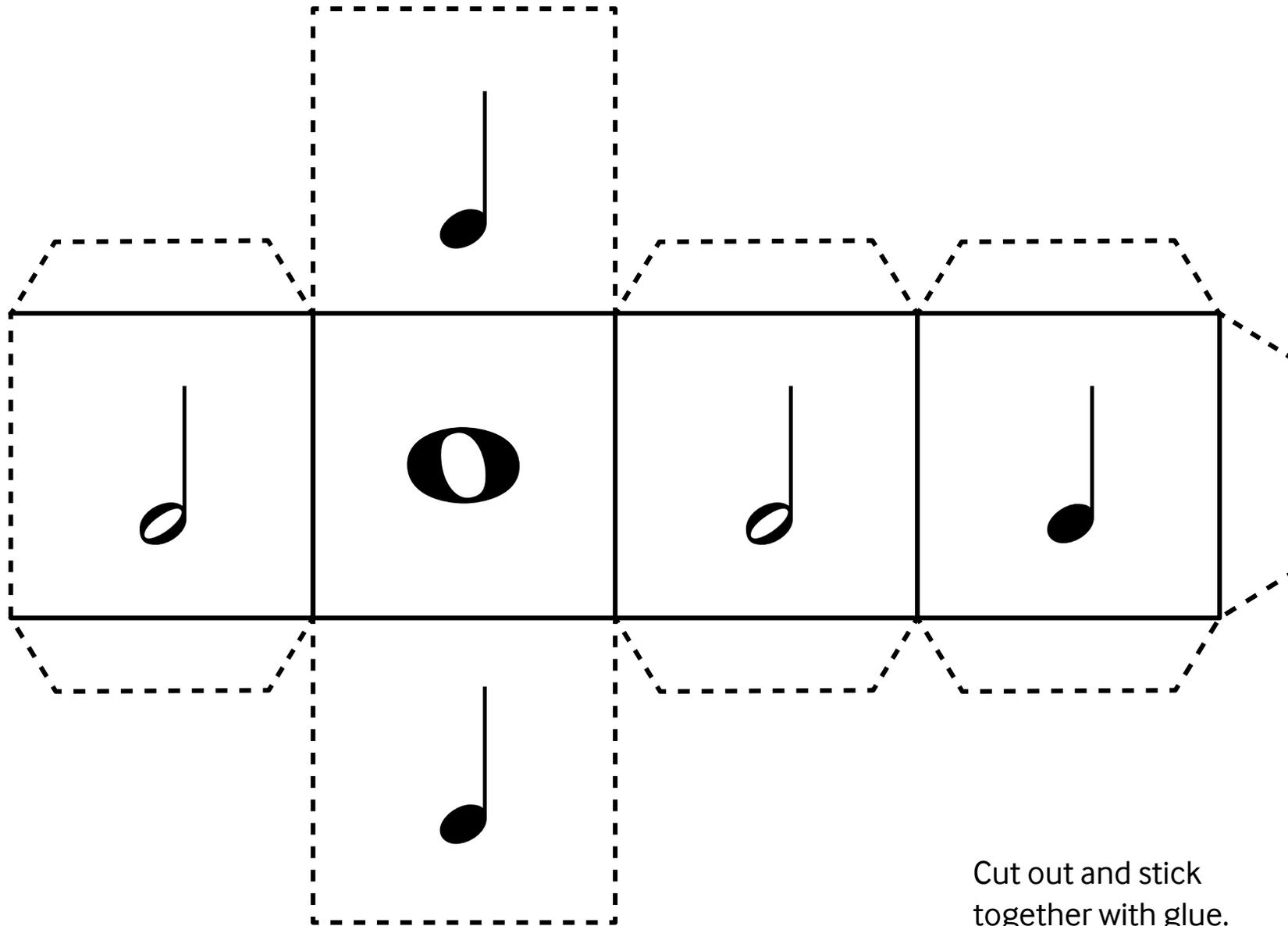
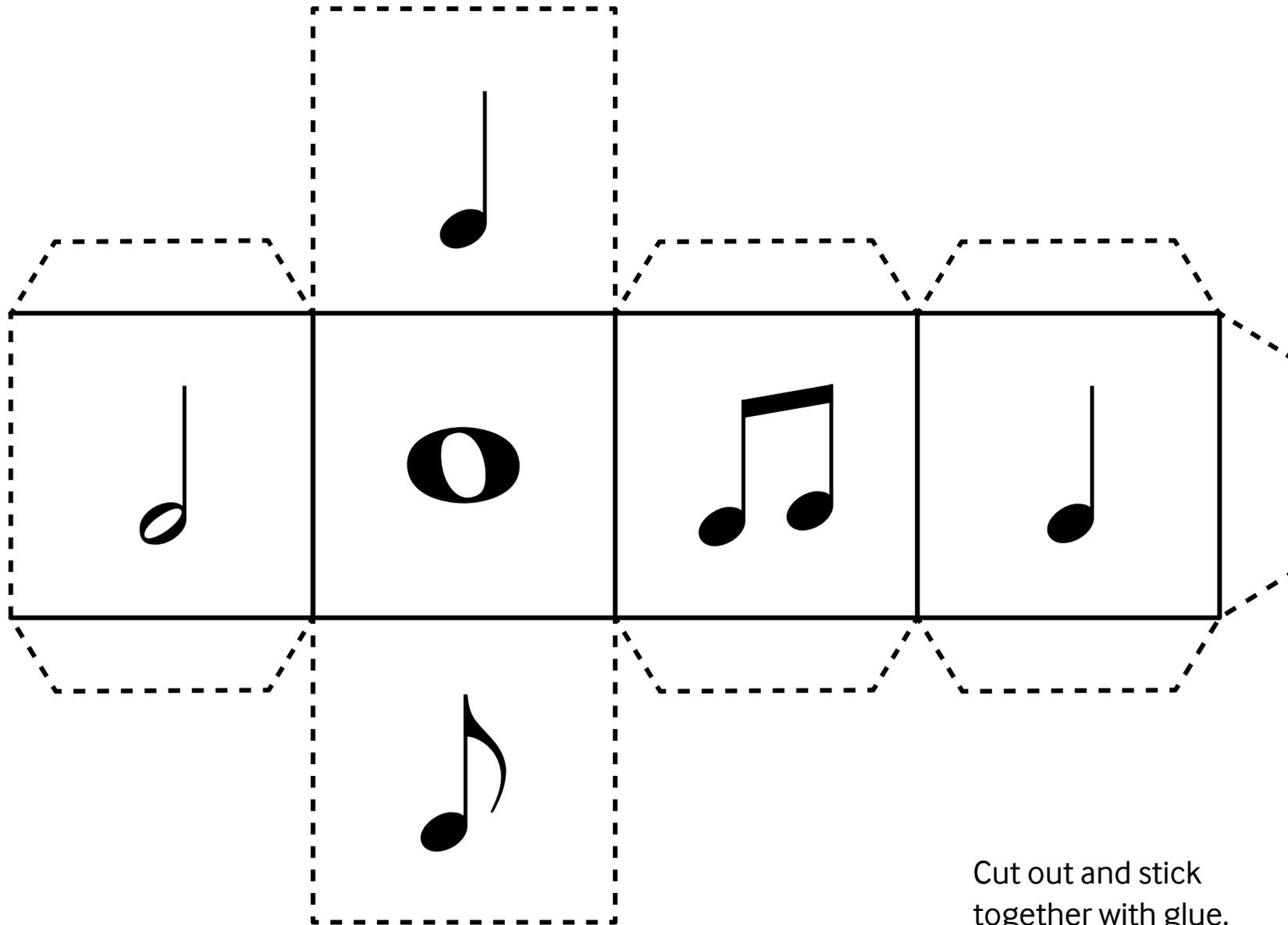


