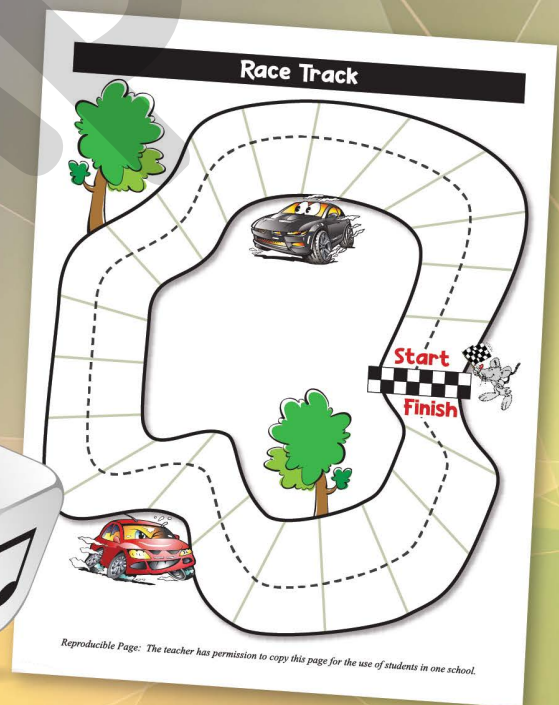
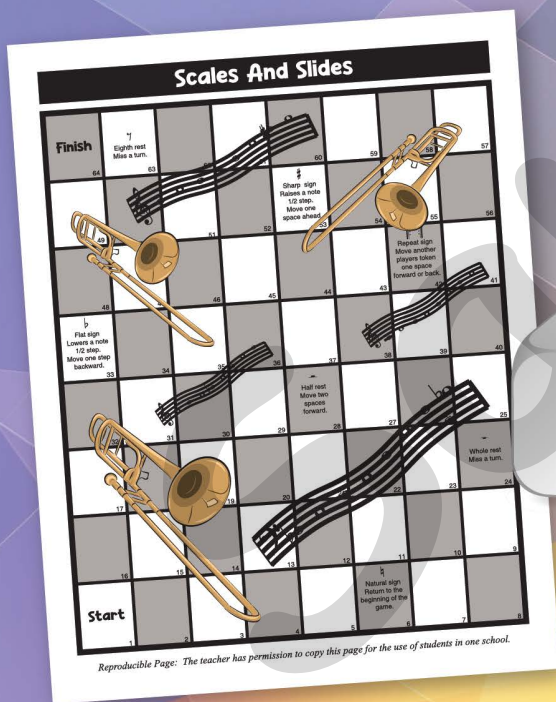


Rhythm Dice Games



Rhythm Dice Games are engaging class activities or centers to practice rhythm reading, writing and note values.

By Lil Traquair and Denise Gagné

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 six sets of the games with game boards ("Race Track" and "Scales and Slides") on cardstock for the teacher to laminate and use. If additional game boards are needed, the teacher is permitted to copy these as well for the classes in one school. The kit comes with 25 dice so that you can pair up your students and everyone can play. Extra dice are available for purchase.

Worksheets:

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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 Gagné has many years of experience teaching band, choir, and classroom music. Denise is the past director of the Red Deer Children's Choir.

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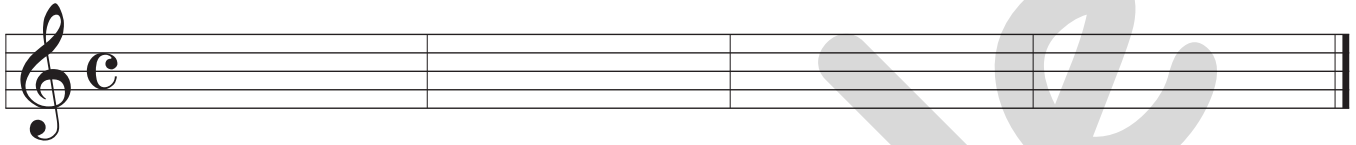
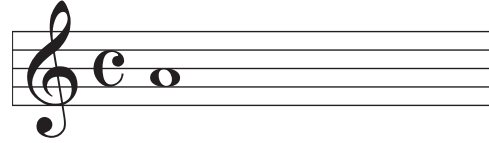
Student Worksheet 1: Whole, Half, Quarter Note

Name: _____

How long a note is held for - its 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.



