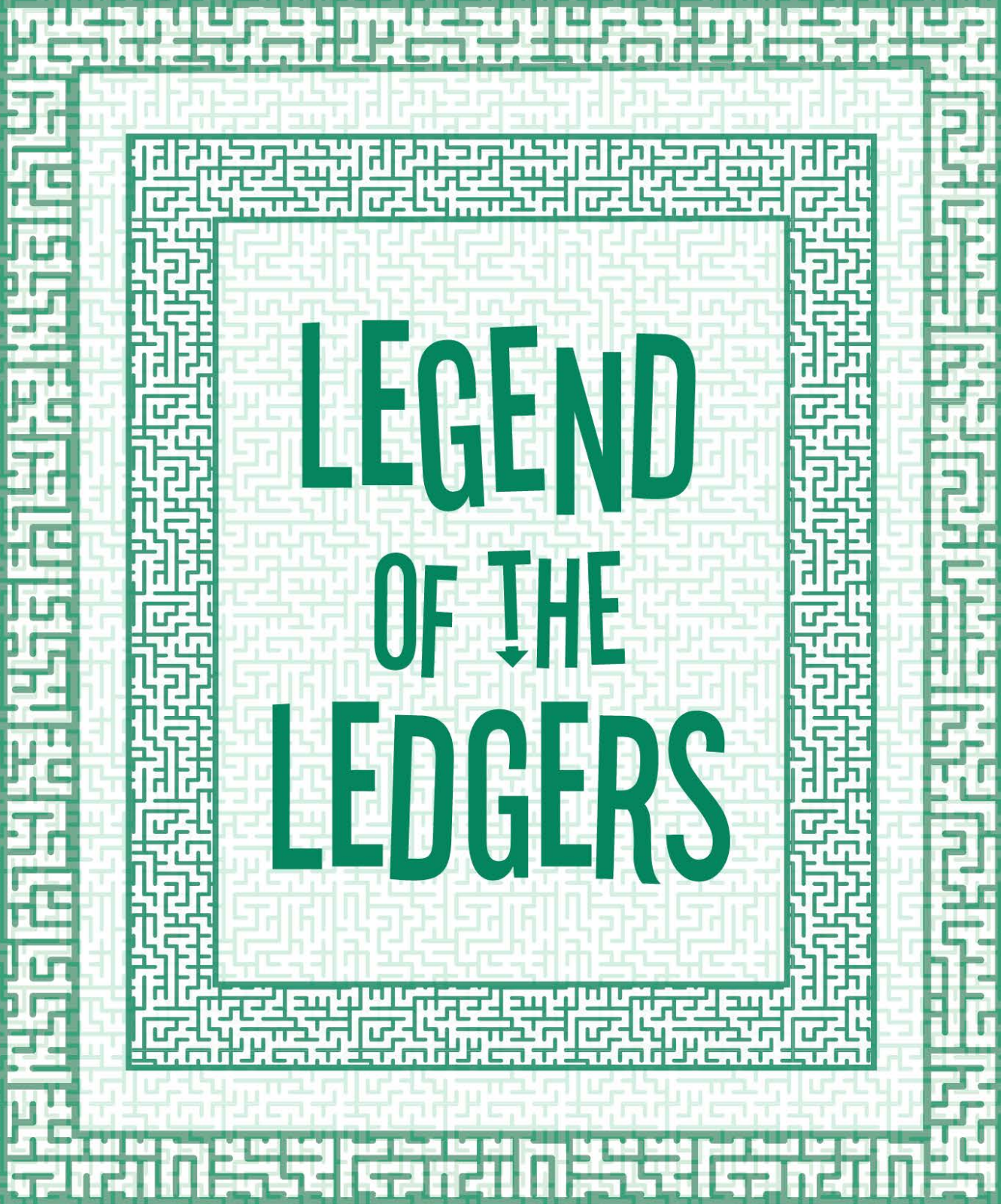


CONCEPTS COVERED: Ledger line notes & intervals

STUDENT LEVEL: Intermediate

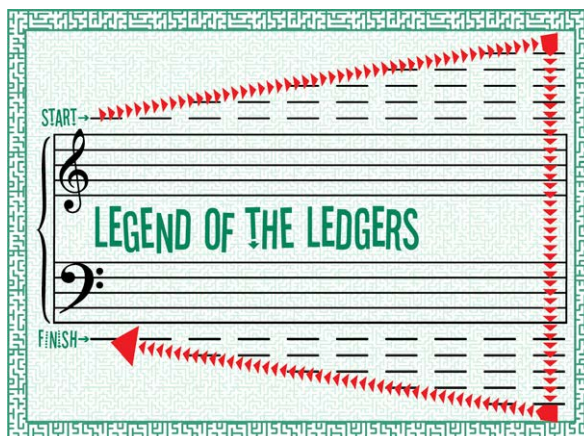


LEGEND OF THE LEDGERS

LEGEND OF THE LEDGERS

HOW TO PLAY

- To begin the game, each player in turn should place their game token on the start line (high A).
- They should then roll the die and move up that interval. E.g. if the player rolled 3 on their first go, they would move along to high C, two ledger lines above the staff.
- In order to move, they must name the note correctly first.
- If a player rolls a 1, they do not move.
- Continue moving in turn in this way, up the ledger lines and along the board.
