

Shape Rhythms BUSTED!! - A Game for 2-4 Players

First make your rhythm cards. Print out the PDF, stick it onto a piece of card (e.g. a cereal box), then cut out the strips. If you don't have a printer you could cut evenly sized card strips and copy the rhythms and shapes onto them.

Next practice reading the cards as shapes. Whisper 'rest' on the letter R and extend the word 'li—ine' into two sounds.

For example: beginner card 3: "square circle square circle"
beginner card 4: "square *rest* circle *rest*"
advanced card 2: "triangle square circle square"
advanced card 6: " square square li—ine"

Now try clapping the rhythms or tapping them using sticks, spoons etc.

Set up the game by laying all the cards face down and shuffling them around.

Player no. 1 picks up a card and claps/plays the rhythm, keeping the card in front of them. Each player in turn does the same. If you pick a BUSTED!! card at this stage shuffle it back in amongst the others.

Once each player has one card then player No.1 takes a second card, adds it onto their first rhythm and claps/plays both rhythms together. Continue round the circle adding cards to make longer and longer rhythms. If you pick a BUSTED!! card you remove it from the game and return all your rhythms cards to the middle.

When all six BUSTED!! cards have been removed from play count up how many rhythm cards each player has. The winner is the player with the longest rhythm at the end of the game. If there is a draw then the player with the fewest rests wins.



'Square' is a **crotchet**—a 1 beat note



'Cir-cle' is a **pair of quavers**—2 half beats

R

R stands for a **crotchet rest** —a 1 beat rest



'Tri-an-gle' has two **semi-quavers** joined to one **quaver** —that's 2 quarter beat notes and one half- beat note.



'Li—ne' is a **minim** or two beat note—mark the second beat by moving your hands apart after the clap/tap