

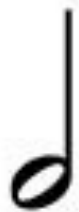
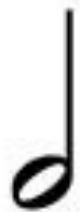
Build-A-Measure Rhythm Cards

Build-A-Measure Game

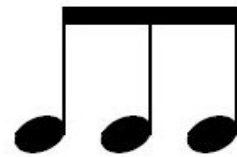
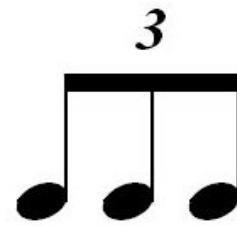
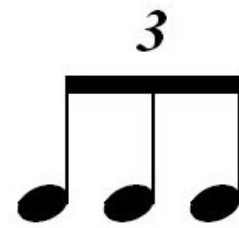
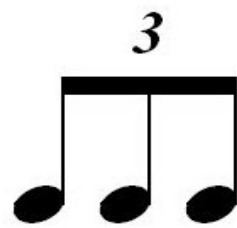
1. Choose a time signature (everyone should use the same one). Players lay out the time signature card and then use craft sticks as barlines to create a space in front of them where they will build 4 measures. Rhythm cards are placed in a deck, face-down.
2. One player starts by selecting a card. He may place it in any measure.
3. Play continues around the circle. Players attempt to complete measures using the cards they draw. If they draw a card that doesn't fit in any measure, they must pass. Players may designate WILD cards as any note value.
4. Whenever a player completes a measure, he or she should clap and count it out loud.
5. The first player to complete all 4 measures wins.

Other ideas for using these cards

- Teacher creates a partial measure, students must select **one** card to complete the measure
- Teacher creates a measure with too many beats, students must remove a card to correct
- Rhythm tag: Given a time signature, students create 2 (or more) unique measures. The teacher begins as "it" and "tags" a student by clapping one of their measures. The student claps the rhythm back, then "tags" another student by clapping one of their measures.









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