



Quest For Rest

PIANO  CLUB  .COM

Reinforcing Rest Values With

QUEST FOR REST

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HOW TO PLAY

PLAYERS:

2-4 players

MATERIALS:

1 laminated game board, 10 dice, 2 game markers, 1 universal marker - a button, gummy bear etc. (used by both players)

GAME OBJECTIVE:

Musical Objective: To reinforce knowledge of quarter, half and whole rest values
Game Objective: To be the first player to reach the bed in the center of the game board

SETTING IT UP:

The players should sit **beside** each other with the game board placed in front, so the rests appear the right way up. Each player chooses a colored star path and places her game marker on her colored star that is farthest from the center of the board. The universal game marker (a button, a gummy bear, etc.) can be placed on any white square.

Each player should have 5 dice.

PLAYING THE GAME:

- 1) Player 1 rolls one of her dice and moves the **universal marker** clockwise around the board (staying on the white squares only) according to the number rolled.
- 2) When the universal marker comes to a stop on a white square, Player 1 yells out the value of the rest shown on that square (1 beat, 2 beats, 4 beats). Both players now must race to get each of their 5 dice to display this value.
- 3) To do this, both players pick up and roll all 5 of their dice. Any rolled dice that do not display the value of the rest, get picked up and rolled again. The dice that display the correct value remain on the table.
- 4) This round of play continues until one player has every one of her die displaying the rest value (ie. if the universal marker lands on a whole rest, both players must then race to get each of their five dice to roll a "4").
- 5) The first player to have all of her dice displaying the rest value gets to move her **game marker** (not the universal marker) one starred-square closer to the center of the game board.
- 6) Player 2 repeats Steps 1 - 2 and the race begins again.
- 7) The first player to reach the bed in the center of the game board wins the game.

*Hint - When players are racing to roll the rest value, they can choose to roll all 5 dice at the same time, OR they can roll each die on its own until it displays the desired value... and then move on (this is the least efficient method)

Sample File Only

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