Early Level  
Rhythm Die



Cut out and stick  
together with glue.

First Level  
Rhythm Die



Cut out and stick  
together with glue.

## Early Level

# Roll-a-Rhythm Game (2 Players)



4 beats	2 beats	1 beat
2 beats	4 beats	1 beat
1 beat	2 beats	4 beats

### You will need:

Rhythm Die

Coloured counters

### How to play:

Take turns to roll the Rhythm Die.

Work out how many beats your note is worth.

Place your counter on the matching box.

The winner is the person with the most counters on the board when all the boxes are covered.

## First Level

# Roll-a-Rhythm Game (2 Players)



4 beats	1 beat	2 beats
1 beat	$\frac{1}{2}$ beat	1 beat
2 beats	1 beat	4 beats

### You will need:

Rhythm Die

Coloured counters

### How to play:

Take turns to roll the Rhythm Die (First Level).

Work out how many beats your note is worth.

Place your counter on the matching box.

The winner is the person with the most counters on the board when all the boxes are covered.

## First Level

# Roll-a-Rhythm Game (3+ Players)



<b>4 beats</b>	<b>1 beat</b>	<b>2 beats</b>	<b>½ beats</b>
<b>1 beat</b>	<b>½ beat</b>	<b>1 beat</b>	<b>2 beats</b>
<b>4 beats</b>	<b>1 beat</b>	<b>4 beats</b>	<b>1 beat</b>
<b>½ beat</b>	<b>2 beats</b>	<b>½ beat</b>	<b>4 beats</b>
<b>2 beats</b>	<b>4 beats</b>	<b>2 beats</b>	<b>1 beat</b>

# Rhythm Bars Game (4 Players)



Note to teachers: we suggest printing the game cards below (and the game board on the next page) at A3 size before cutting out.

For Early Level learners, you may wish to remove the quaver and double quaver cards.

O				O				O				O			
♪		♪		♪		♪		♪		♪		♪		♪	
♪	♪	♪	♪	♪	♪	♪	♪	♪	♪	♪	♪	♪	♪	♪	♪
♪♪	♪♪	♪♪	♪♪	♪♪	♪♪	♪♪	♪♪	♪♪	♪♪	♪♪	♪♪	♪♪	♪♪	♪♪	♪♪
♪♪	♪♪	♪♪	♪♪	♪♪	♪♪	♪♪	♪♪	♪♪	♪♪	♪♪	♪♪	♪♪	♪♪	♪♪	♪♪

# Rhythm Bars Game



Roll the Rhythm Die. Whichever note it lands on, pick up a matching card and place it in your row of bars on the game board below.

The first person to complete all four bars is the winner. Remember, you need to have **4 beats** in each bar.

Player 1			
Player 2			
Player 3			
Player 4			

# Find Your Rhythm



Note to teachers: you will need to print four Beat Grids for each game.

Take one Beat Grid per player, pick a Beat Card and place in the centre of your grid. Place the Rhythm Cards face down on the table.

Take turns to pick one up. If the value matches your Beat Card, place in one of the boxes on your grid. If not, put it back, face down.

The first person to fill all of the boxes on their grid is the winner.

## Rhythm Cards


# Find Your Rhythm



## Rhythm Cards

			
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## Beat Cards

8 beats	8 beats	4 beats	6 beats
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# Find Your Rhythm

