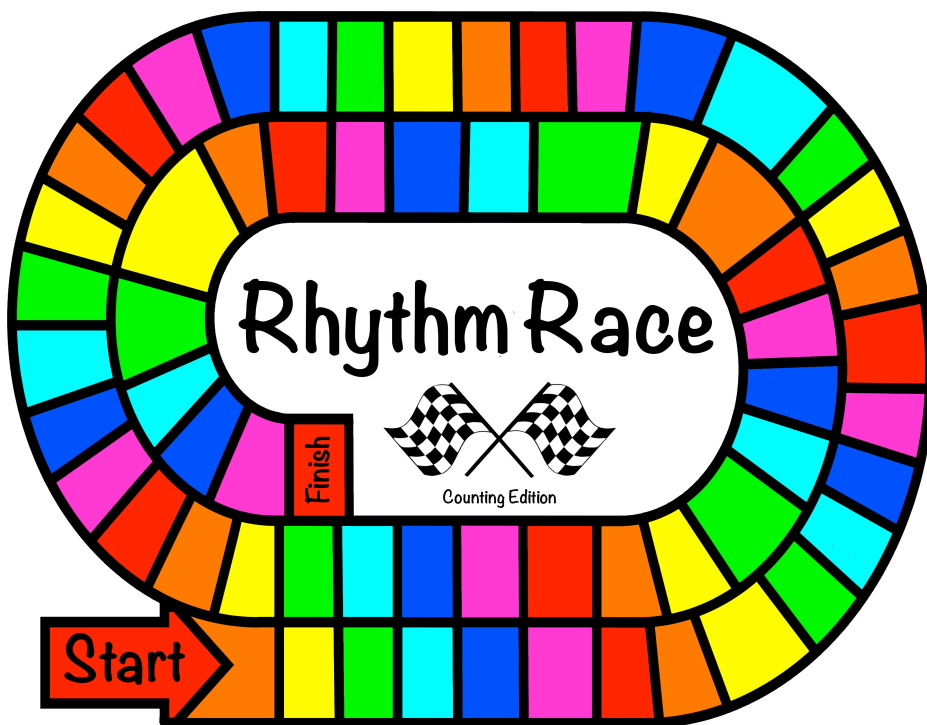


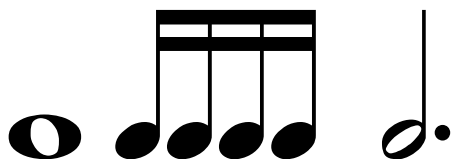
# Rhythm Race



Counting Edition



## Level 5



# Rhythm Race



Counting Edition



## DIRECTIONS

1. Each person chooses a game piece and place on start.
2. Pile up the cards with the flag side face up.
3. First player draws a card from the pile.
4. The player adds up the beats on the card.
5. Move the total number of beats on the card.
  - If the symbols on the card are RESTS, then you must move BACKWARDS.
  - If the symbols on the card are NOTES, then you can move FORWARDS.
6. If you get a special card, do the following:
  - *WRECK* – skip your turn.
  - *PIT STOP* – You must identify the name of all the rhythm symbols on the next card. If you get it right, the other players move back 4 spaces. If you get it wrong, you move back 4 spaces.
  - *LAP A CAR* – choose another player to skip their next turn.
  - *LEADER CAR* – draw two cards!
7. If a player draws a special card as a result of another special card, draw again till a regular card is drawn.
8. The winner is whoever reaches FINISH first or is furthest when time is called.

# Rhythm Race



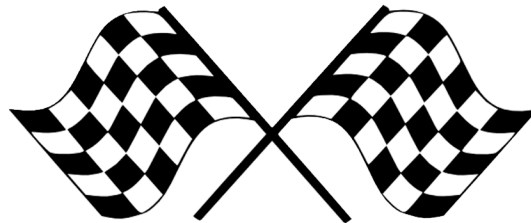
Counting Edition



## PREPARATION DIRECTIONS

1. To make your game last longer, you may want to print on cardstock. Laminate all pieces for best results.
2. Print *Rhythm Race* Directions.
3. Print your desired game board. I have included a color version and an ink-saving black and white version.
4. Print and cut your desired question cards. They are meant to be cut into 1/8 sheet of paper.
5. If desired, print the flags on the back of each paper.
6. Go through and pick out the cards you would like for your desired level of difficulty.
7. Use river rocks, shells, marbles, or any other desired game board piece.
8. You can find little car game pieces at Amazon.