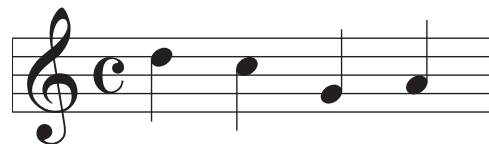
Half Note

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

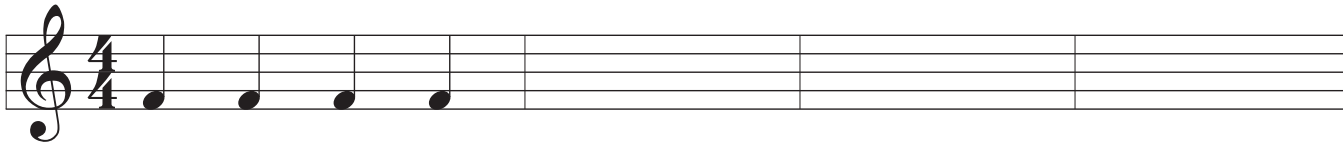
A quarter note (♪) is held for one beat in 4/4 time.
The quarter note looks like a half note that is filled in.
Draw four quarter notes in each measure.



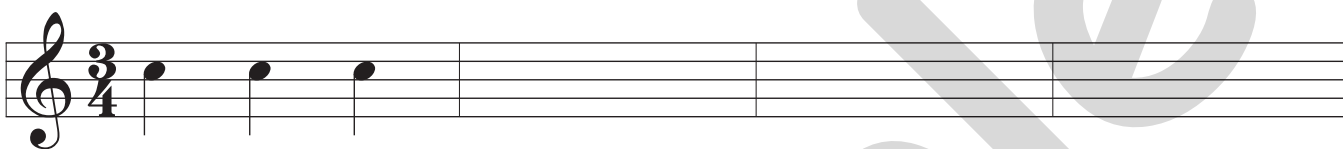
Student Worksheet 7: Complete a Measure

Name: _____

1. In 4/4 time there are four quarter notes in each measure. Complete the line by putting four quarter notes in each measure.



2. In 3/4 time there are three quarter notes in each measure. Complete the line by putting three quarter notes in each measure.



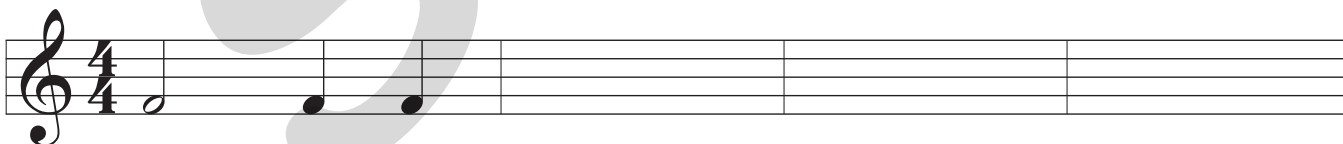
3. In 4/8 time there are four eighth notes in each measure. Complete the line.



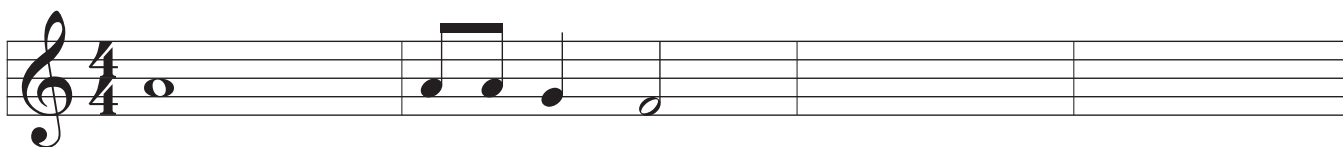
4. In 2/4 time there are two quarter notes in each measure. Complete the line using quarter notes.



5. In 4/4 time there are four quarter notes in each measure. You could also write four beats by using two half notes. Complete the line by using half notes and quarter notes.



6. In 4/4 time there are four quarter notes in each measure. You could also write four beats by using a whole note, four pairs of eighth notes, or two half notes. Complete the line by using whole, half, quarter and eighth notes.



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Shake And Make 4/4







What the Game is About: The object of the game is to fill in a rhythm grid. The last player who plays, wins.

Materials Needed: Each player needs a rhythm grid, one die and a pencil.

Directions: Form groups with 2-4 players. Shake the die to determine who goes first. The highest note value on the die shake wins the first turn. Play continues in order.

