

Students On A Roll!

Need to keep the students busy while you work with individuals for the upcoming concert? This is a great lesson to use with a small group! It is a game where dice with musical symbols are used to fill a time signature frame and the first one to complete their frame only wins if he/ she can say and tap the rhythm correctly!

Needed Materials:

- NK Dice or other notation dice
- Full Classroom Set
- Score Card
- Timer

Game 1:

- Up to 5 players can participate
- Each player gets a Note Knacks Set.
- Roll the time signature die to choose the time signature frame
- **Player 1** chooses either the note die or the rest die and rolls
- Whatever is rolled, he/ she needs to pick out the correct Note Knack and the correct side and place it on his or her time signature frame.
- **Player 2** chooses either the note die or the rest die and rolls
- Whatever is rolled, he/ she needs to pick out the correct Note Knack and the correct side and place it on his or her time signature frame. (If an eighth note is rolled, 2 need to be placed on the frame and if a sixteenth note is rolled, 4 need to be placed on the frame).
- If a note or rest is rolled that cannot fit into the players frame, then that player needs to wait until the next turn to roll again.
- Continue with **Players 3-5**.
- The first one to complete his/ her frame has the first chance to win. A player only wins if he/ she can say and tap the rhythm created correctly.