

Measure Mania

Flash Card Rhythm Learning Game

by Allison DeMarco

Download and print the accompanying flash cards for either full-size 8 1/2 x 11 or Avery compatible 3x4 name badge inserts. There are four different skill levels, which can be used to play the nine games that follow.

Game 1: Win, Lose or Draw

Lay the cards face down on a table (or you may hold them facing you as if playing cards)

Students draw a number of cards (perhaps 1-4, creating a 4-measure "song")

Students clap and count the rhythm on the chosen "song."

Students play the "song" on handbells/handchimes with only the left hand, then only the right hand.

Draw cards for another song and play each measure alternating hands i.e. left hand on first measure, right hand 2nd measure, etc.

Students may alternate playing only even or odd numbered measures:

- boys play one measure and girls play another
- treble and bass instruments may alternate measures

Game 2: Shuffle

Lay the cards face down and have a student "shuffle" or mix up the cards.

Each student takes a turn making a 4-8 measure song by placing the selected cards in a new order.

Students perform this new song by clapping and counting.

Students perform this new song on handbells/handchimes while counting aloud.

Game 3: Who's on the Half Note?

Choose cards with half notes for this game.

Place cards face up and allow each child to choose a card for this new song

- students place cards in an order of their choosing

Assign each note value to one group (i.e. one group = quarter notes, one group = half notes, one group = eighth notes, etc.)

Each group claps and counts only their assigned note values as the song is performed.

- Teacher claps rests

Transfer to handbells/handchimes and play ONLY on the note type assigned to your group.

- Teacher claps rests
- on subsequent performances, the rests are silent

Game 4: Up for a Challenge?

Create a 4-8 measure song using your measure cards.

- This can be teacher-created, or student-created
- Teacher-created songs could focus on challenging rhythms

Place students in four groups (one for each beat of a four-beat measure)

Explain: Group 1 plays each Beat 2, Group 2 plays each Beat 2, etc.

Play the song by clapping and counting

Play the song on handbells/handchimes

Game 5: Challenge Variation

Create a 4-8 bar song using your measure cards.

Divide the class into only two groups.

- For example: boy/girls or treble/bass, etc.

Group 1 plays on beats 1 and 2.

Group 2 plays on beats 3 and 4

Swap each group's assignment: Group 1 plays on beats 3 and 4, Group 2 plays on beats 1 and 2.

Game 6: Musical Mystery

Use the measure cards to create the same rhythm as a difficult section of a piece of music on which you are currently working.

Ask if anyone can name a song that contains that particular rhythm and see if anyone recognizes it from a known song.

Students clap and count the cards.

Students ring the rhythm on the cards.

Students look at their music and find where they play the challenging rhythm.

Students clap only on the beats where their bells play.

Game 7: Bingo

Divide the cards equally between the students.

The teacher claps a measure.

The student that has that card turns it over.

The first student to turn over all their cards wins a prize!

Game 8: Rhythm Dictation

Choose two students to go first.

One student chooses a card and claps or rings the rhythm.

The other student writes out the rhythm on the board.

Continue until all the students have had a chance to write on the board.

Students may earn prizes for correct notation.

Game 9: Cake Walk

Place your Measure Mania cards face up in a circle on the floor in the shape of a circle.

Have each child stand beside a measure.

Explain that when the music begins they will begin walking around the outside edge of the cards.

- Each step should be beside a card, not just random walking.

Students walk around the circle

- Students could walk in rhythm (half notes, quarter notes, etc)

Stop the music - each student claps the rhythm on the closest card.

- Students who are correct are still in, students who clap an incorrect rhythm are out and must sit in the circle while the game continues.

Continue until you have a winner.

