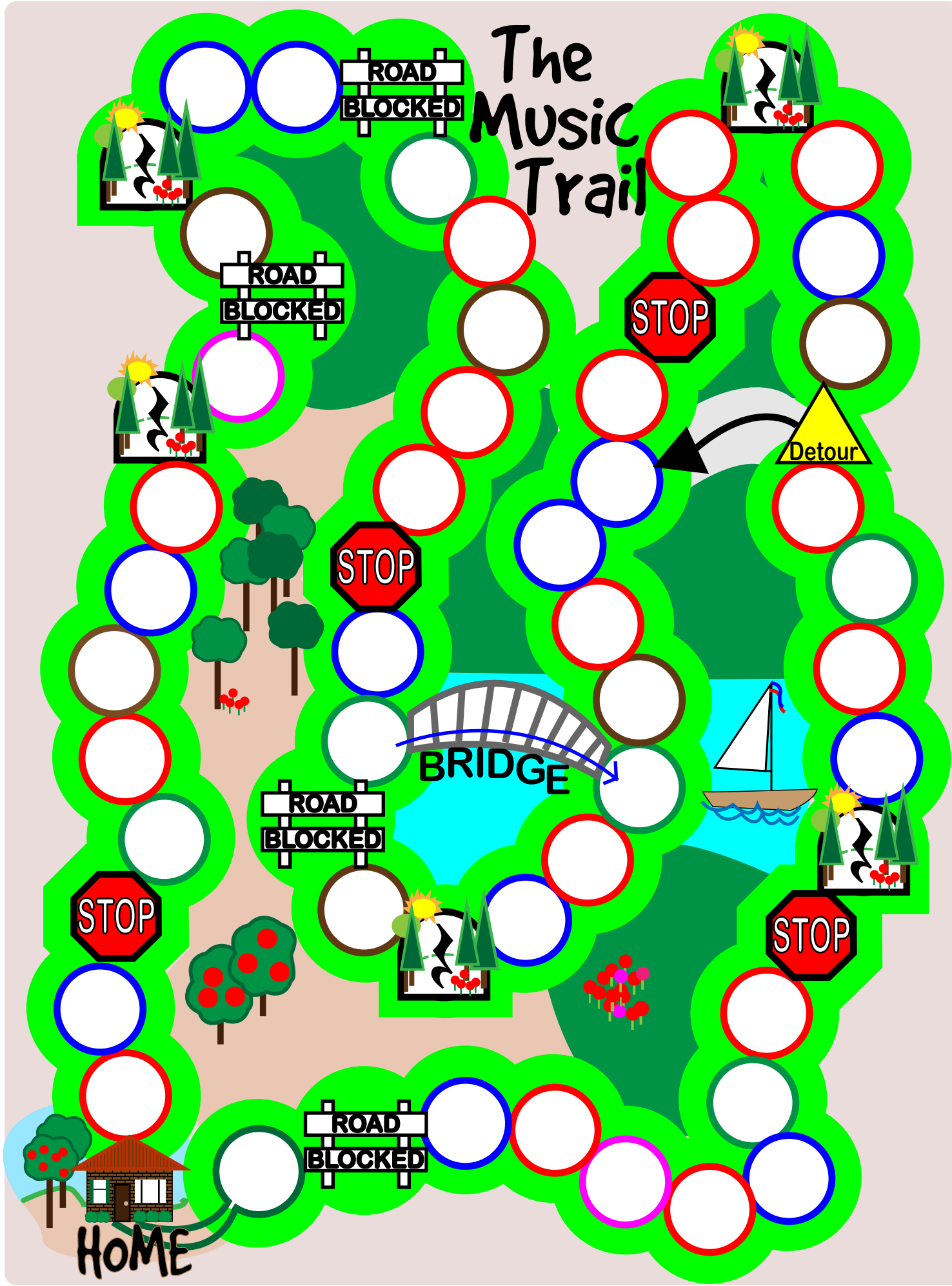


# The Music Trail



ROAD  
BLOCKED

ROAD  
BLOCKED

STOP

STOP

Detour

BRIDGE

ROAD  
BLOCKED

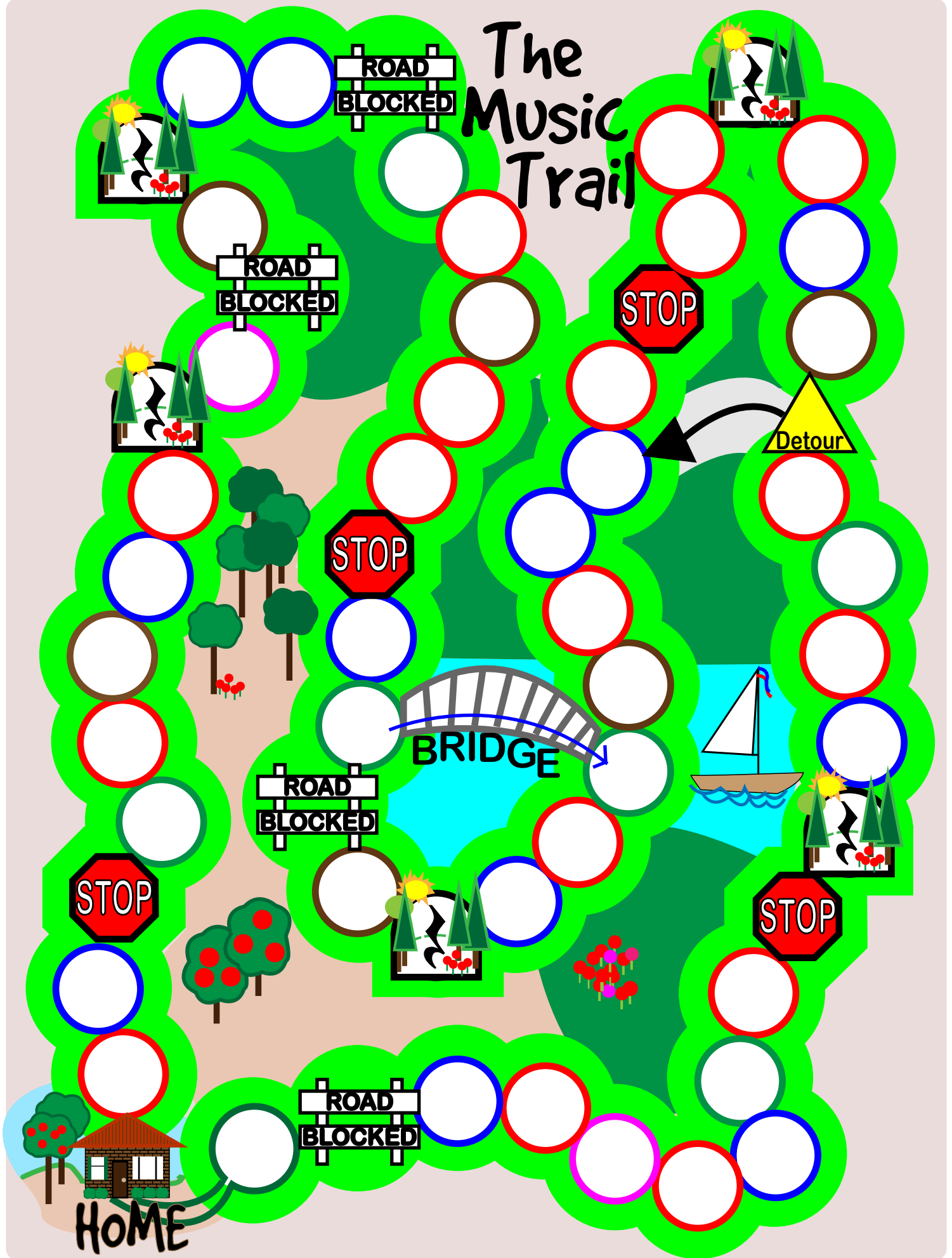
STOP

STOP

ROAD  
BLOCKED

HOME

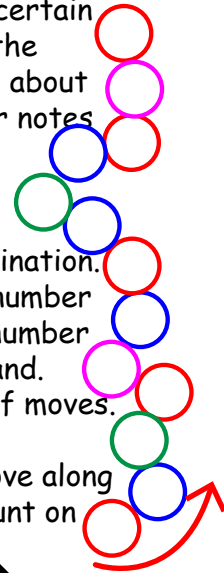
# The Music Trail



# The Music Trail

## Rules of the game.....

NOTE: This game is set up to instill the number of beats for certain notes and rests. With young children, everyone should make the identical moves so everyone "wins" together. This game is not about winning or losing. It is about learning the number of beats for notes and rests:) Only play this game with individual moves if the participants ask to play it that way.....usually older children.



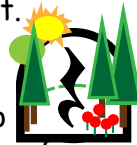
Some cards have numbers and some have a note, rest or combination. When a card has two music symbols, have a child hold up the number of beats of one symbol with the fingers of one hand and the number of beats of the other symbol with the fingers of the other hand. Then just count the number of total fingers for the number of moves.

1. Draw a card. Using a button (or something appropriate) move along the trail primarily defined by the circles for the number amount on the card or the number of total beats on the card.

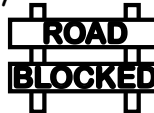
2. If during your move, you land on a stop sign, stop... no matter how many "moves" you had left.



