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a checkers-style game designed to teach and reinforce rhythm reading skills.

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comes with a beginner and an advanced game-board template and teaches general musicianship through the concept of opposites. The beginner game focuses on simpler concepts that are reinforced with pictures. The advanced game includes musical symbols, terminology, and related concepts.

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is designed as a music game that utilizes mathematical skills such as reading charts, addition and subtraction. Version one teaches and reinforces rhythm notation, note values and concepts of meter. Version two teaches instrument names and classification.

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is based on the popular card game, *Sequence*[®], and reinforces meter and rhythm concepts in a game of strategy and skill.

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is to assess students' ongoing knowledge and comprehension of any number of musical concepts or content areas

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Materials Needed

This is a list of all materials needed to make each of the games included in this book. You may choose to make one at a time or gather the materials to create all seven games in one setting.

Playing Pieces/Dice

	Standard Dice	Place markers	Playing Piece	Paper	Custom Dice (wood blocks)	Plastic / Gold Coins
Checkerdoozie						
Strike up the Band	2	20 for each player (up to 4 players)	8 (two for each player)			
Beware of the Box Instruments				✓ for money & template	2	
Beware of the Box Rhythms				✓ for money & template	2	
Meter Mess		20 for each player				
Spin-Out				✓ for template	✓	✓

Making the Game Boards

	Foam board or poster board	Heavy weight (cardstock) paper	Scissors or paper cutter	Custom Templates	Spray adhesive or glue	Spinner
Checkerdoozie	✓	✓	✓	Rhythm Cards	✓	
Strike up the Band	✓	✓	✓	Risk Cards	✓	
Beware of the Box Instruments	✓		✓	Player Cards	✓	
Beware of the Box Rhythms	✓		✓	Player Cards	✓	
Meter Mess	✓		✓	Spinner Template	✓	✓
Spin-Out	✓		✓	Spinner Design Templates	✓	✓

Completed Strike Up The Band Advanced Game Board

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