  
D. Gagné

Don't for - get your num - ber. Don't for - get your name.

When you're read - y start the game.



## 2. Number Concentration

Don't forget your number.

Don't forget your name.

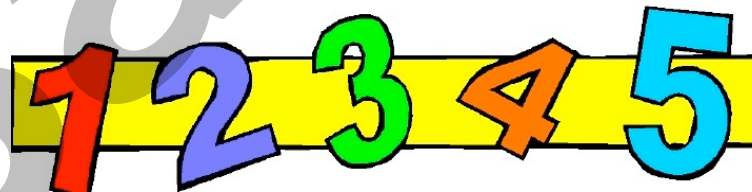
When you're ready start the game.

*(Repeat)*



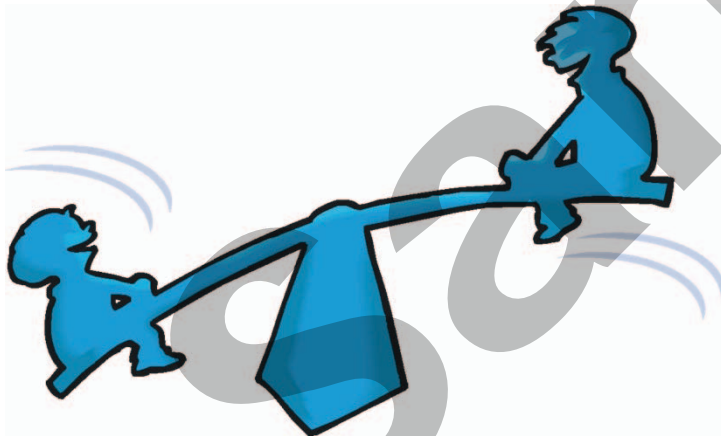
# Beat

Most music has a steady **beat**, or pulse that you can feel, step, clap or dance to. Keep a steady beat by tapping a finger on your other hand while you play *Number Concentration*.



