

Use today's primer piano board game to reinforce aural recognition of rhythms in 3/4 time.

PRIMER EAR TRAINING



DUCK-BILLED RHYTHM DRILL


1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18
19	20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35	36
37	38	39	40	41				
42	43	44	45	46				
47	48	49	50	51				



1	2	
10	11	
19	20	
28	29	
37	38	
42	43	

BILLED RHYTHM DRILL

8	9
17	18
26	27
35	36



PRIMER MUSIC

Amadeus Platypus is One of a Kind is packed with middle C position music and activities that reinforce playing in 3/4 time.

This mid-primer resource follows the adventures of a confused platypus that can't decide if it is a duck, frog, beaver, dog... or something else entirely!

Inside you will discover 7 piano solos, a duet, warm-up exercises, note reading games, sight-reading and rhythm activities, a practice tracker, and a certificate.



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VERY USEFUL PIANO LIBRARY

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**AMADEUS
PLATYPUS**
IS ONE OF A KIND

SUPPLEMENTARY SONGS AND ACTIVITIES
FOR MID-PRIMER PIANO STUDENTS

AVAILABLE ON AMAZON

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DUCK-BILLED **RHYTHM** **DRILL**

1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18
19	20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35	36
37	38	39	40	41				
42	43	44	45	46				
47	48	49	50	51				





DUCK-BILLED **RHYTHM** **DRILL**

Playing Instructions

1. To begin, the teacher secretly chooses ten numbers between 1 and 51, records them on a slip of paper, and hides the paper until the game is over.
2. Next, from the Teacher Master Sheet the teacher plays a rhythm in $\frac{3}{4}$ time OR a rhythm in $\frac{4}{4}$ time.
3. The student decides if the rhythm played in Step 2 was in $\frac{3}{4}$ time or $\frac{4}{4}$ time and then rolls a die.
4. If the rhythm played was in $\frac{3}{4}$ time, the student colors a number of **SQUARES** on the game board that corresponds to the value on the die. If the rhythm played was in $\frac{4}{4}$ time, the student colors a number of **CIRCLES** on the game board that corresponds to the value on the die.
5. Repeat Steps 2 to 4 five more times.
6. Score the game using the instructions below.

Scoring Instructions:

After all rounds are complete the teacher reveals the secret numbers. The student receives one point for every colored shape that contains a secret number. If the student scores four or more points she wins. If the student scores less than four points she loses.

INSTRUCTIONS





TEACHER MASTER SHEET

Play the following rhythms on any key. Keep this page out of your student's view.

