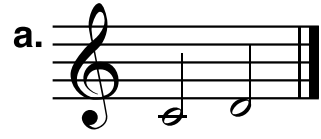




Intervals—2nds, 3rds, 4ths & 5ths

1. On each line write the letter name of the key or note.
2. In the box write the number name of the interval.

a. 

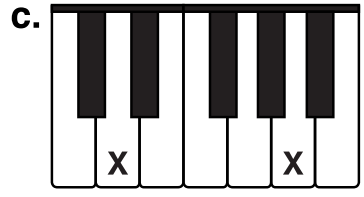
— —




b. 

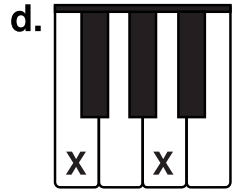
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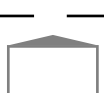
c. 

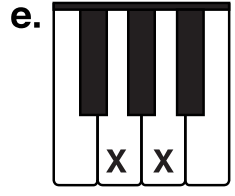
— —



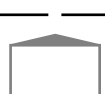
d. 

— —




e. 

— —



f. 

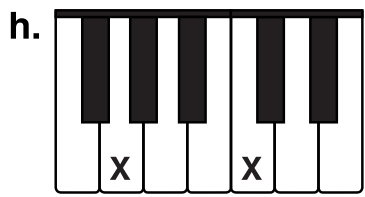
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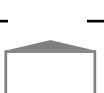
g. 

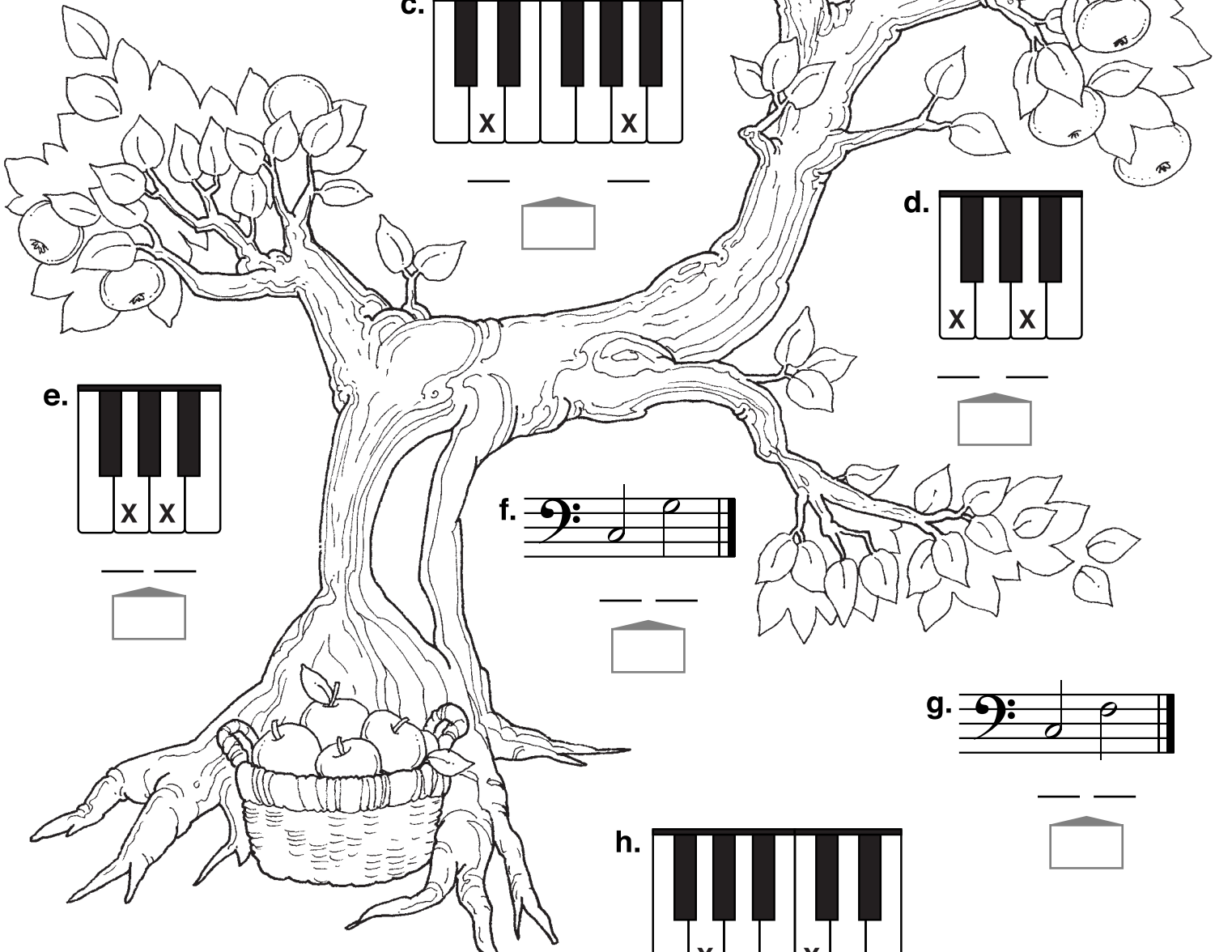
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h. 

— —





NOTE TO TEACHER: Using all of the question cards on page 47, and the game board on page 45, play the NOTE RACE—INTERVAL game, naming the INTERVALS only. Follow the rules for play on page 42.

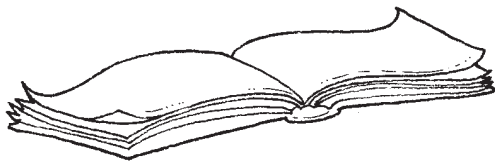
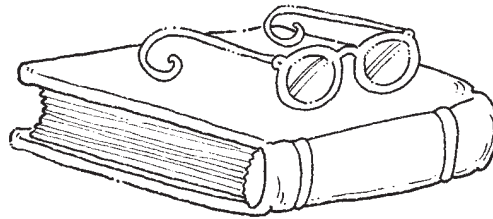
Sight Reading

PRACTICE DIRECTIONS:

- Clap and count aloud.
- Say letter names.
- Play slowly while saying letter names.

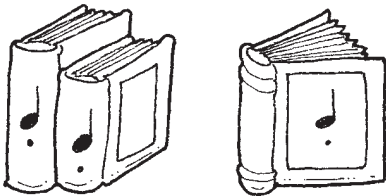
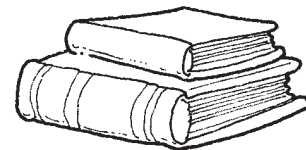


1.



2.

3.



4.

5.




6.

WHEN PLAYING THE GAME:

- Earn 100 points for playing the rhythm correctly.
- Earn 100 points for playing the notes correctly.
- Earn 100 points for observing the dynamic marks.
- Earn 100 points for observing staccato dots and slurs.

NOTE TO TEACHER: A game may be made of this page by having students take turns rolling one die (or picking from 6 cards, numbered 1–6) and playing the example with the matching number. The student receives the number of points listed above for each musical element correctly observed. If incorrect, play moves to the next student. The student with the most points after a specified period of time or number of turns is the winner.

Throughout the book, when the game star  is on the page, this game may be played by following the directions above.