

CONCEPTS COVERED: Repeat marks & tempo marks

STUDENT LEVEL: Early intermediate



RUN RACE REPEAT

RUN ~ RACE ~ REPEAT

HOW TO PLAY

- Each player draws a card and places it face up in front of them.
- Each player places a counter in the first bar/measure.
- Players take turns to move, depending on the tempo card in front of them:
 - If the player has a *Largo* card, they can move one bar/measure forward on their turn.
 - If the player has an *Andante* card, they roll one die and move that many bars/measures forwards.
 - If the player has an *Allegro* card, they roll two dice and move forward that many bars/measures.
- When a player lands in a bar/measure with a repeat marking (not just passing through) they must follow the repeat directions. E.g. if a player lands in bar/measure 6, they will return to the start on their next turn.
- When a player lands in a bar/measure with green footprints, they must exchange their tempo card, drawing a new one from the top of the pile and returning their card to the bottom of the pile.
- The winner is the first to reach the second ending –or the Fine bar/measure if they have followed a repeat mark to get there (not when they pass through this bar/measure for the first time).
- Players do not have to get an exact roll to land in the ending bar/measure and win the game.

ASSEMBLY

To assemble this game:

- Print out the game board (pages 3-4). Trim along the dotted lines and tape the board pieces together.
- Print out the game cards (pages 5-6) double-sided. Cut along the dotted lines and laminate if desired.
- You will also need a game counter (button, eraser, small toy, etc.) for each player and two dice.

LEARNING OBJECTIVES

The objective of *Run, Race, Repeat* is to teach students the meaning of each of the repeat markings. Players are not following the repeat marks as we would play it in its entirety, but are learning how each of the different terms and signs function.

EAT ~ RUN ~ RACE ~ REPEAT ~ RUN ~ RACE ~ REPEAT ~ RUN ~ RACE ~ REPEAT

RUN ~ RACE ~ REPEAT ~ RUN ~ RACE ~ REPEAT ~ RUN ~ RACE ~ REPEAT ~ RUN ~ RACE ~ REPEAT

Musical staff system 1 (Measures 1-4): Treble and Bass clefs, common time signature. Green footprints are placed on the 2nd and 3rd measures.

Musical staff system 2 (Measures 5-8): Treble and Bass clefs, common time signature. A section symbol (§) is placed between measures 4 and 5. The word "To Coda" with a Coda symbol (⌘) is placed between measures 6 and 7. The word "Fine" is placed at the end of measure 8.

Musical staff system 3 (Measures 9-12): Treble and Bass clefs, common time signature. Green footprints are placed on the 10th and 11th measures. The number "13" is placed at the end of measure 12.

RUN ~ RACE ~ REPEAT ~ RUN ~ RACE ~ REPEAT ~ RUN ~ RACE ~ REPEAT ~ RUN ~ RACE ~ REPEAT


19


D.S. al Fine

19

D.S. al Fine

25





D.C. al Fine

D.C. al Coda

31

D.S. al Coda

1. 2.

[illegible]



