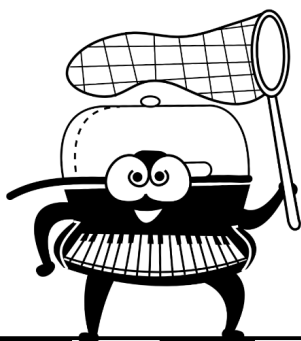


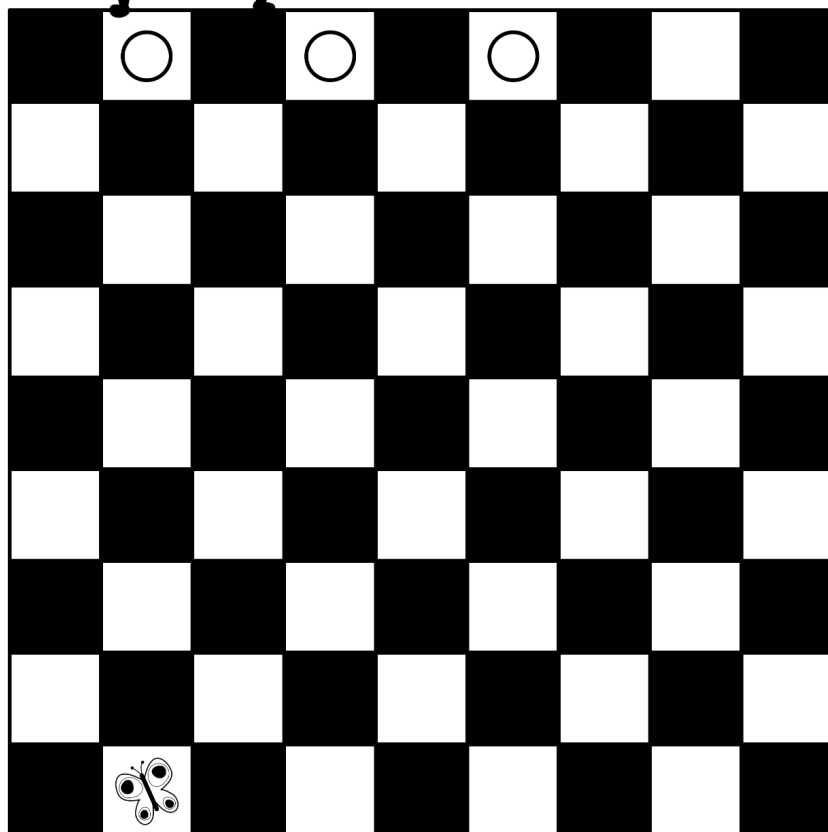


In this two-player game, level 1 students use their knowledge of accidentals to move across the board as the butterfly tries to escape and the nets work to trap it.