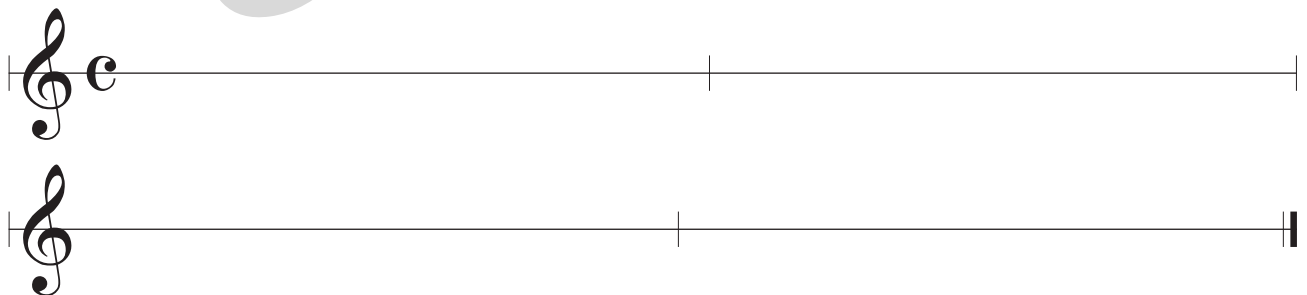
Player One throws the die and chooses where to put the note value anywhere it fits on his grid. (Notes do not have to be placed on the grid in order.) The play then passes to Player Two who does the same. Put lines through the boxes where the half notes, whole notes and dotted half notes extend as shown in the mini grid below. The pattern must shake out exactly. If you have only one box left, you must shake a note that is held for 1 beat. If you don't, you "pass" on your turn. The first player to complete his grid wins the game. When the complete pattern is filled out, rewrite it onto the regular rhythm staff. Have students perform the composition using a variety of body percussion - pat, clap, stamp, and snap.

	→				→
	→	→			→
					
	→		→		

Whole note		4 beats	Fill 4 squares
Half note		2 beats	Fill 2 squares
Quarter note		1 beat	Fill 1 square
Pair eighth notes		1 beat	Fill 1 square
Quarter rest		1 beat	Fill 1 square
Dotted half note		3 beats	Fill 3 squares

Shake And Make Rhythm Grid

Shake And Make - Write Your Rhythm On A Staff



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Scales And Slides

What the Game is About: This game is based on the game “Snakes and Ladders.”

Materials Needed: Each group needs one Scales and Slides game board, markers and one die.

Directions: Form groups of 2-4 students. You will need one game board, one die and a set of FREE cards. You may decide who goes first by rolling a die. The highest note value goes first. (If there is a tie, roll again until a winner is declared.)

The start square is at the bottom left hand corner of the game board. The first person rolls and moves ahead the number of counts the die indicates. Each person takes his turn in order.

If you roll a rest, you may change places with anyone on the board or take a “FREE” card to excuse you from any slides or penalties you come across on the board. When you switch places, you do not get the power of the square because it has already been used. When you have used your “FREE” card it goes back into the pile to be used again.

If you land on the top of a trombone you “slide” down to the square at the bottom of it. If you land on the beginning of the scale, you “climb” up the scale.

Play continues until someone reaches the finish. You need to roll the exact number of counts on the die to go out. (You may decide at the beginning of the game to allow any number to cross the finish line.)

Whole note	♩	4 beats	go 4 spaces
Half note	♪	2 beats	go 2 spaces
Quarter note	♫	1 beat	go 1 space
Pair eighth notes	♫	1 beat	go 1 space
Quarter rest	♩	1 beat	*change places or take a “FREE” card
Dotted half note	♩.	3 beats	go 3 spaces

free	free
free	free

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Scales And Slides

<p>Finish</p>	<p>7 Eighth rest Miss a turn.</p>						
<p>64</p>	<p>63</p>	<p>62</p>	<p>61</p>	<p>60</p>	<p>59</p>	<p>58</p>	<p>57</p>
<p>49</p>	<p>48</p>	<p>47</p>	<p>51</p>	<p>52</p>	<p>53</p>	<p>54</p>	<p>55</p>
<p>48</p>	<p>47</p>	<p>46</p>	<p>45</p>	<p>44</p>	<p>43</p>	<p>42</p>	<p>41</p>
<p>b Flat sign Lowers a note 1/2 step. Move one step backward.</p>	<p>33</p>	<p>34</p>	<p>35</p>	<p>36</p>	<p>37</p>	<p>38</p>	<p>39</p>
<p>32</p>	<p>31</p>	<p>30</p>	<p>29</p>	<p>28</p>	<p>27</p>	<p>26</p>	<p>25</p>
<p>17</p>	<p>16</p>	<p>15</p>	<p>14</p>	<p>20</p>	<p>21</p>	<p>22</p>	<p>23</p>
<p>16</p>	<p>15</p>	<p>14</p>	<p>13</p>	<p>12</p>	<p>11</p>	<p>10</p>	<p>9</p>
<p>Start</p>	<p>1</p>	<p>2</p>	<p>3</p>	<p>4</p>	<p>5</p>	<p>6</p>	<p>8</p>

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

Repeat sign
Move another
players token
one space
forward or back.

