

RHYTHM REVIEW RHYTHM LINKS/ EQUALS GAME

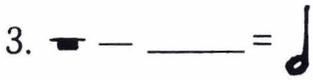
Strategy:

1. In the 1st game, fill in the missing link with **one** note or rest.
2. In the 2nd game, draw the correct note or rest in the box which equals the number of counts given.

RHYTHM LINKS GAME

1.  + _____ = .

2.  = _____

3.  = .

4.  = _____

5.  +  + _____ = .

6.  +  = _____

EQUALS GAME

1. two counts in  time	<input type="text"/>	4. three counts in  time	<input type="text"/>
2. one count in  time	<input type="text"/>	5. one and a half counts in  time	<input type="text"/>
3. four counts in  time	<input type="text"/>	6. half a count in  time	<input type="text"/>

CHECK-UP:

1. Each group of four sixteenth notes () gets _____ count.
2. Each sixteenth note () by itself gets a _____ of a count.
3. Numbers and syllables are used to S _____ D _____ the beat or pulse.
4. Two eighth notes () equal _____ sixteenth notes.