



- 1 Roll a die. Cross out a number of notes in the first game row that have a combined rhythmic value that equals the value rolled on the die. For example, if a 4 is rolled you can choose to cross out one whole note **or** two half notes **or** four quarter notes **or** two quarters notes and one half note.
- 2 Repeat Step 1 until a value on the die is rolled that cannot be completed using the remaining notes in the first game row. When this occurs, add up the rhythmic value of the remaining notes and write the total in the empty box at the end of the row.
- 3 Repeat Steps 1 and 2 for the remaining game rows. For each game row, attempt to achieve as low a total score as possible.

ONE

				TOTAL _____

TWO

				TOTAL _____

THREE

				TOTAL _____