

# WHOLE-STEP HALF-STEP SPRINT DIRECTIONS

Hand each player one or more game boards. If playing with multiple boards, line them up to create one long row of shoe prints. You can easily adjust how long each game will last by the number of boards you line up for each player. Each player will need a game piece (coin, small toy, etc.).

Shuffle the playing cards and place them in a pile face-down where all players can reach them. Select a player to go first. He will draw a card and identify it as a whole or half step. If he answers correctly, he may move his game piece ahead a full shoe print (for a whole step) or a half shoe print (for a half step). If he answers incorrectly, he does not move.

If a player draw a BUMMER! card, he must lose a turn or move back a designated number of spaces.

If a player draw a TURBO TERM card, he must identify an elementary music term or symbol. If he answers correctly, he may move ahead the number of shoe prints listed on the card. If he answers incorrectly, he does not move. *(You will want to verify before you start play that your students are familiar with all of the terms and symbols on the TURBO TERM cards and remove any unfamiliar cards from the deck.)*

Play continues until one player has reaches the end of their gameboard(s).

## TO PREPARE THIS GAME FOR PLAY:

**Print** enough copies of the game boards (p. 2) for each player to have one or more boards.

**Cut** the game boards apart and **lamine**.

**Print** the fronts of the playing cards (pgs. 3-10). A complete set contains 96 cards. Pages may be printed Individually if you wish to have more of a particular kind of card.

**(Optional): Print** the backs of the cards (p. 11). **Cut** and **lamine** the cards.

Make sure you have small tokens, coins, etc. to use as game piece. Each player will need one.

# WHOLE STEP \* HALF STEP \* SPRINT

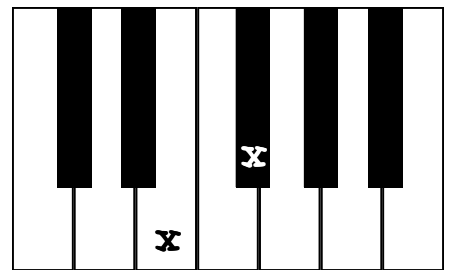
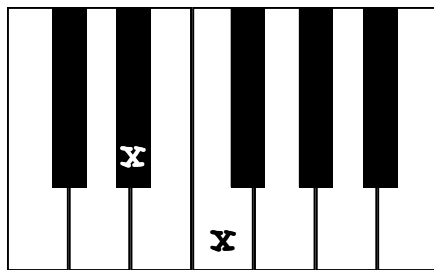
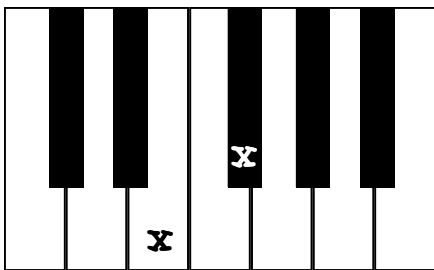
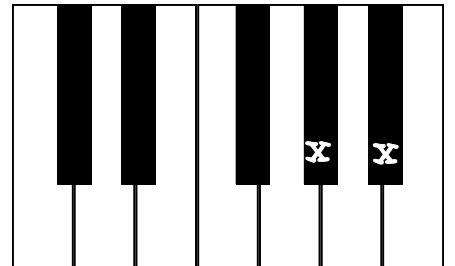
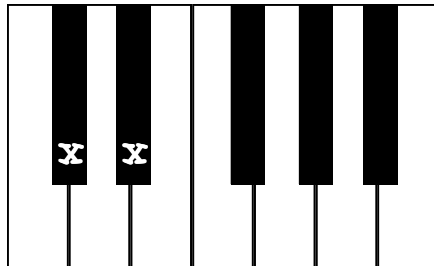
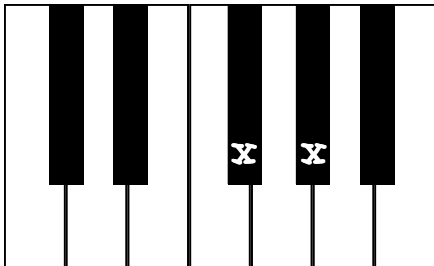
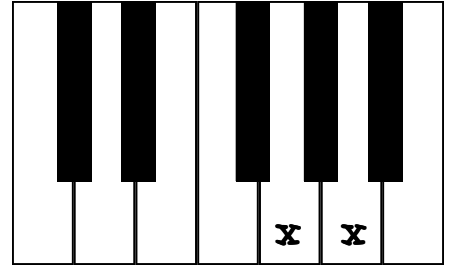
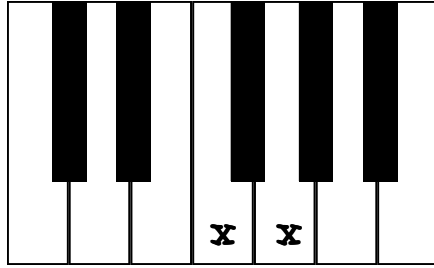
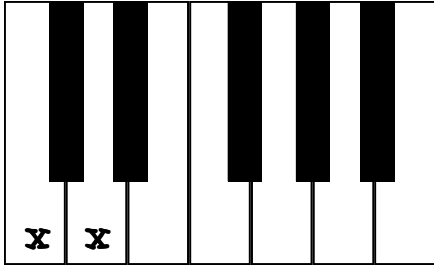


