CONCEPTS COVERED: Note and rest values

STUDENT LEVEL: Beginner

TAKE A "REST"
TAKE A "REST"

HOW TO PLAY

• Each player places a counter on “start here”.
• Players take turns to draw a note or rest value from the pile.
• If a player draws a rest card - they must wait out that many turns (e.g. two turns for a two beat rest).
• If a player draws a note card - they move forward that many spaces. Quavers/eighth notes move them only half a space forward, to one of the small stepping stones.
• The winner is the first to get to the playground.

Optional Extra: Players must name the note value in order to move forward.

ASSEMBLY

To assemble this game:

• Print out the game board (page 3) and laminate if desired.
• Print out the game cards (pages 4-11) double-sided.
• Cut the cards along the dotted lines and laminate if desired.
• Find game counters such as erasers, paperclips, buttons or small toys. You need one counter per player.

LEARNING OBJECTIVES

Take a Rest reinforces the note and rest values to give students a headstart with rhythm understanding.

This game is the perfect complement to Thinking Theory Book One and the Thinking Theory video: ‘More Note & Rest Values: Quavers, Dotted Crotchets and Rests” which you can find on YouTube.
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