-
Half rest
Move two
spaces
forward.

-
Whole rest
Miss a turn.

♮
Natural sign
Return to the
beginning of the
game.

Race Track

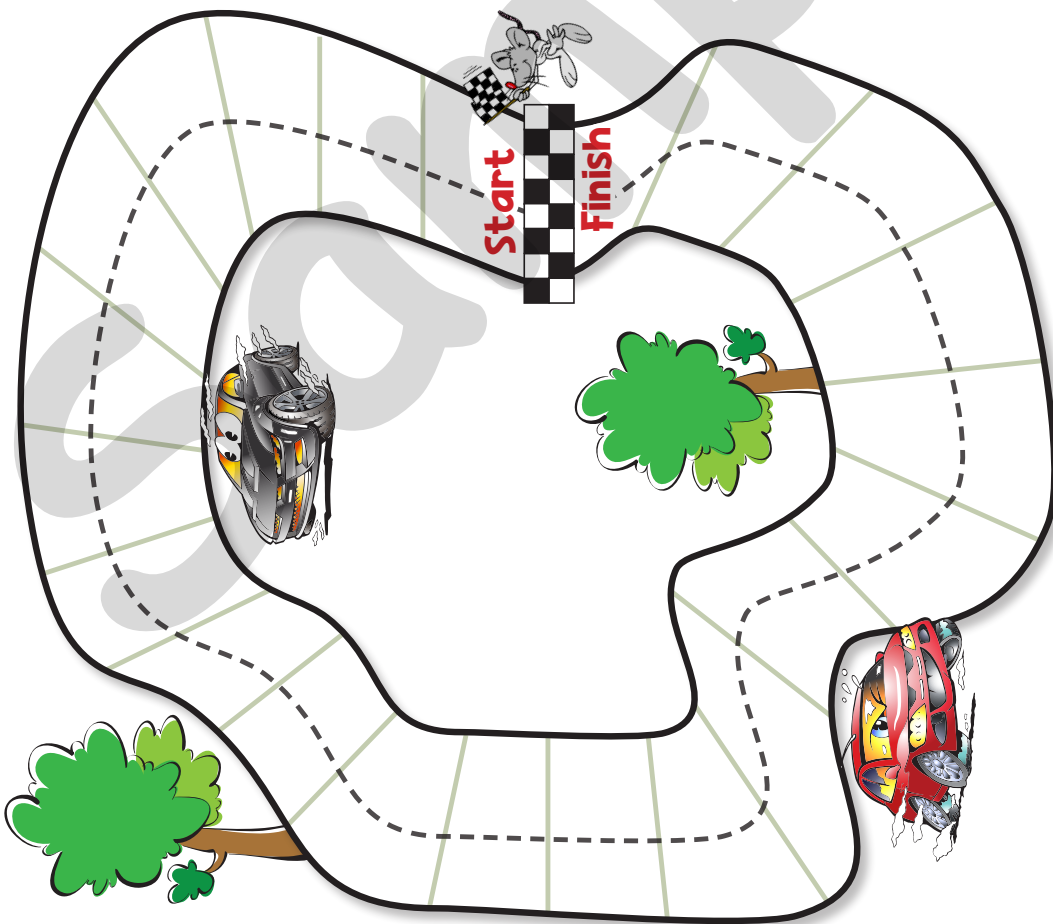
What the Game is About: The object of this game is to be the first to get around the race track.

Materials Needed: Each group needs one Race Track game board, markers, and at least one die.

Directions: Form groups of 2 students. You may decide who goes first by rolling a die. The highest note value goes first. (If there is a tie, roll again until a winner is declared.) Each player rolls the die in turn and moves his marker according to the note value rolled.

Play continues until someone reaches the finish. You do not need to roll the exact number of counts on the die to go out.

Whole note	♩	4 beats	go 4 spaces
Half note	♪	2 beats	go 2 spaces
Quarter note	♫	1 beat	go 1 space
Pair eighth notes	♬	1 beat	go 1 space
Quarter rest	♫	1 beat	miss a turn
Dotted half note	♩.	3 beats	go 3 spaces



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