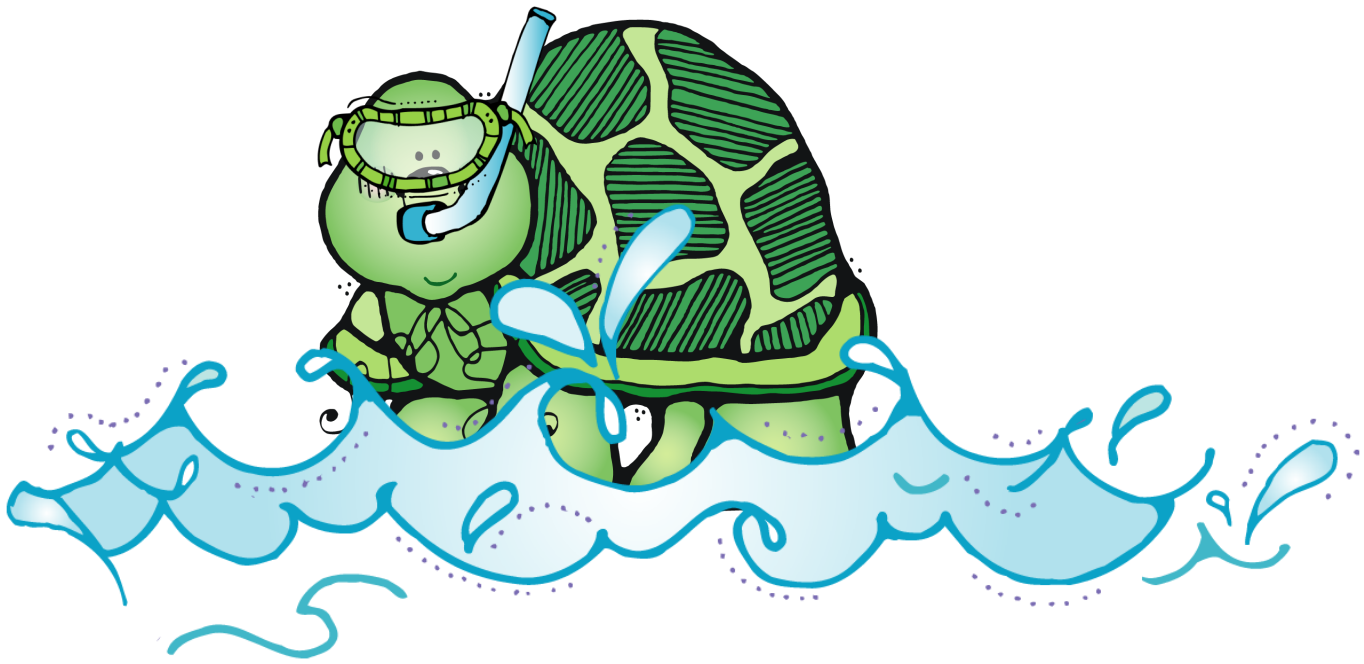


# W I P F O U T



An activity to practice reading rhythms.



Created by Tami Mangusso

[www.ariosostudio.com](http://www.ariosostudio.com)

clipart is from [www.djinkers.com](http://www.djinkers.com)



### Notes to the teacher:

This activity is designed to help students practice their rhythm reading skills . We do this activity as a class for a couple of lessons. I usually divide the class into two teams. Throughout the lesson I will call students up to roll the dice and take pieces off the board. Once they understand how to play, I will add it to my centers.

I have provided 3 levels of playing cards.

Level 1= ♪ ♪

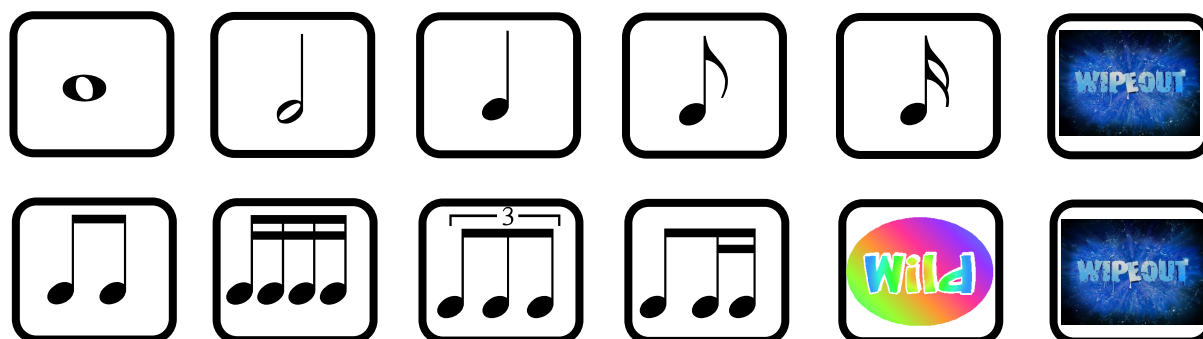
Level 2= ♪ ♪ ♪ -

Level 3= ♪ ♪ ♪ - ○ ♪ ♪ ♪ ♪ ♪

### Materials needed for the game:

1. 2 1" wooden cube to make the dice (stickers for the dice are included in this packet) I purchased my cubes from my local teacher store "School Banks". Lake Shore Learning has 1" color cubes for around \$20 [www.lakeshorelearning.com](http://www.lakeshorelearning.com)
2. 40 Small plastic turtles. I purchased my turtles from my local teacher store (School Banks Supply). You can use other materials for markers on the game board (e.g. buttons, beads, bingo chips, etc.)
3. Print out 4 cards of each level and laminate. Provided in this kit.

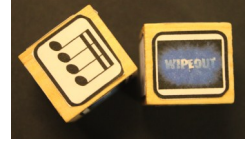
These are the stickers for the dice. Each row is for one of the dice. Just cut and glue them onto the wooden cube, then use Hodge Podge to seal it on. You can get Hodge Podge at your local craft store (e.g. Hobby Lobby, Michaels, JoAnn's)



# How to Play

## Materials Needed:

1. 4 player cards
2. Turtles to mark squares
3. 2 Wooden Dice



**Step 1:** Each player will need 1 player card and 10 turtles

**Step 2:** Each player places the 10 turtles on their board. They can put them on any squares they want.



The goal of the game is to wipeout all your turtles off the board.

**Step 3:** The first player roles the dice.

If you get a music note on both dice, then remove one turtle from each column. Example: ♪ & ♩ =

You can remove one turtle from the ♪ (eighth note) column and one from the ♩ (half note) column.

You can only remove a turtle if you have one in the column. Otherwise your turn is over.

You need to read the rhythm in the square before your turn is up. If a player catches you reading the rhythm wrong or forgetting to read the rhythm, then you have to put the turtle back on your board.



If you get a wipeout, then you can put a turtle on 1 player's board. If you get two wipeouts, you can put 1 turtle on 2 players' board.



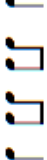









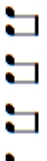






















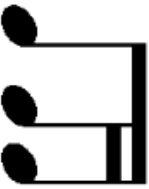

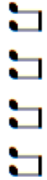

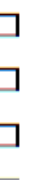
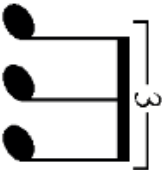






If you get a Wild, you can take one turtle off your board. It doesn't matter which turtle.



# Level 1



# Level 2

# Swim Boat

