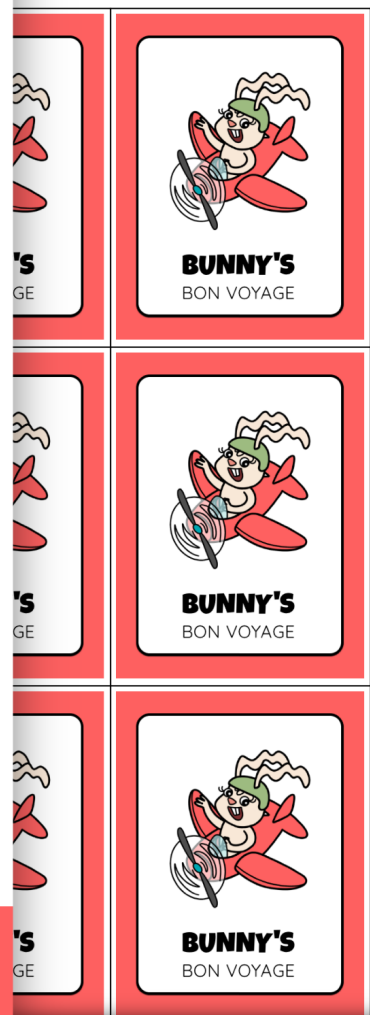
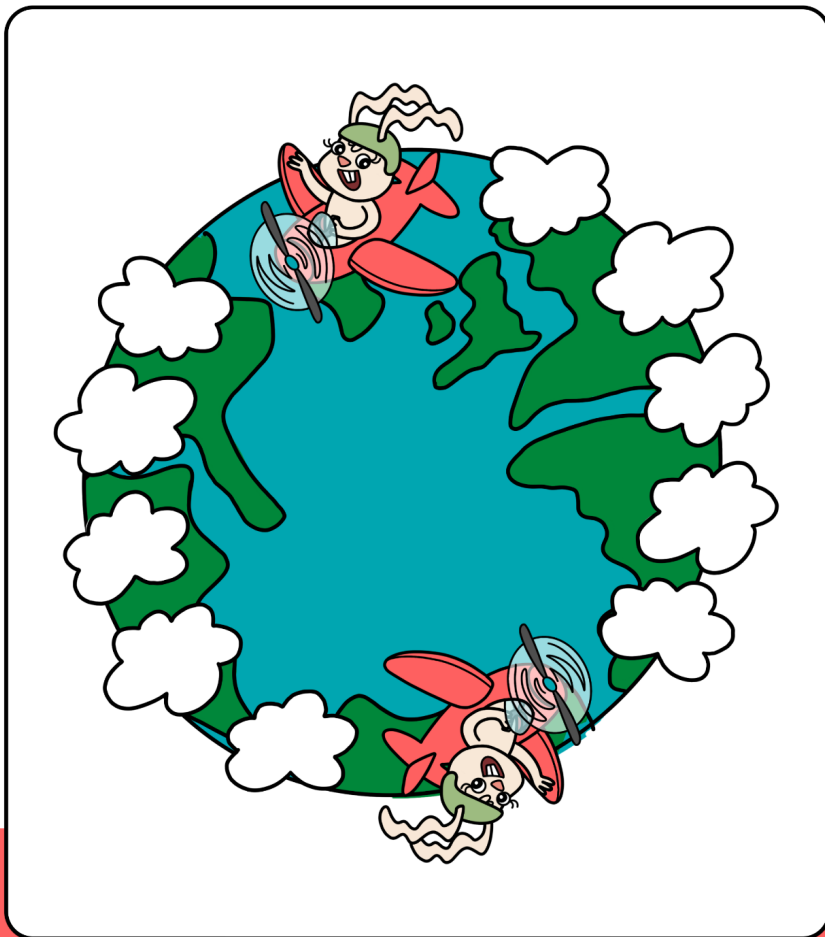




This resource supports note-reading development by providing repeated visual practice with the notes B and D.

