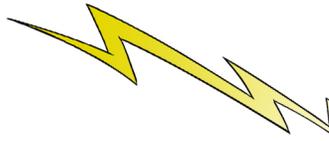


THE ADVENTURES OF
FEARLESS FORTISSIMO



NOTE READING
RUCKUS

D	G	D	C	C	A	D	G	B	A
G	C	C	B	A	A	C	G	B	D
A	G	B	D	G	G	A	C	D	B
G	A	A	G	D	C	D	B	A	B
C	D	C	C	B	D	B	G	G	A
A	A	G	D	C	B	C	B	D	G
D	B	C	B	A	G	A	B	C	C
B	C	C	C	D	A	B	A	B	G
B	A	B	G	A	C	D	C	D	G
D	A	C	●	C	G	○	G	B	D

Reinforcing Note Reading in G Position with

NOTE READING RUCKUS

by Andrea and Trevor Dow



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HOW TO PLAY

Players:

2 players

Materials:

one laminated game board, two small game markers (buttons),
18 Note Cards, a dry erase pen

Game Objective:

Musical Objective: To reinforce note reading in G position

Game Objective: To move a game marker to any square on the **top row** of the game board

Setting It Up:

Players should sit beside one another with the game board placed in front and the deck of playing cards placed to the side. Player 1 should place his game marker on the square in the bottom row marked with a green dot and Player 2 should place her game marker on the square in the bottom row marked with a white dot.

Playing The Game:

- 1) Player 1 draws the top card from the deck of playing cards, names the note on the back of the card, and then performs any one of the following moves:
 - 1) He moves his game marker **forward to the closest square** containing a note name that matches the note image on the playing card.
 - 2) He moves his game marker **to the left to the closest square** containing a note name that matches the note image on the playing card.
 - 3) He moves his game marker **to the right to the closest square** containing a note name that matches the note image on the playing card.
 - 4) He moves his game marker **backward to the closest square** containing a note name that matches the note image on the playing card. *This move usually represents a "last resort" option.*
 - 5) He uses the dry erase pen to color in any square on the game board containing a note name that matches the note image on the playing card. This creates a "blocked square" that players must move around in subsequent turns.
- 2) When moving his game marker in a selected direction, Player 1 must go to the **closest matching** square; sliding (skipping) over squares that do not match the name of the note image on the playing card.
- 3) During any one turn, Player 1 may only move his game marker in a straight line. He cannot move diagonally.

Instructions continued on next page...

HOW TO PLAY

- 4) Player 2 repeats Steps 1 - 3.
- 5) Players continue alternating turns until one player **lands a game marker on any square in the top row of the game board** and wins the game. If all playing cards have been played before either player wins, the cards are reshuffled and play continues.

Want more information on strategizing with "blocked squares"? Read on...

Strategizing With The "Blocked Squares"

- 1) As explained on Page 1 of the instructions, during any turn a player may choose to color in a square on the game board instead of moving his marker. *Why would a player want to color in a square on the game board?*
 - 1) Colored squares act as a wall on the game board. A player cannot move his marker past a colored square. A colored square forces a player to move his game marker around the colored square, or colored squares, increasing the number of turns it will take to get to the top of the game board.
 - 2) During the game, only **nine** squares can be colored. It doesn't matter which player colored which squares... only nine squares can EVER be colored.
 - 3) If, during a turn, a player cannot move his game marker forward, backward, to the left or to the right, AND nine squares have been colored, the player loses his turn.



**NOTE READING
RUCKUS**



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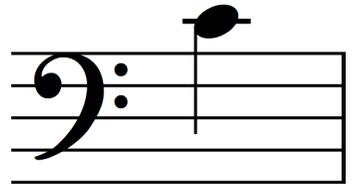
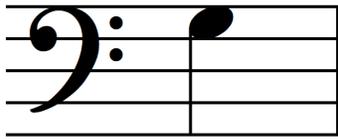
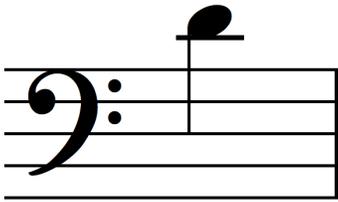
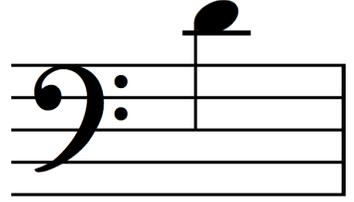
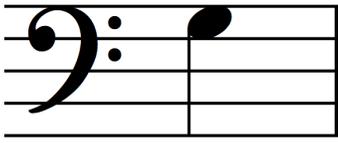
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