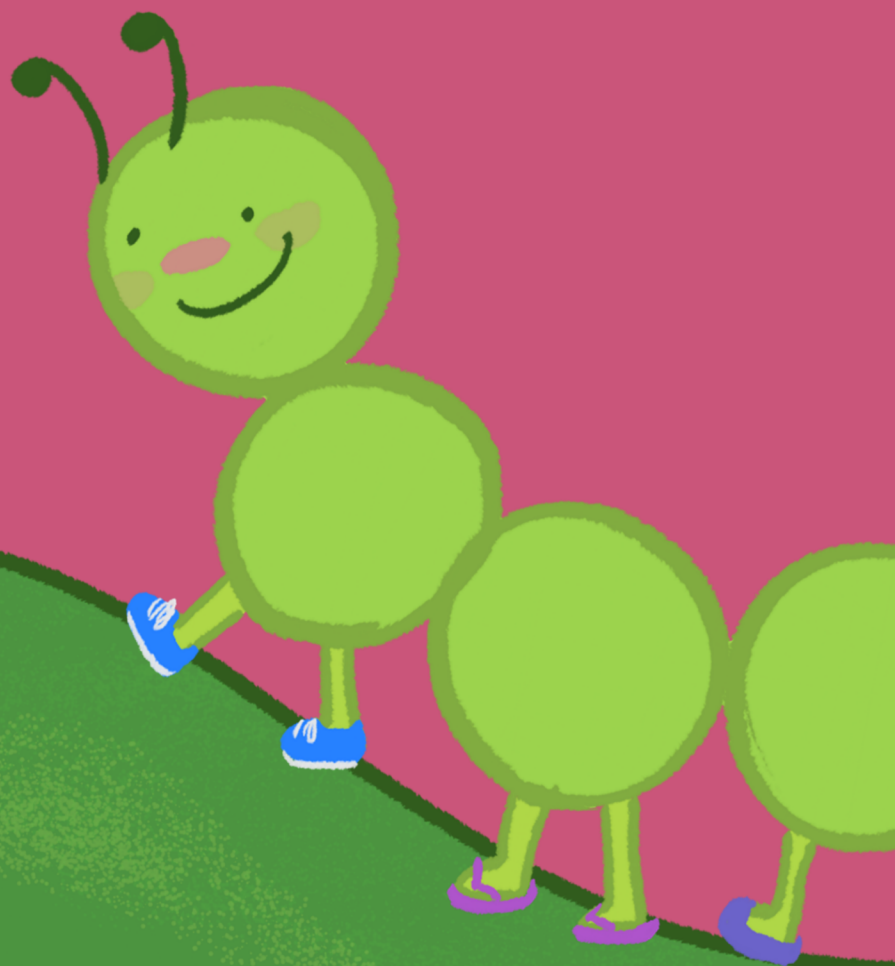


Billy the Benda Pillar



Reinforcing Note Reading In Middle C Position With

BILLY THE BENDAPILLAR

by Andrea and Trevor Dow



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HOW TO PLAY

Players:

2 players

Materials:

one laminated game board, two game markers, nine Bendapillar cards, six clothespins, one die

Game Objective:

Musical Objective: To reinforce note reading (ABCDE) in Middle C Position
Game Objective: To place clothespins over the three notes on a Bendapillar card

Setting It Up:

Players should sit beside one another with the game board placed in front and the two game markers placed on the face of Billy the Bendapillar. Each player should have one Bendapillar card (selected at random) and three clothespins.

Playing the Game:

- 1) Player 1 rolls the die and moves her game marker clockwise around the circles according to the number rolled.
- 2) If Player 1's game marker lands on a circle with a note name, she must compare that note name with the note images on her Bendapillar card. If the note name matches a note image, Player 1 clips one clothespin onto the matching note image on her Bendapillar card. If the note name does not match a note image, Player 1's turn is over.
- 3) If Player 1's game marker does not land on a circle containing a note name she does the following:
 - a) If her game marker is resting on a circle containing a white star, she clips a clothespin onto **any** note image on her Bendapillar card.
 - b) If her game marker is resting on the face of Billy the Bendapillar, she **removes** one clothespin from her Bendapillar card. *If she does not have any clothespins on her Bendapillar card, her turn is simply over.*
- 4) Player 2 repeats Steps 1 - 3.
- 5) Players continue alternating turns until one player manages to clip clothespins to **all three note images** on her Bendapillar card and wins the game.

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apply double-sided printing.

Billy the Bender Filler



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apply double-sided printing.