NOTE READING: B VS D

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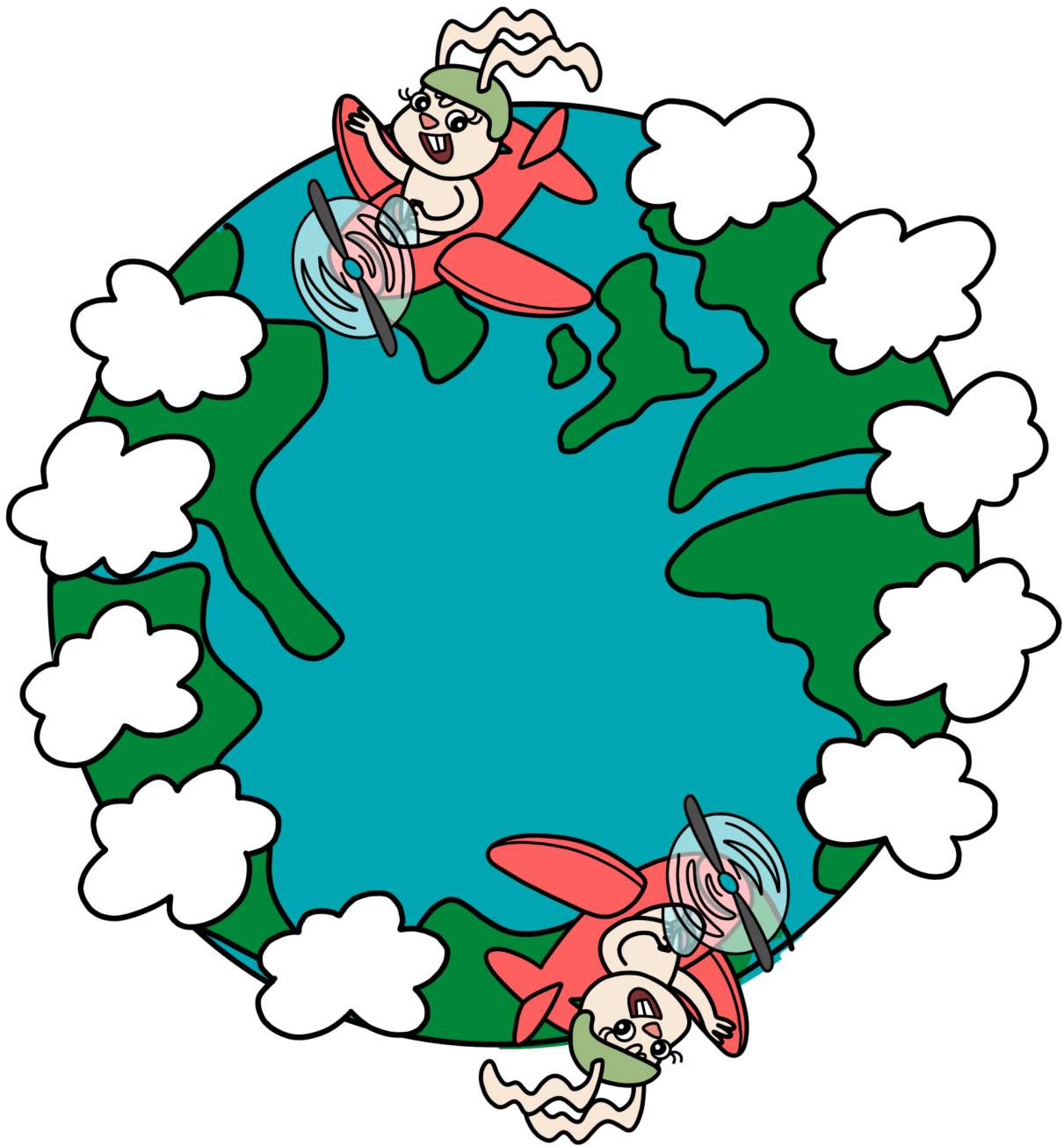
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BUNNY'S

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Players:

2 players

Materials:

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

Game Objective:

Musical Objective: To reinforce recognition of B and D

Game Objective: To land a game marker on an opponent's game marker

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 her game marker on the top plane and Player 2 should place his game marker on the bottom plane.

Playing The Game:

- 1) One player flips over the top card of the deck. At this point the game becomes a race. Steps 2 - 3 below (while explained for Player 1 only), will be performed simultaneously by both players.
- 2) Player 1 examines the note and the question on the back of the card revealed in Step 1 and then rolls a "1" on her die if the answer to the question is YES or a "2" on her die if the answer to the question is NO.
- 3) The first player to roll the correct value wins the round. The winning player rolls her die again and then moves her game marker counterclockwise around the game squares according to the number rolled (note: the clouds and the planes serve as game squares).
- 4) **Steps 1 - 3 are repeated** until one player lands a game marker on the same game square as an opponent's game marker, thereby "catching her". At this point the game is over and the player landing her game marker on the same square as an opponent's game marker wins the game. *Note: If all cards are used from the deck before the game is over, the cards are shuffled and play continues.*



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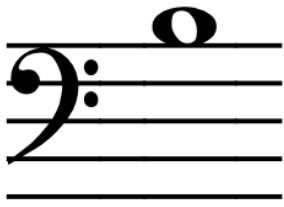
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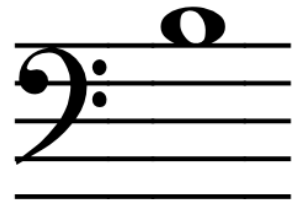
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Is this B?



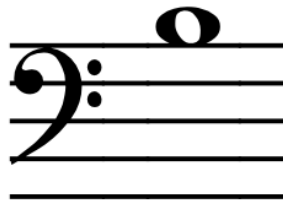
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Is this D?



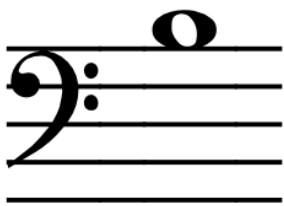
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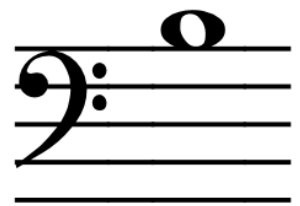
Is this B?



Is this D?



Is this D?



Is this D?



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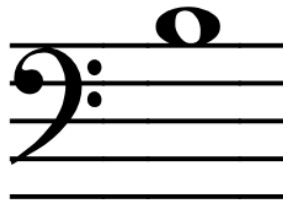
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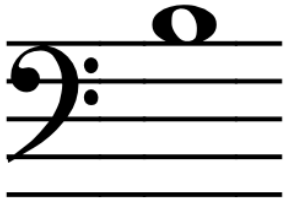
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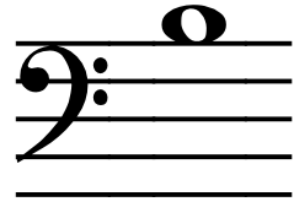
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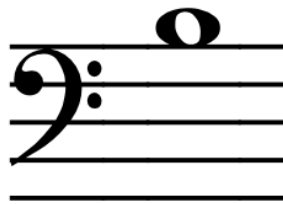
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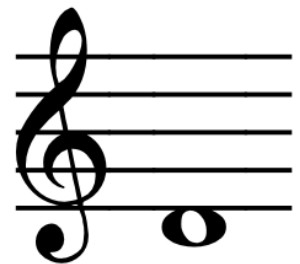
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