# Rhythm Race



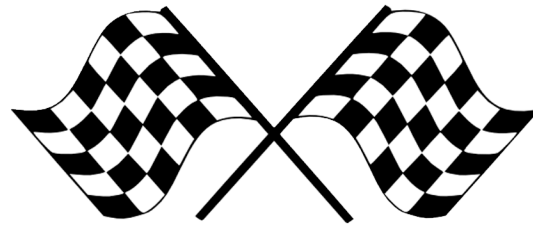
Counting Edition

Finish

Start



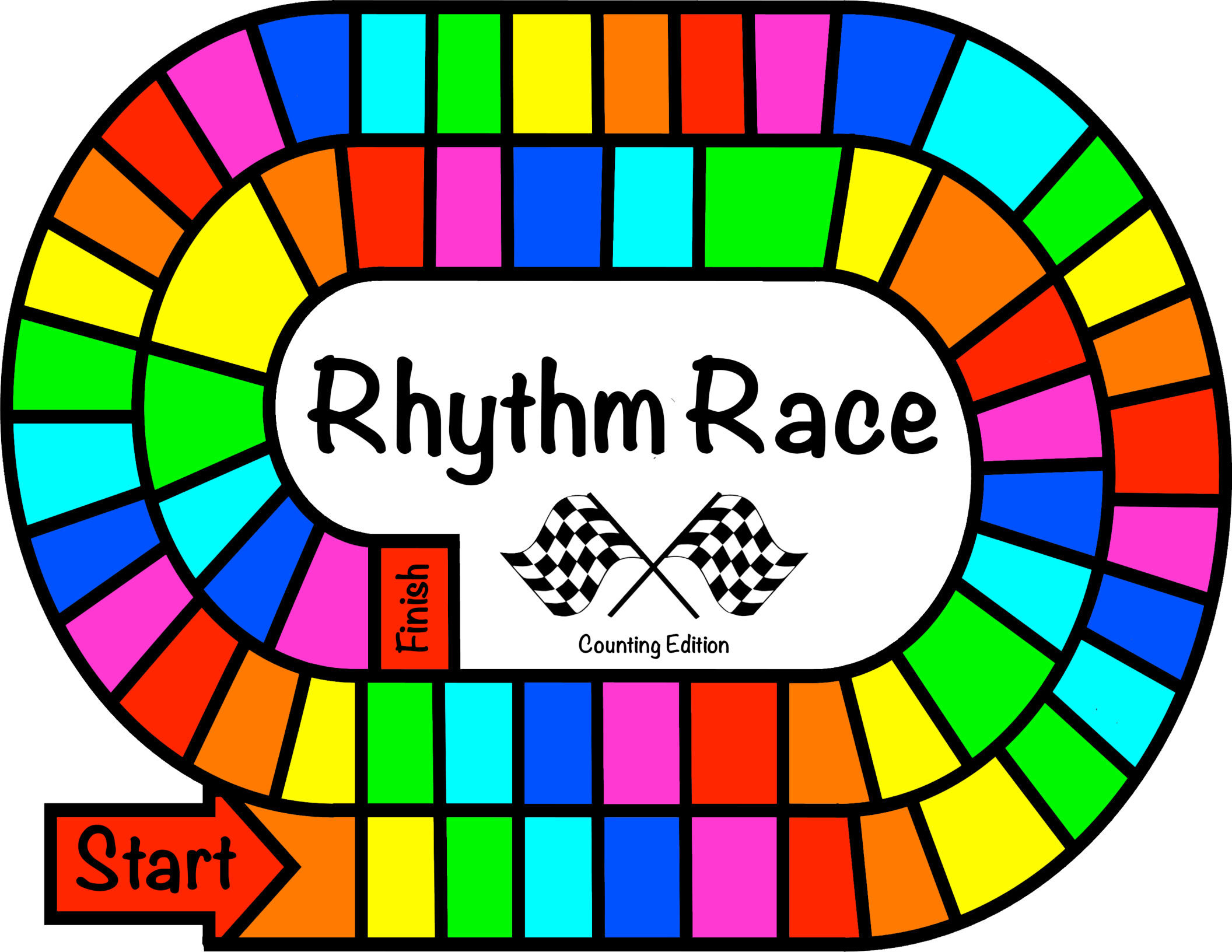
# Rhythm Race

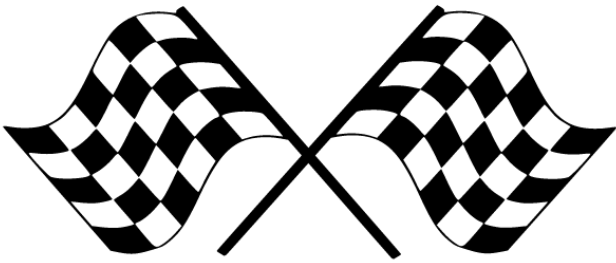
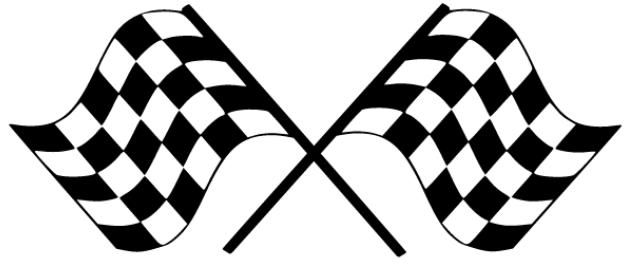
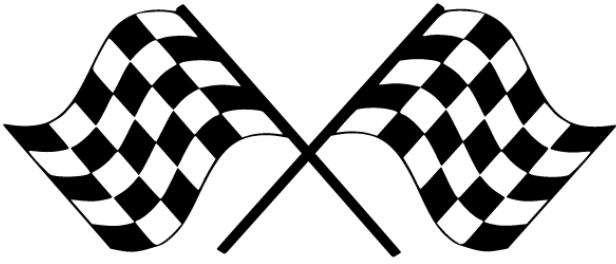
