















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 | <div style="border: 1px solid black; width: 100px; height: 60px; display: flex; align-items: center; justify-content: center;"> </div> | 4. three counts in  time | <div style="border: 1px solid black; width: 100px; height: 60px; display: flex; align-items: center; justify-content: center;"> </div> |
| 2. one count in  time | <div style="border: 1px solid black; width: 100px; height: 60px; display: flex; align-items: center; justify-content: center;"> </div> | 5. one and a half counts in  time | <div style="border: 1px solid black; width: 100px; height: 60px; display: flex; align-items: center; justify-content: center;"> </div> |
| 3. four counts in  time | <div style="border: 1px solid black; width: 100px; height: 60px; display: flex; align-items: center; justify-content: center;"> </div> | 6. half a count in  time | <div style="border: 1px solid black; width: 100px; height: 60px; display: flex; align-items: center; justify-content: center;"> </div> |

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.

