

TABLE TALK

What the Game is About: The object of the game is to be the first to cross off every square on your chart.

Materials Needed: Each player needs a copy of the Table Talk Grid and a pencil. Each group needs at least one die.

Directions: Each player in turn shakes the die. If you roll a quarter note, you can cross off any of the squares in the first line: quarter note, ♪, 1 count, or ta. The same applies for each of the other note values. The first player to cross off every square in his chart, wins the game.

You could also play this game like Bingo offering prizes for four in a row horizontally, four in a row vertically and four in a row diagonally.

Quarter note	♪	1 beat in 4/4	ta
Quarter rest	⌵	1 beat in 4/4	sh
Half note	♩	2 beats in 4/4	too-oo
Pair of eighth notes	♪♪	1 beat in 4/4	titi
Dotted half note	♩.	3 beats in 4/4	three-ee-ee
Whole note	♩	4 beats in 4/4	fo-o-o-our

SHAKE AND MAKE 4/4

What the Game is About: The object of the game is to fill in a rhythm grid. The last player who plays, wins.

Materials Needed: Each player needs a rhythm grid, one die, and a pencil.

Directions: Form groups with 2-4 players. Shake the die to determine who goes first. The highest note value on the dice shake wins the first turn. Play continues, in order.

Player one throws the die and chooses where to put the note value anywhere it fits on his grid. (Note do not have to be placed on the grid in order.) The play then passes to player #2 who does the same. Put lines through the boxes where the half notes, whole notes and dotted half notes extend as shown in the mini grid below. The pattern must shake out exactly. If you have only one box left, you must shake a note that is held for 1 beat. If you don't, you "pass" on your turn. The first player to complete his grid wins the game. When the complete pattern is filled out, rewrite it onto the regular rhythm staff. Have students perform the composition using a variety of body percussion - pat, clap, stamp, and snap.

○ —————→			
♪ —————→		♪ —————→	
♪	♪♪	♪	♪♪
♪. —————→			

Whole note	○	4 beats	Fill 4 squares
Half note	♪	2 beats	Fill 2 squares
Quarter note	♩	1 beat	Fill 1 square
Eighth note	♪♪	1 beat	Fill 1 square
Quarter rest	⏏	1 beat	Fill 1 square
Dotted half note	♪.	3 beats	Fill 3 squares

SHAKE AND MAKE RHYTHM GRID

SHAKE AND MAKE 4/4- WRITE YOUR RHYTHM ON A STAFF



SHAKE AND MAKE 3/4

What the Game is About: The object of the game is to fill in a rhythm grid. The last player who plays, wins.








Materials Needed: Each player needs a rhythm grid, one die and a pencil.







Directions: Form groups with 2-4 players. Shake the die to determine who goes first. The highest note value on the dice shake wins the first turn. Play continues in order.

Player one throws the die and chooses where to put the note value anywhere it fits on his grid. (Notes do not have to be placed on the grid in order.) The play then passes to player #2 who does the same. Put lines through the boxes where the half notes and dotted half notes extend as shown in the mini grid below. You can't use the whole note in 3/4 time, so if you shake a whole note, you miss your turn.

The pattern must shake out exactly. If you have only one box left, you must shake a note that is held for 1 beat. If you don't, you "pass" on your turn. The first player to complete his grid wins the game.

When the complete pattern is filled out, rewrite it onto the regular rhythm staff. Have students perform the composition using a variety of body percussion - pat, clap, snap, and stomp.

Whole note		4 beats in 4/4	4 squares - miss a turn
Half note		2 beats	Fill 2 squares
Quarter note		1 beat	Fill 1 square
Pair of eighth notes		1 beat	Fill 1 square
Quarter rest		1 beat	Fill 1 square
Dotted half note		3 beats	Fill 3 squares

SHAKE AND MAKE - WRITE YOUR RHYTHM ON A STAFF



SAMPLE