

Rhythm Scooter Tag

PURPOSE:

To reinforce rhythmic and mathematical skills

SUGGESTED AGE:

2nd – 5th Grade

MATERIALS:

- Scooter for each team + one for the tagger (**Players may crab-walk or crawl if scooters are not available*)
- Single-beat rhythm cards (**See below*)
- 4-beat rhythm cards
- Tape or cones to mark off tagging area
- * Before play, create several single beat rhythm cards (Appendix C). These will be used to piece together to create 4-beat measures. Draw a variety of single beats on 3" x 5" cards.

Suggested:

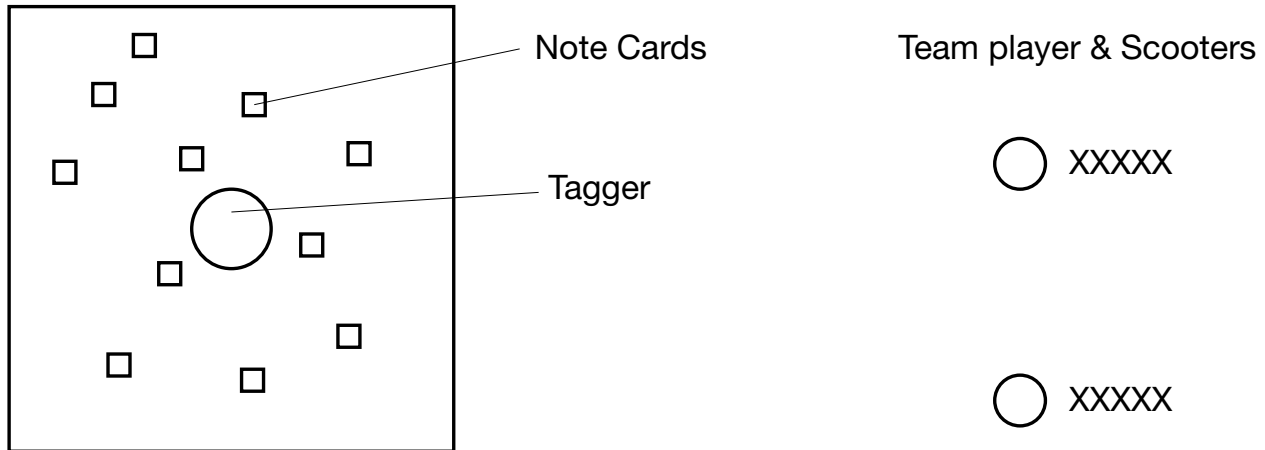
- 8 quarter-note cards
- 4 eighth-note cards (a pair of eighth notes on each card)
- 4 quarter-rest cards
- 4 sixteenth-note cards
- More cards can be created for larger groups
- Cards of increased difficulty can be used for older classes

SETUP:

Tape off a large area that will be the tagging zone. Spread the single-beat cards all over this area. Select one student who will be the tagger. The tagger sits on a scooter in the center of the tagging zone. Divide the remaining students into 2 teams and have the teams get in lines roughly 10 feet away from the tagging zone (see diagram below).

ACTIVITY: *

Before the starting signal, indicate to the players what the desired rhythm pattern (or measure) will be for the round (e.g. ti-ti ti-ti rest Ta). It works best to have the completed measure visible for players' reference. At the starting signal, the first player from each team sits on the scooter and rolls towards the cards in the tagging zone. Players attempt to fetch the necessary cards from the tagging zone without getting tagged. Players may only collect one card at a time and successfully return the card to the team. Players may only be tagged while in the tagging zone. The trick is to get in, get a card, and get out without getting tagged. Once a player is tagged, he/she must return to the team line, give the scooter to the next player and go to the end of the line. If a player is tagged after picking up a card (and while still in the tagging zone), the player must put the card back on the floor and return to the team line. The winning team is the team who collects all their necessary cards, and has placed them in the correct order before the other teams.



* *Teams are shown a 4-beat rhythm pattern and attempt to recreate that pattern by rolling into the tagging zone and collecting the necessary cards to spell the pattern.*