3. If you go by a rest stop, you can stop and relax, go fishing or hiking, or just keep going. The rest stop does not interfere with the total number of moves.



4. If you land on a road blocked sign, you are immediately stopped, just like the stop sign.



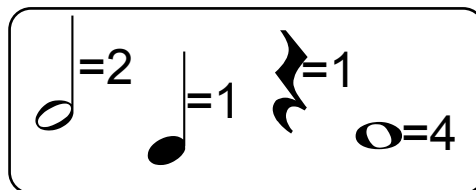
5. If your last move of a turn lands you on the circle by the bridge, you can take a short cut by going across the bridge.



6. If your last move of a turn lands you on the detour sign, you must go in the direction of the detour arrow and back up a bit.



7. To go home you must have enough moves to get to the front door! If you have more moves left, that is OK. You are home!



If this game is going to be placed in the binder, use the game board that is slightly off center so the page can be trimmed so holes for the binder are completely surrounded by laminate.

Cut out the Rules of the game, place on back of Gameboard and hold up to the light to make sure the printing does not “shine” through. If it does, put an additional blank sheet of paper between the Gameboard sheet and the Rules sheet. Paste the 2 or 3 sheets together with a few swipes of a glue stick.

Laminate Gameboard/Rules sheet.

Glue another sheet of paper (preferable another color) to back of game cards. Make sure there is enough glue so all card pieces are secured and cut individual cards apart.

Laminate each card separately.

I used laminate sized 2 1/2 by 3 3/8 which gave each card a nice clear border.

1

1

2

2

3

3

4

4

4

5

5

5