- When a player reaches the last ledger line treble clef, they must turn around and move in intervals all the way down to the bottom ledger line in the bass clef. From there they should turn again and move across the bottom lines until they reach the finish line.



- The winner is the first to reach the finish line (low E).

ASSEMBLY

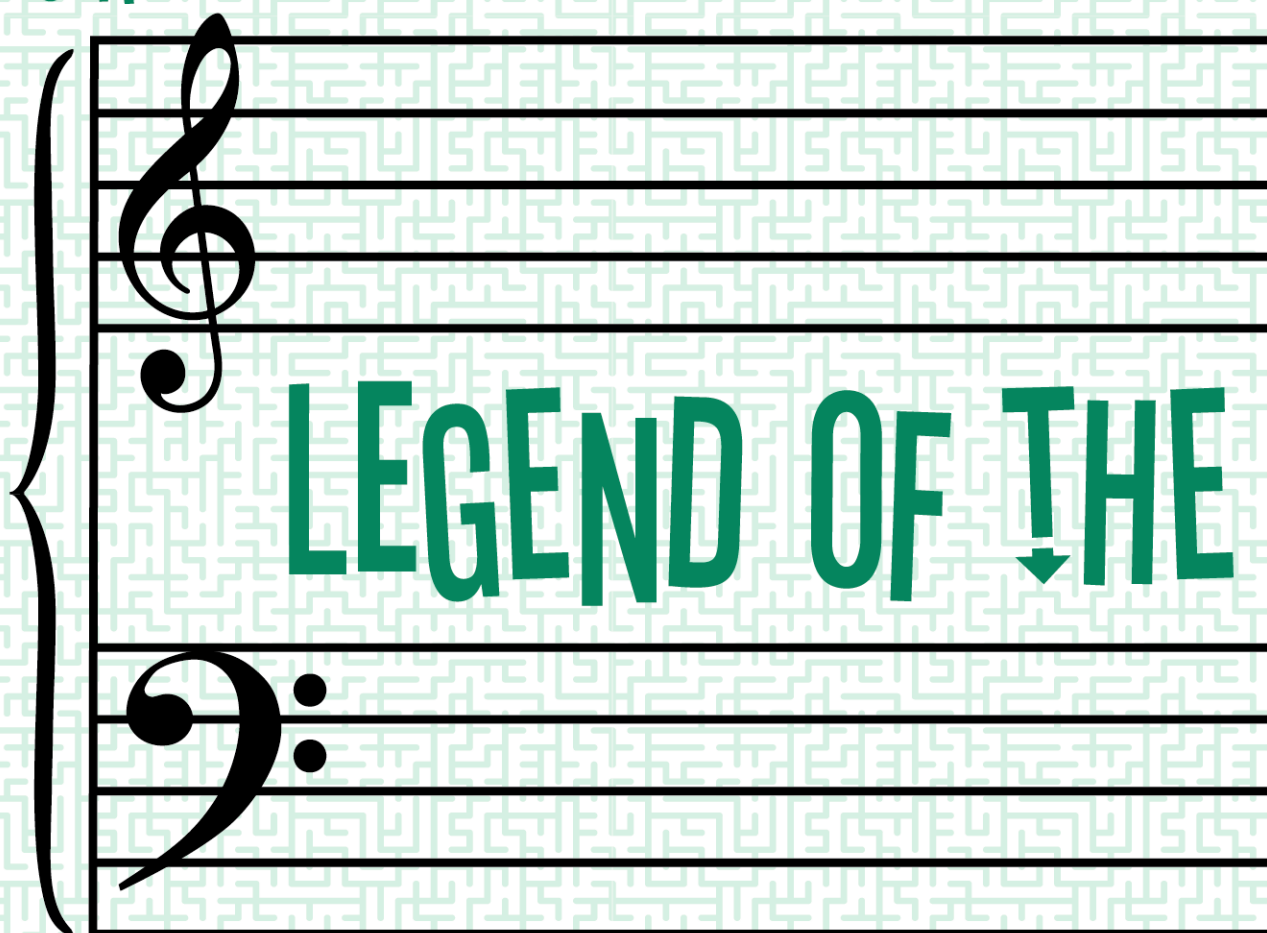
To assemble this game:

- Print out the game board (pages 3-4).
- Cut along the dotted lines, laminate if desired and tape together.
- You will also need a game token for each player (eraser, small toy, button, etc.) and a die.