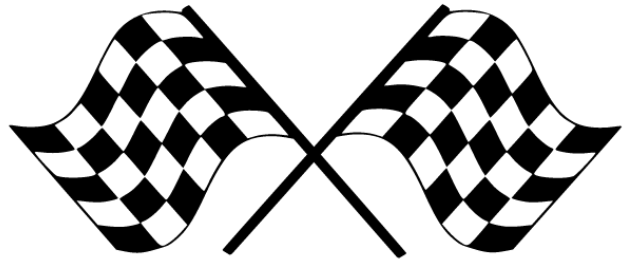
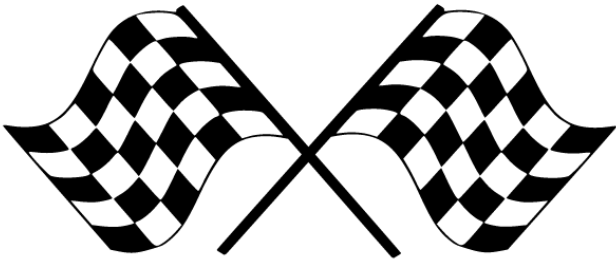
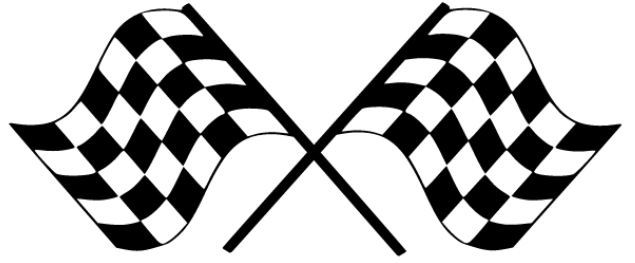
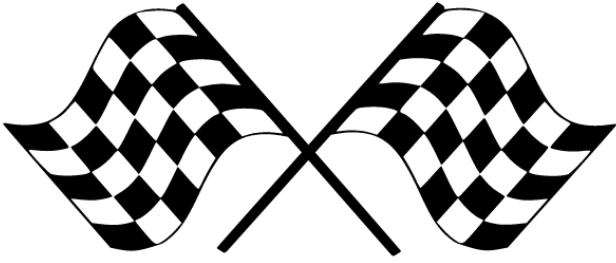


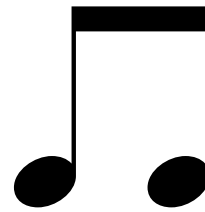
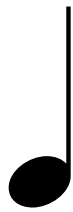
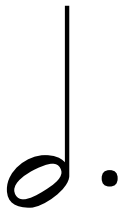
Counting Edition

