

Whole Step/ Half Step Race

MB2/SB3/MB3

How to play Whole Step/Half Step Race:

Two players face off against each other. Each put their player pawn at the start of the keyboard. Taking turns, have students pick one card at a time. If they pick up a half step, move one half step on the keyboard. For a card with a whole step, students get to move 2 half steps.

Game is won by the first student to reach the end of the keyboard

Cards Included:

1) Whole Step/Half Step (SB3/MB2/MB3)

These cards feature half steps and whole steps in a variety of ways. On the keyboard, on the staff & some cards with the words written down. There are some "lose a turn" cards, these are needed to space children out across the board, so resist the urge to remove them.

How Many to Print

Individual Game

One Gameboard
One set of cards

Class Set of 6 (for MYC)

Three Gameboards
Three sets of cards

Extra Supplies

6 Players
3 Sandwich size bags for the cards

Game Tip:

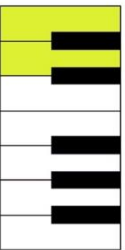
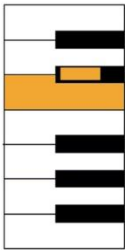




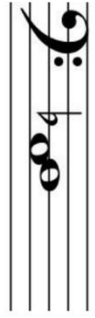
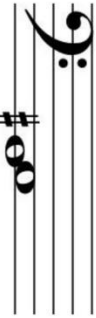

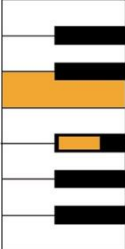


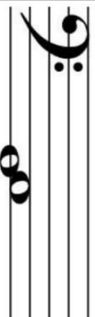


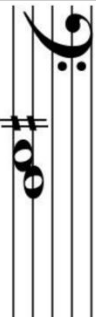

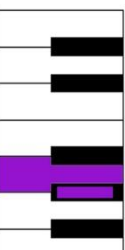
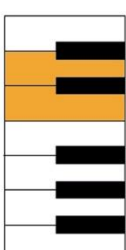

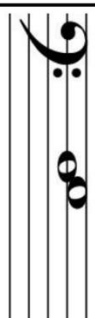
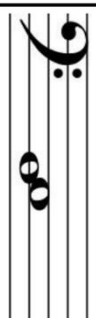


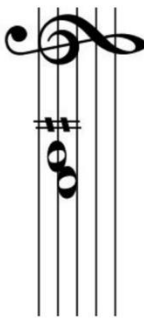
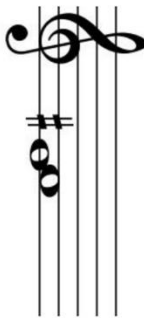
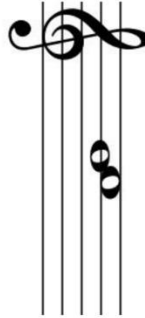
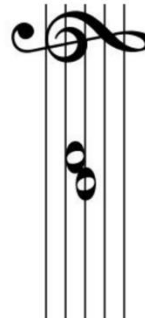
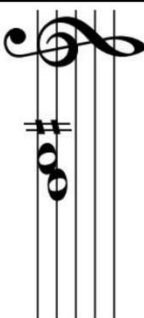
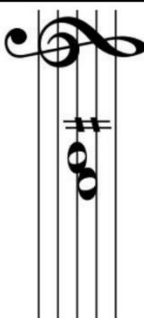
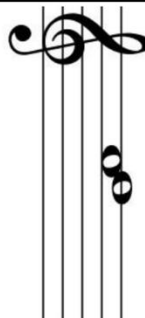
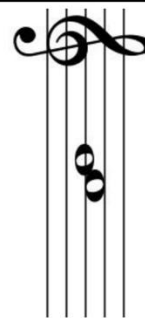
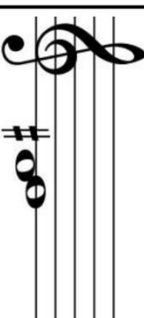
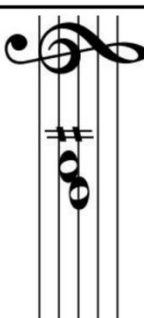
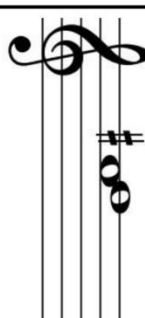
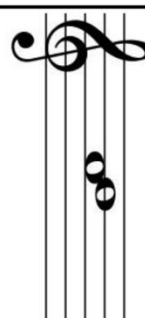
Sometimes "lose a turn" cards are a hard pill to swallow! Have your students solemnly swear they won't cry about it before the game starts (in a lighthearted manner) and you shouldn't have any problems.

The Whole Step / Half Step Race



start



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|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
| Whole Step | Whole Step | Whole Step | Whole Step |  |  |  |  |
| Lose a turn | Lose a turn | Lose a turn | Lose a turn |  |  |  |  |
| Half Step | Half Step | Half Step | Half Step |  |  |  |  |