**GAME | ACCIDENTALS**

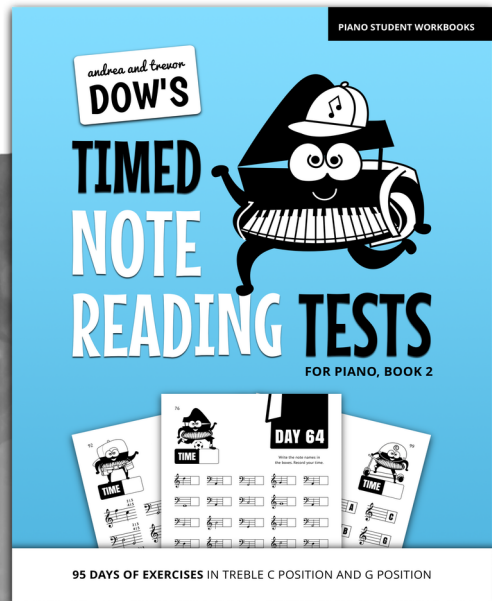


# Flight of the BUTTERFLY



andrea and trevor  
**DOW'S**

# TIMED NOTE READING TESTS

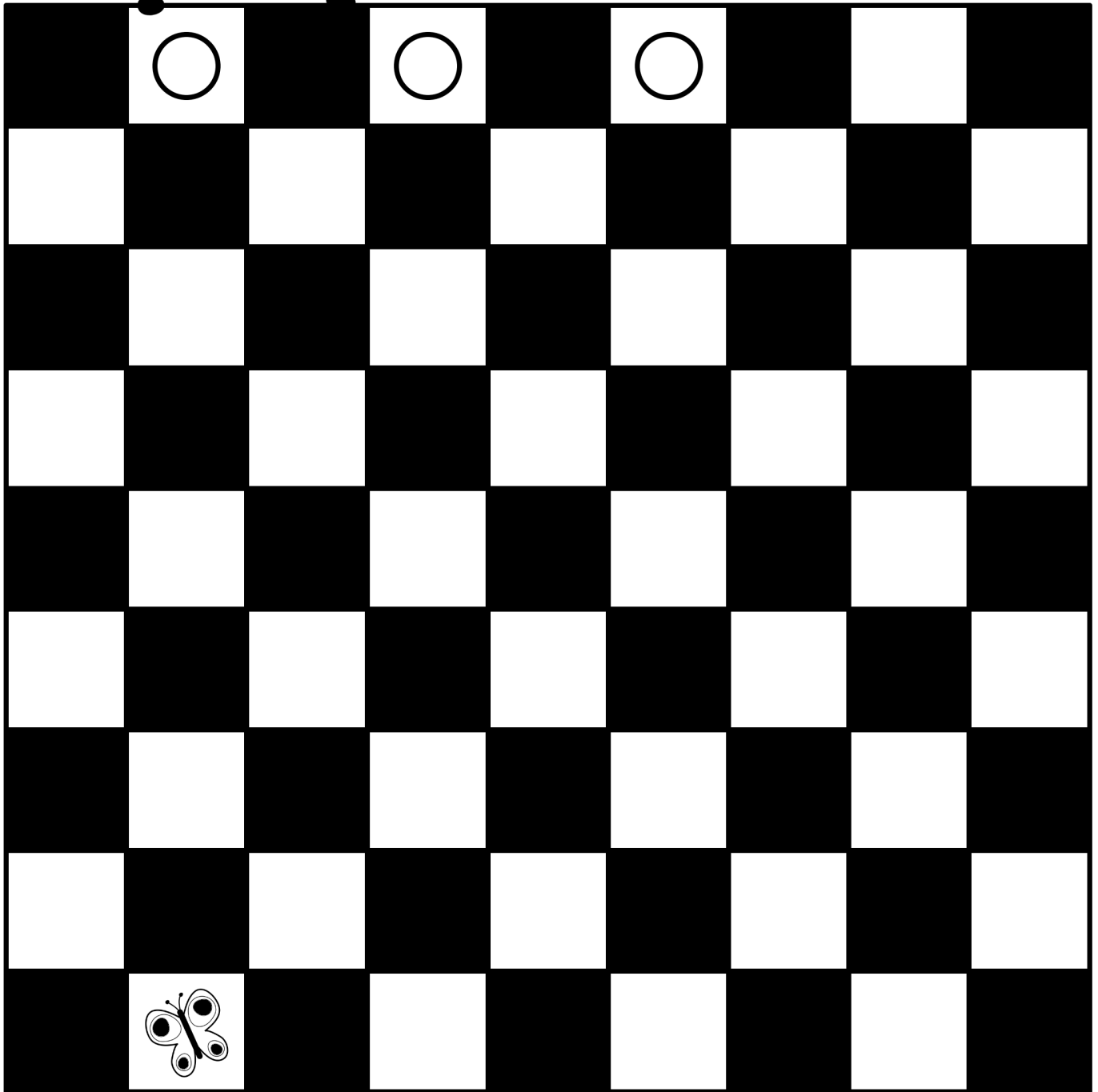


**BUY NOW**

**BUY NOW**



# *Flight* of the **BUTTERFLY**



## Players:

2 players

## Materials:

one laminated game board, 18 playing cards,  
three dimes, one penny

## Game Objective:

Musical Objective: To reinforce understanding of accidentals

Game Objective: To surround Player 2's game marker before it reaches a marked square

## Setting It Up:

Players should sit beside one another with the game board placed in front and the 18 playing cards placed to the side. Player 1 should place her game markers (three dimes) on each of the squares marked with a circle and Player 2 should place his game marker (the single penny) on the square marked with the butterfly.

## Notes:

- 1) Player 1 must always begin the game.
- 2) The game markers for both players must **always remain on the white squares**. The game markers cannot "jump" over any other game markers on the game board and can only move diagonally forwards and backwards (as in Checkers).
- 3) During the game, Player 1 is trying to surround Player 2's single game marker with her own game markers so that Player 2 cannot make any more moves (remember, his game marker cannot jump over her game markers). When this happens, she wins the game.
- 4) During the game, Player 2 is trying to move his one game marker along the white squares until it reaches a square marked with a circle. When this happens, he wins the game.

## Playing The Game:

- 1) Player 1 draws the top card from the deck and determines the number of notes affected by the accidental.
- 2) Player 1 moves her game markers a number of spaces that corresponds to the number of notes affected by the accidental in Step 1. **Important!** Because Player 1 has three game markers, she can choose to move just one of her game markers or she can split her moves between several game markers. Example: If moving her game markers three spaces, Player 1 can move all three markers one space each OR one of her markers two spaces and one of her markers one space OR one of her markers all three spaces.
- 3) Player 2 draws the top card from the deck and determines the number of notes affected by the accidental.
- 4) Player 2 moves his game marker a number of spaces that corresponds to the number of notes affected by the accidental in Step 1.
- 5) Players continue alternating turns until Player 1's game markers block Player 2's game marker from making any more moves or Player 2's game marker reaches any white square marked with a circle.
- 6) If, during the game, all cards have been removed from the deck, Player 1 wins.

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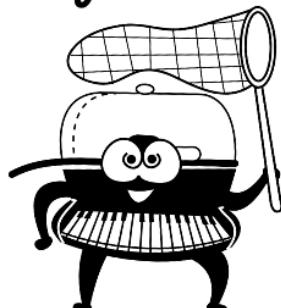
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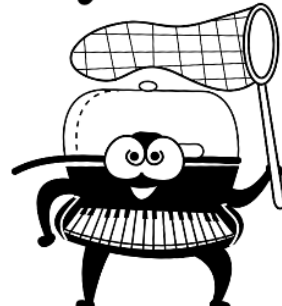
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