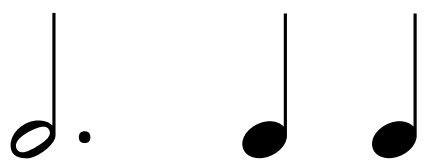
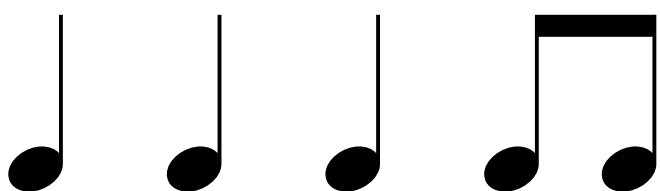
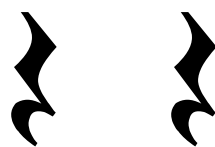
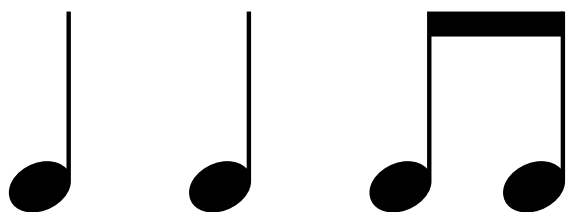
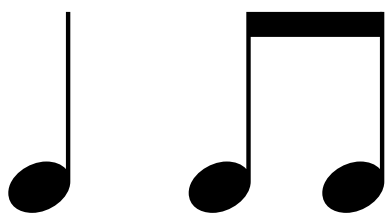
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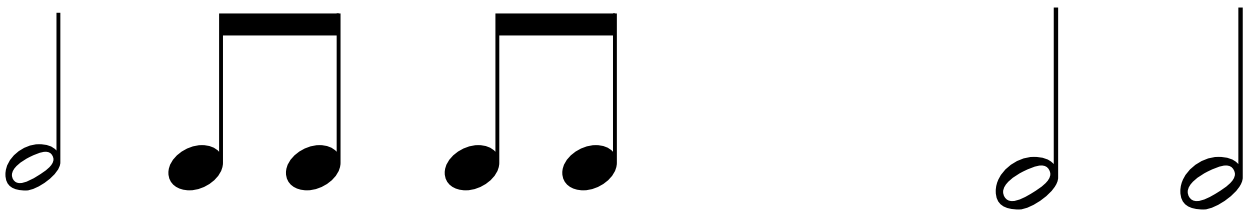
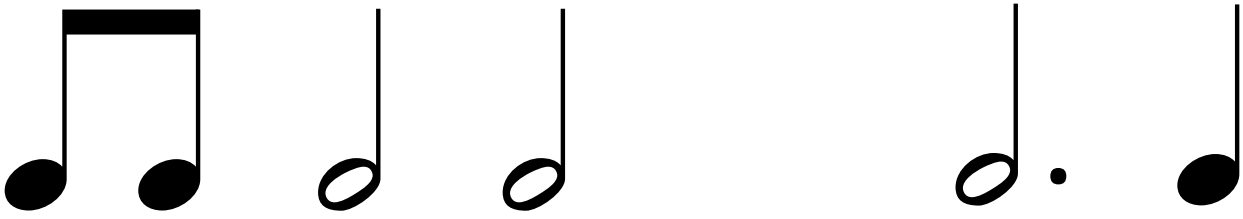
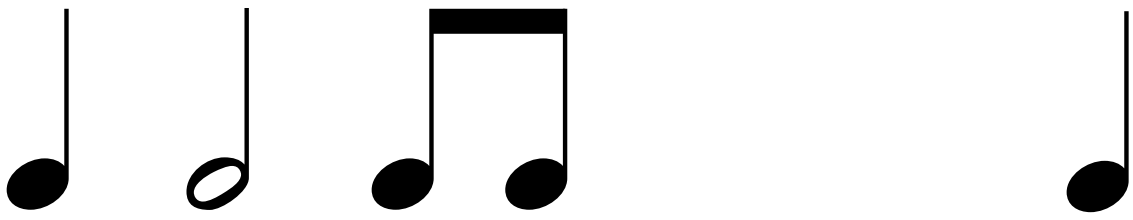
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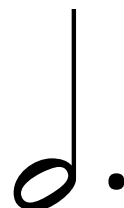
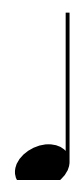


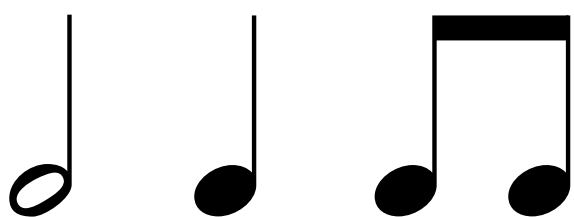
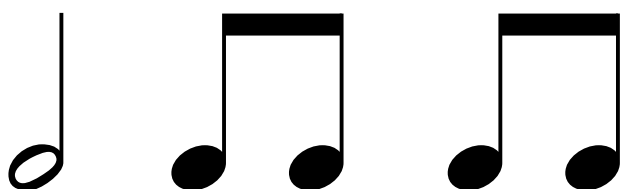
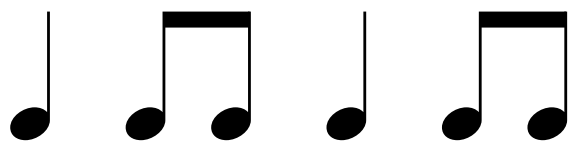