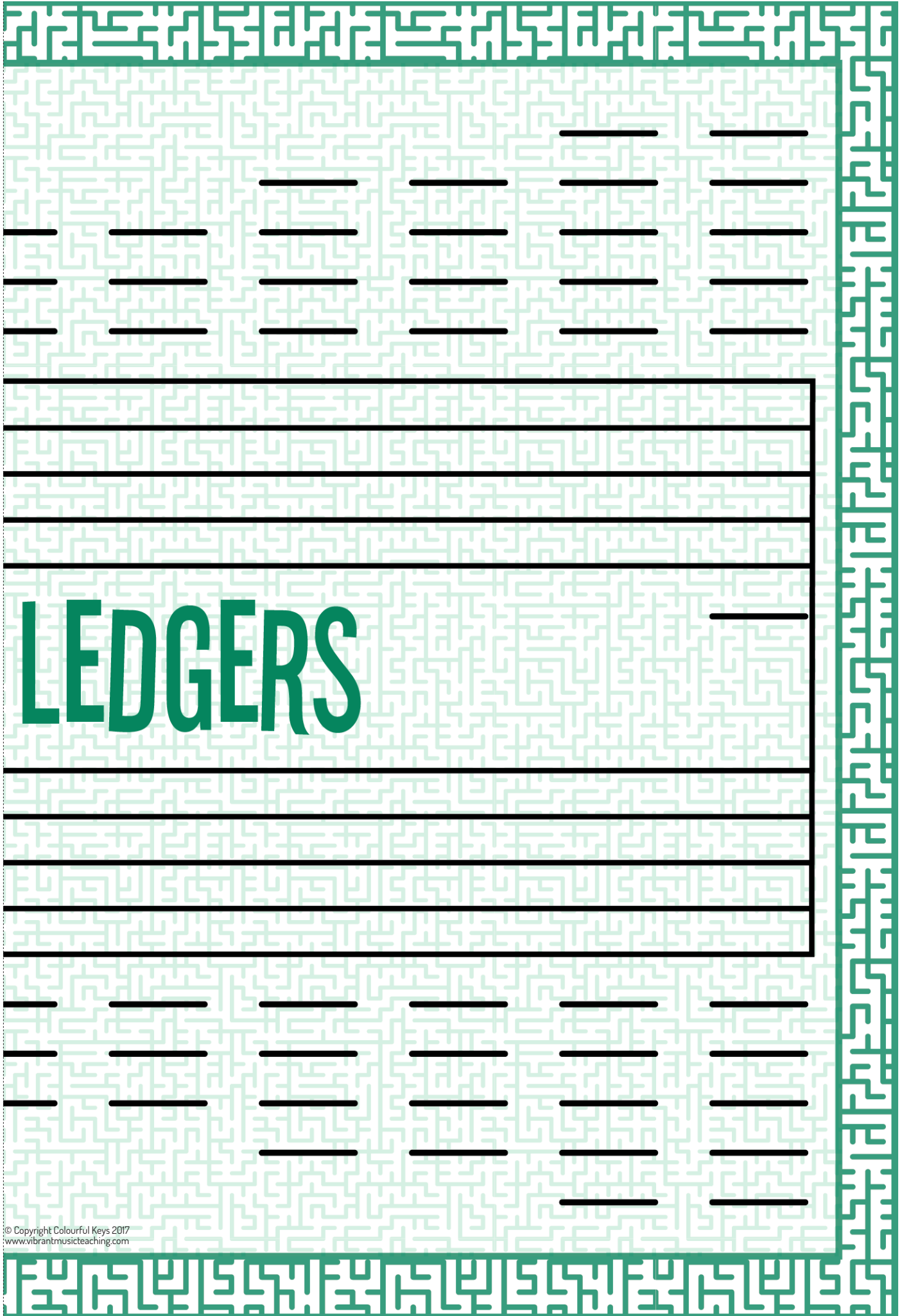
LEARNING OBJECTIVES

Ledger lines can be intimidating for some students. This game aims to remove the mystique and will turn your students into ledger line pros. They'll even get some interval practice too as they make their way around the staff.

START →



FINISH →



LEDGERS