



In this piano game, students help a mummy reach a bat by identifying rhythms in  $3/4$  and  $4/4$  time. Each correct answer moves him forward—but one wrong move sends him shuffling back to the start!

LISTENING FOR  $3/4$  VS  $4/4$

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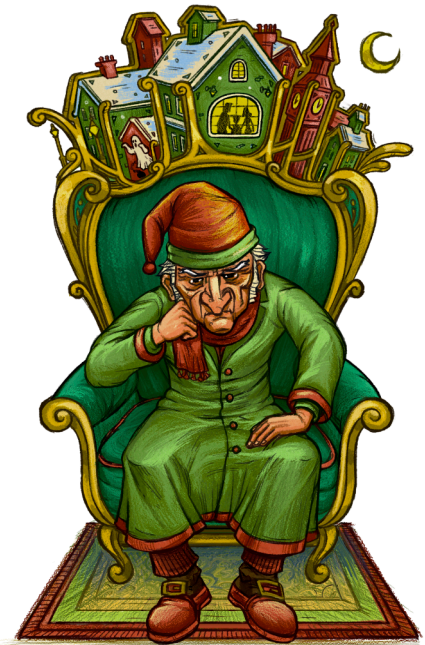
# RIP RHYTHMS


# Christmas Music

WUNDERKEYS MUSIC BOOKS

Composed in the keys of C major and A minor (two-octave scales), *The Streetlamp Solos, V. U. Level X* (Early Intermediate) tells the tale of Charles Dickens' *A Christmas Carol* with pop-infused remixes of classic holiday tunes.

Arrangements of *The First Noel*, *Joy To The World*, *Away In A Manger*, *O Come, O Come, Emmanuel*, *It Came Upon A Midnight Clear*, *God Rest Ye Merry, Gentlemen*, and *We Three Kings* serve as the inspiration for these powerful piano ballads in Andrea Dow's signature style.



**A CHRISTMAS CAROL**  
IN C MAJOR AND A MINOR FOR PIANO

**V. U.**  
LEVEL X



the  
streetlamp  
solos

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# HOW TO PLAY

## Players

1 player

## Materials

- 1 laminated game board
- 18 playing cards
- 1 dry erase pen
- 1 game marker
- 1 laminated Teacher Master Sheet

## Game Objective

Musical Objective: To reinforce aural recognition of  $\frac{3}{4}$  and  $\frac{4}{4}$  time.

Game Objective: To reach a bat in the fewest turns possible.

## Setting It Up

The student sits on the floor with the game board placed in front of them. The game marker is placed on the starting space (the mummy). The 18 playing cards should be spread on the floor with the time signatures facing up. The teacher sits at the piano with the laminated Teacher Master Sheet.

## Playing the Game

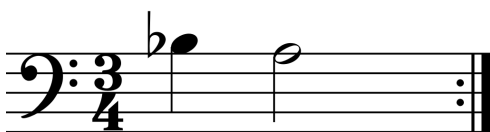
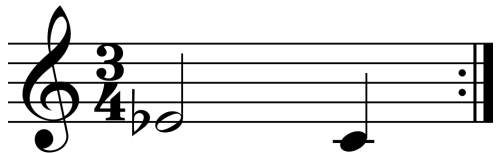
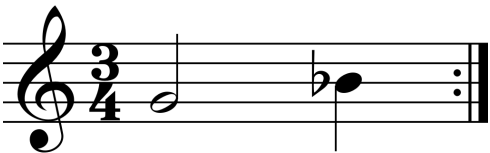
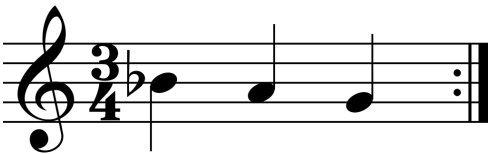
1. The teacher plays a musical excerpt from the Teacher Master Sheet and then crosses it off using the dry erase pen.
2. The student selects and flips over a playing card with a label ( $\frac{3}{4}$  or  $\frac{4}{4}$ ) that matches the excerpt played in Step 1.

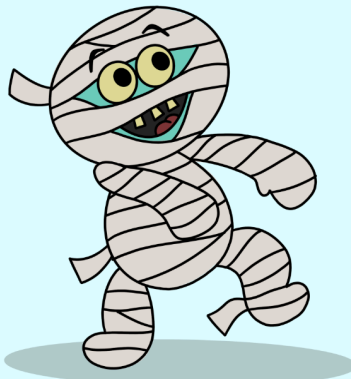
3. The back of the selected card displays one of three directions: “Up,” “Right,” or “Left.”
  - If it reads “Up,” the student moves their game marker up to the next game space (tombstone).
  - If it reads “Right,” the student moves the game marker right to the next game space.
  - If it reads “Left,” the student moves the game marker left to the next game space.
4. Remove the used playing card from the playing area.
5. Repeat Steps 1–4 until the student’s game marker lands on a bat.
  - If the game marker moves off a game space and onto a white dot, the student must return to the starting position (the mummy) and continue playing from there.
  - When the game marker lands on a bat, the student wins.
  - If all cards are removed from the playing area before the game marker lands on a bat, the student loses.

## Scoring and Replay

After reaching a bat, the teacher counts the number of musical excerpts played and records the student’s score. In future games, the student can try to beat their score by reaching a bat in fewer turns.

# TEACHER MASTER SHEET





# RIP RHYTHMS

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apply double-sided printing.



  
**UP**

  
**UP**

  
**UP**

**LEFT** 

  
**UP**

**LEFT** 

**RIGHT** 

  
**UP**

**RIGHT** 



  
**UP**

  
**UP**

  
**UP**

**LEFT** 

  
**UP**

**LEFT** 

**RIGHT** 

  
**UP**

**RIGHT** 