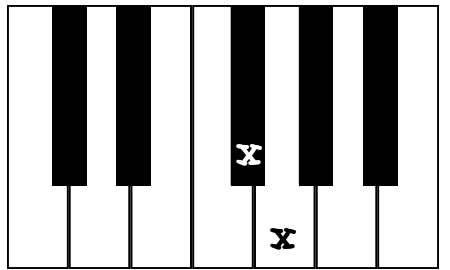
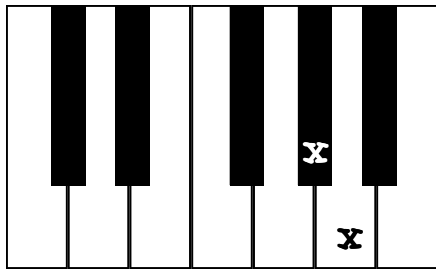
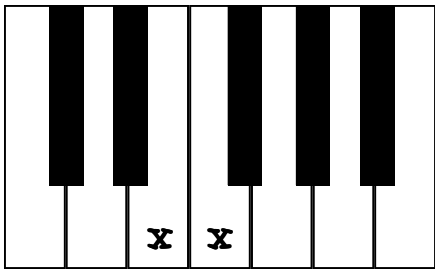
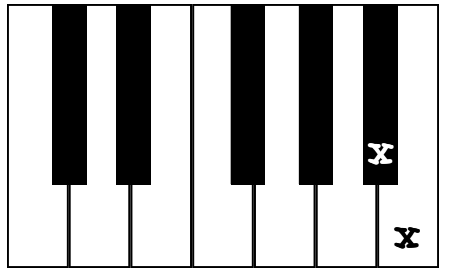
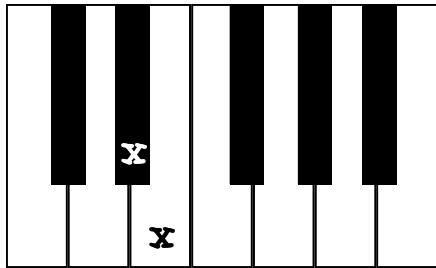
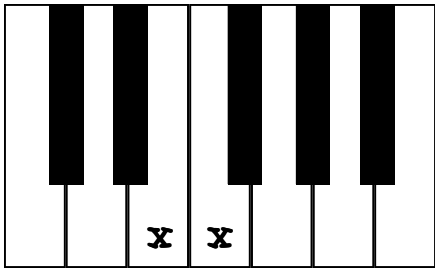
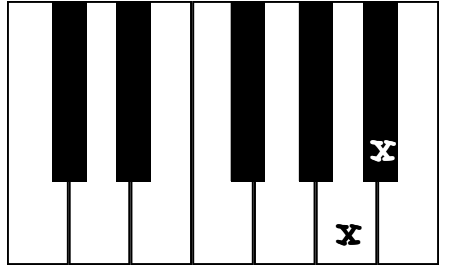
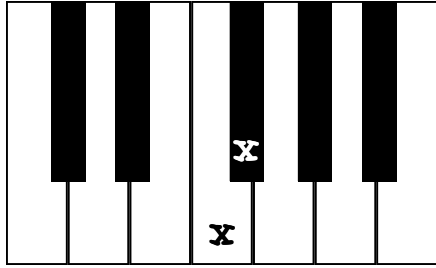
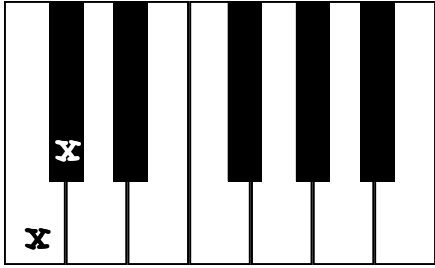
# WHOLE STEP \* HALF STEP \* SPRINT