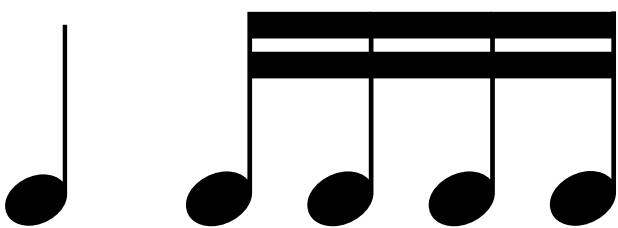
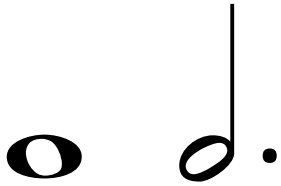
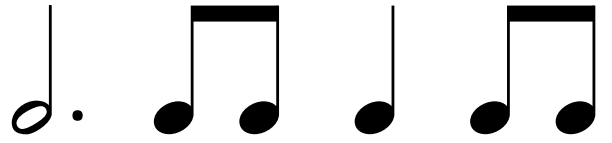














USE THIS PAGE AS  
A GUIDE TO CUT  
THE OTHER PAGES

# WRECK!

Skip Your Turn

# WRECK!

Skip Your Turn

# PIT STOP!

- Draw one more card and identify the name of all the rhythm symbols on the next card.
- If you get it right, the other players move back 4 spaces.
- If you get it wrong, you move back 4 spaces.

# PIT STOP!

- Draw one more card and identify the name of all the rhythm symbols on the next card.
- If you get it right, the other players move back 4 spaces.
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# LEADER CAR!

Draw two cards!

# LEADER CAR!

Draw two cards!

# LAP A CAR

Choose another player to skip their next turn.

# LAP A CAR

Choose another player to skip their next turn.

# More Resources From Pitch Publications

## Pitch Parkway

Treble Clef Edition

**EXAMPLE:**  
Draw Card:  
Identify Note and Move to that Spot!

**Pitch Publications**  
created by Shelley Torich

## Rhythm Race

Note Naming Edition

**EXAMPLE:**  
Draw Card:  
Quarter Note  
Move to the next Quarter Note

**{BUNDLE}**  
Levels 1 - 8

**Pitch Publications**  
created by Shelley Torich

## Rhythm Race

Counting Edition

**EXAMPLE:**  
Draw Card:  
Count the Beats and Move 4 Spaces!

**Level 1**

**Pitch Publications**  
Shelley Torich  
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## Don't Break the Rhythms!

A musical twist on the popular game *Don't Break the Ice!*

**Great For Centers!**

**Pitch Publications**  
created by Shelley Torich

## RHYTHM BASKETBALL

Lesson Plans and PowerPoint Guide to get your kids literally bouncing to the beat!

**Pitch Publications**  
created by Shelley Torich

## Don't Spill the Rhythms!

A musical twist on the popular game *Don't Spill the Beans!*

**Great For Centers!**

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## Rhythm Coloring 1 {BUNDLE}

A "Color by Number" activity to practice identifying Quarter Note, Quarter Rest, and Beamed Eighth Notes. Two versions of each picture are provided. Version 1A has a color key with music symbols. Version 1B has a color key with music note names written out.

**Pitch Publications**  
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## Reading Music Treble Clef

PowerPoint & Complete Lesson Plan!

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## Acoustics

The Science of Sound

Complete Lesson Plan and PowerPoint Presentation

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## Kid Friendly Music Standards

**1. Sing!**  
**2. Play Instruments!**

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## National Core Arts Music Standards Checklists

**K-5**

- ✓ National Music Standards (1994)
- ✓ K-5 NCA Comprehensive list
- ✓ Grade level lists

**Great for lesson plans!**

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## Pitch Hill

Engaging Method for Teaching Solfège

Home Vacation

**Pitch Hill**

Do Re Mi Fa Sol La Ti SO

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**Don't forget to leave feedback!**

Musically,  
*Shelley*



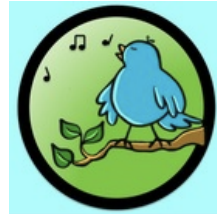
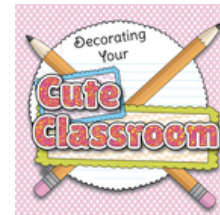
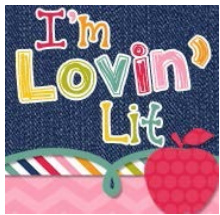
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