



This piano game reinforces recognition of early note values including quarter notes, half notes, and whole notes.

NOTE VALUE RECOGNITION

GRAND SLAM

RHYTHM RUN

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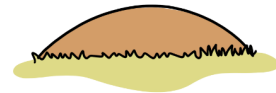
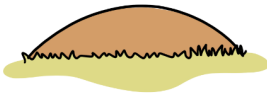
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GRAND SLAM

RHYTHM RUN



Players:

2 players

Materials:

one laminated game board, 18 playing cards, two game markers, two dice

Game Objective:

Musical Objective: To reinforce recognition of note values (quarter, half, whole)
Game Objective: To avoid landing on "player bases"

Setting It Up:

Players should sit beside one another with the game board placed in front and the deck of cards placed to the side. Each player should have a die. Player 1 should place his marker on any empty base and Player 2 should place her marker on any empty base.

Playing The Game:

- 1) On the count of three, either player flips over the top card of the deck to reveal a note value.
- 2) At this point the game becomes a race. Step 3 is described for Player 1 only but will be **performed by both players simultaneously**.
- 3) Player 1 determines the number of beats received in 4/4 time by the note value revealed in Step 1 and then attempts to roll a number on his die that matches the number of beats (ie. half note = 2).
- 4) The first player to roll the correct number wins the round.
- 5) **The player losing the round** rolls his die again and moves his game marker clockwise around the game board according to the number rolled. If his game marker comes to rest on an empty base, he is safe and players repeat Steps 1 to 5. If his game marker comes to rest on a base occupied by a baseball player (Sheldon), Game 1 is over and he loses.
- 6) Play four more games. The player who wins the most games is the winner.



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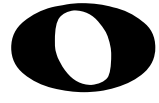
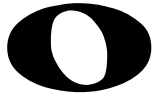
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