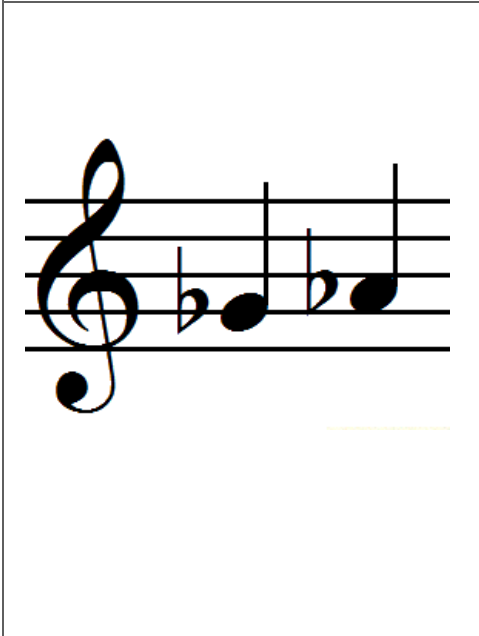


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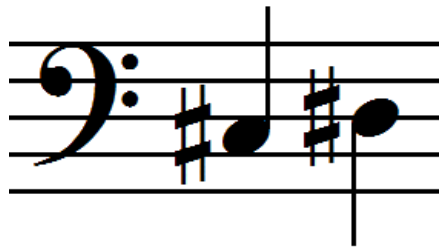
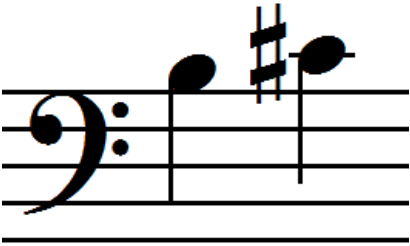
















**BUMMER!**

**LOSE A  
TURN**

**BUMMER!**

**LOSE A  
TURN**

**BUMMER!**

**LOSE A  
TURN**

**BUMMER!**

**GO BACK  
A HALF  
STEP**

**BUMMER!**

**GO BACK  
A HALF  
STEP**

**BUMMER!**

**GO BACK  
A HALF  
STEP**

**BUMMER!**

**GO BACK  
A WHOLE  
STEP**

**BUMMER!**

**GO BACK  
A WHOLE  
STEP**

**BUMMER!**

**GO BACK  
A WHOLE  
STEP**

## **TURBO TERM**

Identify this symbol



and move ahead

**TWO WHOLE STEPS!**

## **TURBO TERM**

Identify this symbol



and move ahead

**TWO WHOLE STEPS!**

## **TURBO TERM**

Identify this symbol



and move ahead

**THREE WHOLE STEPS!**

## **TURBO TERM**

Identify this symbol



and move ahead

**THREE WHOLE STEPS!**

## **TURBO TERM**

Identify this symbol



and move ahead

**THREE HALF STEPS!**

## **TURBO TERM**

Identify this symbol



and move ahead

**THREE HALF STEPS!**

## **TURBO TERM**

Identify this symbol



and move ahead

**FIVE HALF STEPS!**

## **TURBO TERM**

Identify this symbol



and move ahead

**FIVE HALF STEPS!**

## **TURBO TERM**

Identify this symbol



and move ahead

**FIVE HALF STEPS!**

Back Graphic for Playing Cards

