

MATH & MUSIC | Lesson 9: Rhythm Game

K-6

Create a card deck by drawing musical notes on index cards, then play “war” against the teacher to reinforce the idea of numerical values (greater or less than) while strengthening recognition of musical note symbols.

Standards listed on next page

Supplies:

- 10 index cards*

***Supplies Available, order [here](#)**

- Drawing/writing utensils

Objective

Practice recognizing note and rest values by playing a rhythm card game.

Outline & Procedure *using the video*

1. Review the types of notes we have learned:
 2. Quarter note — 1 beat (00:34)
 3. Half note — 2 beats (1:00)
 4. Dotted half note — 3 beats (1:17)
 5. Whole note — 4 beats (1:34)
 6. Quarter rest — 1 beat (1:58)
 7. Half rest — 2 beats (2:13)
 8. Dotted half rest — 3 beats (2:30)
 9. Whole rest — 4 beats (2:48)
10. Draw a quarter note on one of your index cards, then write the number “1” on the side. (3:18). Repeat this with increasing values for each card (half=2, dotted=3, 4, through 8).
11. On the remaining two cards, write “WILD” and “wild”, one in all upper case, one in all lower case. (5:40)
12. Option to decorate the plain side of the cards with a unique design. Shuffle the deck.
13. Playing the game: points are scored by pulling a card higher than your opponent’s.
 14. Try the first round by pulling a card against Ms. Liz (8:00). She pulled a half note, so your card needs to have a value of 3 or higher (dotted or whole note/rest) to get a point (8:48).
 15. Separate “winning” cards into their own pile, and losing cards face-down in a discard pile as the rounds occur. Continue practice with Ms. Liz.
 16. Wild cards win each round. If both are pulled, the upper case “WILD” wins.

16. Play! (10:36)
17. At the end of the game, count the cards in your “win” pile to see your final point total. A total of 6 points or higher is a win against Ms. Liz! 5 points is a tie, and 4 or below is a loss (16:11).
18. DIY Project: Play this game against your teacher or classmates. You can even make a second set of cards and play with a bigger deck!

Kentucky Standards:

KY.K.CC.7 Compare two numbers between 1 and 10 presented as written numerals.

MP.2 When comparing two numerals, students move flexibly between symbols and their corresponding quantities, using objects or situations to help them reason about the relative size of each quantity.

Ohio Standards:

K.CC.7 Compare (without using inequality symbols) two numbers between 0 and 10 when presented as written numerals.

1.NBT.3 Compare two two-digit numbers based on meanings of the tens and ones digits, recording the results of comparisons with the symbols $>$, $=$, and $<$.