# Beat

*Can you think of sounds around you that  
keep a steady beat?*



# Beat Chart

*Tap the beats as you sing Number Concentration.*

*Count the beats.*

*How many beats do you count in the song?*

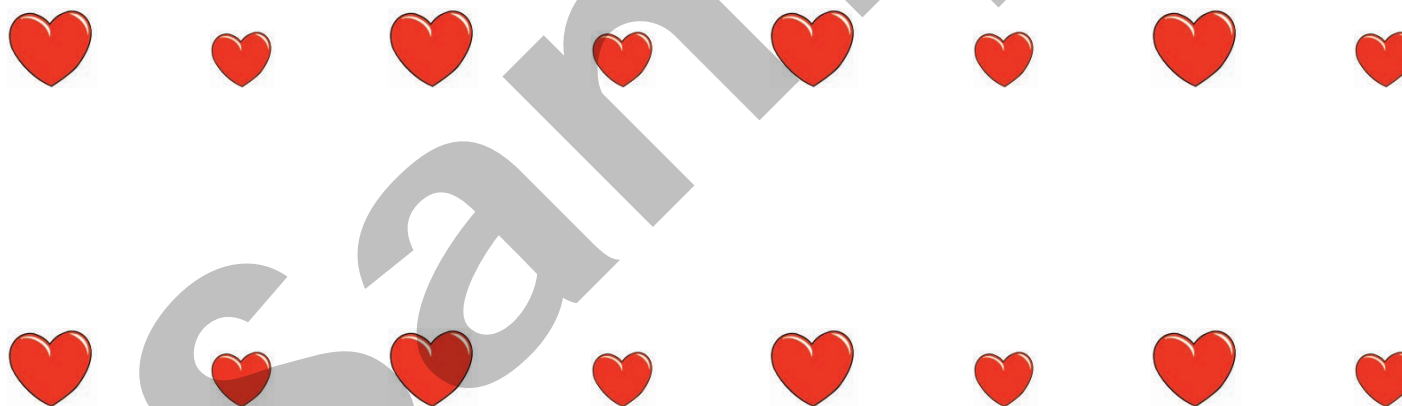


# Beat Chart

*Tap the beats as you sing Number Concentration.*

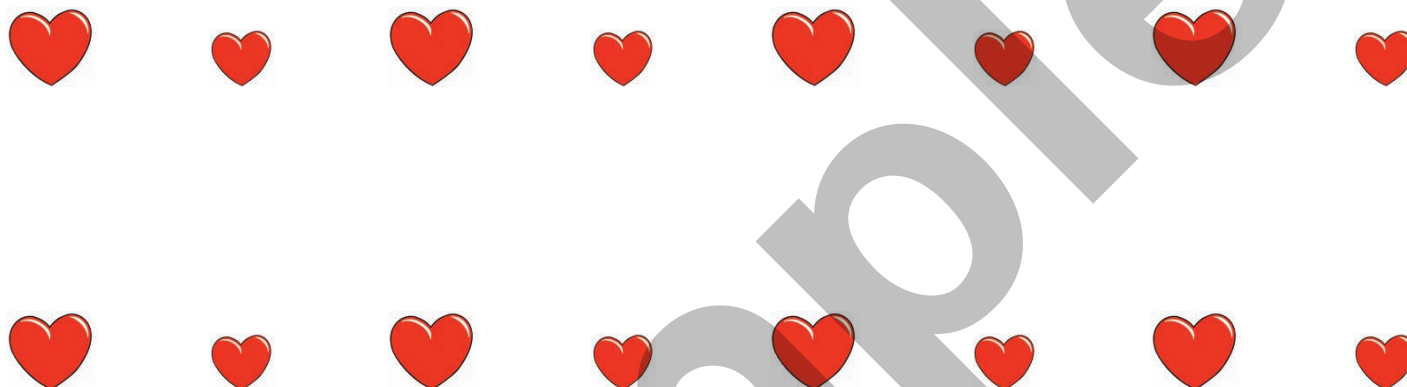
*Count the beats.*

*There are 16 beats in the song.*



**Answer**

# Beat Chart

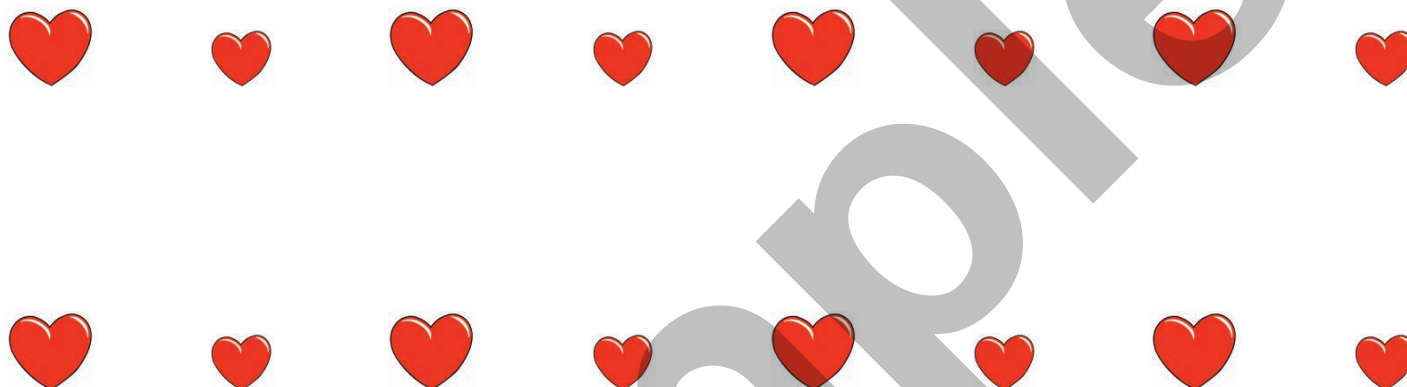


1. Which word fell on beat 5?
2. Which word fell on beat 7?
3. Which beat does the word “game” fall on?
4. Which beat does the word “when” fall on?

**Answer**



# Beat Chart



1. Which word fell on beat 5? don't
2. Which word fell on beat 7? name
3. Which beat does the word "game" fall on? 15
4. Which beat does the word "when" fall on? 9

**Answer**

# Beat Chart

Clap the rhythm of the song. In this song,  
The rhythm is “the way the words go.”

How many sounds are on each beat?



Don't for - get your num - ber. Don't for - get your name.



















When you're rea - dy start the game.

















# Beat Chart

One sound on a beat is called ta. 

Two sounds on a beat is called ti-ti. 

No sound on a beat is a rest. 

         
         
 Don't for - get your num - ber. Don't for - get your name.

         
         
 When you're rea - dy start the game.

## 2. Number Concentration

arranged Robert A. Amchin

Don't for - get your num - ber. Don't for - get your name.

I am num - ber one. I am num - ber two.

When you're read - y start the game.

I am num - ber three. I am num - ber ?

The musical score consists of two systems. Each system has four staves: a vocal line (SG), a hand drum line, and a bass drum line (BX). The key signature is two sharps (F# and C#) and the time signature is 2/4. The lyrics are: 'Don't for - get your num - ber. Don't for - get your name.' followed by 'I am num - ber one. I am num - ber two.' and 'When you're read - y start the game.' followed by 'I am num - ber three. I am num - ber ?'. The hand drum and bass drum parts provide a rhythmic accompaniment to the vocal lines.

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