A game to help students identify the non-pitched percussion instruments.

adapted by Tami Mangusso
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Notes for the Teacher:

This game is played just like the original Sequence game. To keep it simple for students I only have them take 3 cards. I have included the game board and all the cards. I recommend that you print them onto cardstock and laminate them.

I use one-inch square color tiles for the game pieces. You can get them from Oriental Trading Company or from most teacher stores. You can also use other things to mark the squares (e.g. bingo tokens, buttons, make them out of construction paper, etc.).

Enjoy!
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Game Instructions

The object of the game is as simple as tic-tac-toe. The first player to make a SEQUENCE of 4 chips in a row (straight line, either up or down, across or diagonally) using only their colored chips, is the winner!

1. Each player chooses their own chips: red, blue, green or yellow.
2. The playing board is placed in the center of the playing area.
3. Make sure the cards are mixed up. Spread them out on the floor face down and mix them up then put them into a pile. **DO NOT SHUFFLE THEM LIKE A REGULAR DECK OF CARDS**
4. Each player is dealt 3 cards.
5. The rest of the cards are used as the draw deck.
6. The first player picks one of the three cards to lie down face up. Put a chip on the matching square on the playing board. After the player’s turn they draw one card from the draw deck and the next player takes their turn in the same manner.

If you draw the Rhythm Instrument card, you can place your chip anywhere on the board you like. Rhythm Instrument cards are the wildcard

If you draw the Music Teacher card, you can take away one of any opponents’ chip when you have your next turn. On your next turn, just place this card in your discard pile and pick a chip to take away. This will be considered your turn; you will not get to play another card or place your own chip on the board until your next turn

If you have a card that no longer has a match on the board it becomes a DEAD card and you can turn it in for a new card during your next turn.
<table>
<thead>
<tr>
<th>Hand Drum</th>
<th>Hand Drum</th>
<th>Recorder</th>
</tr>
</thead>
<tbody>
<tr>
<td>Recorder</td>
<td>Maracas</td>
<td>Maracas</td>
</tr>
<tr>
<td>Temple Blocks</td>
<td>Temple Blocks</td>
<td>Tambourine</td>
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</tbody>
</table>