

CADENCE

Stay here on C until your song is complete

Game Over

The Composing Game

Auberg Instructional Innovations

E

Go Back 3 Spaces

C

S
T
O
P

F

C

Writer's Block!
Erase the last note you wrote

D

E

D

Writer's Block!
Erase the last note you wrote

Writer's Block!
Erase the last note you wrote

C

E

G

C

Start

F

C

C

F

G

If your first note is not "C," go back 4 spaces; otherwise go forward 2

C

If your 1st note is not "C," go back 3 spaces; otherwise go forward 3

E

D

Writer's Block!
Erase the last note you wrote

F

C

Writer's Block!
Erase the last note you wrote

Game design by J. K. Auberg
Aubergii.com

E

Writer's Block!
Erase the last note you wrote

G

The Composing Game

by Jamie K. Auberg

Game Rules

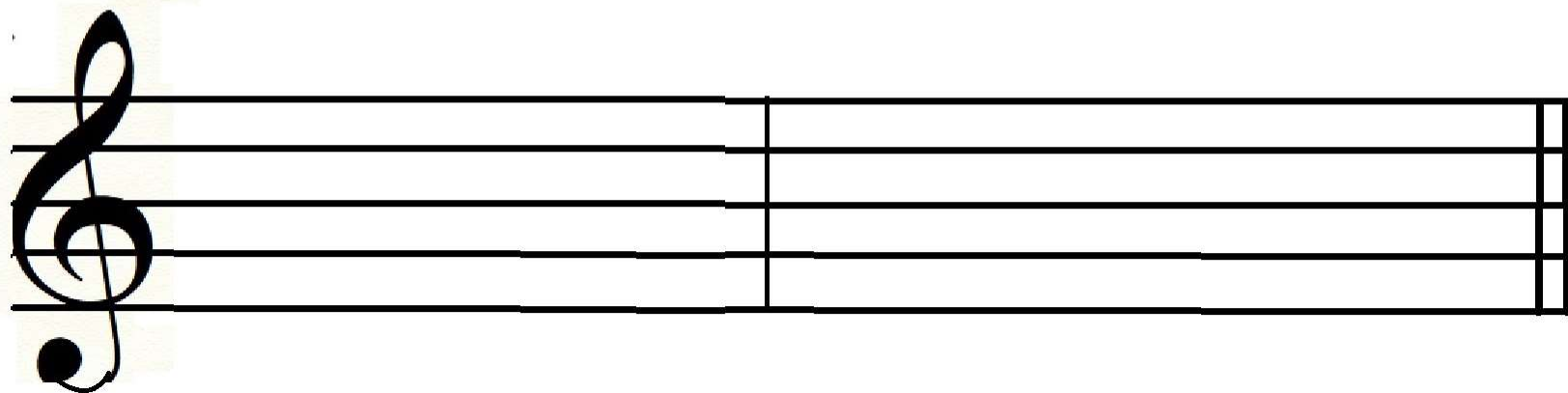
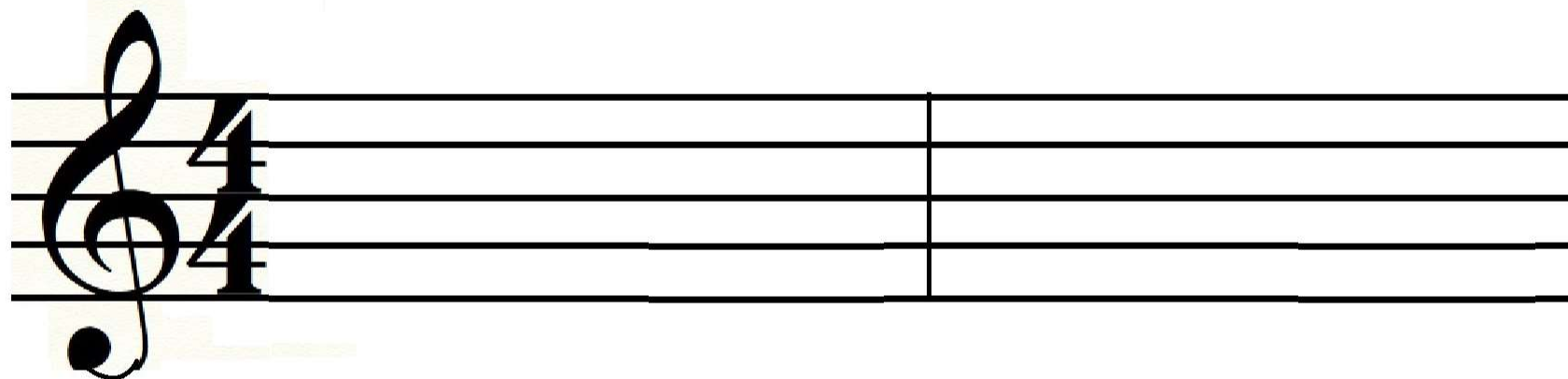
Setup:

- 1) Print out: (1) Game Board (2) One Workspace Sheet for each Player (recommend laminating the Workspace Sheets and using Dry Erase Markers on them; otherwise you will have to print out new Workspace Sheets every time you play) (3) Dice Design and Character Designs
- 2) Cut out Dice Design and Cut out the Characters
- 3) Fold the Dice and glue it together (using the flaps – the thin line squares) to make a cube. Fold the Characters in Half and fold the bottom flaps outward. Put a little glue in the middle to glue the two halves together.

Playing the Game

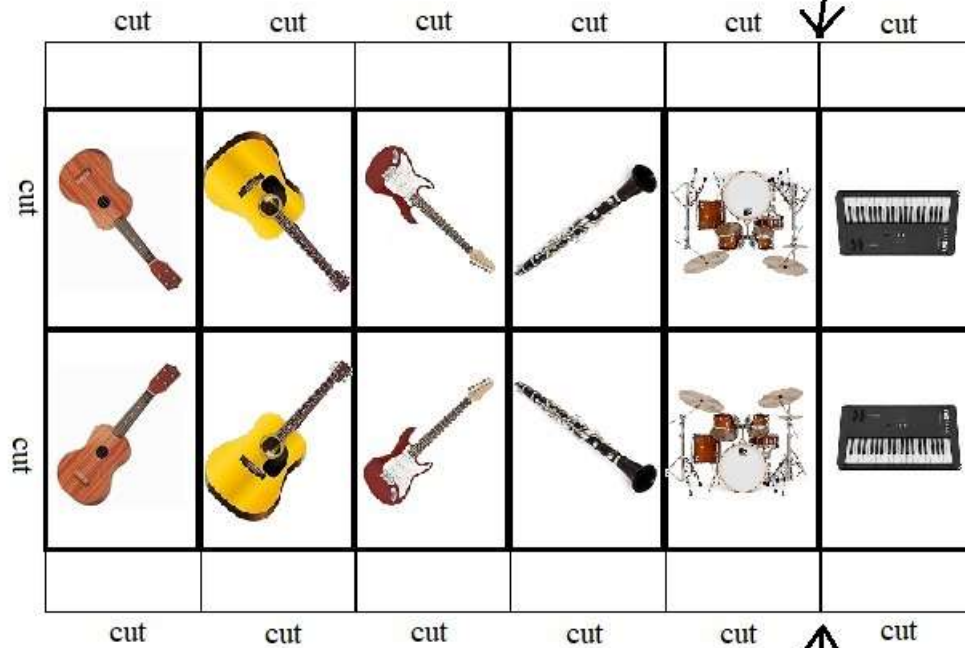
- 1) Players each role the dice. Player with the highest note value goes first.
- 2) Player roles dice and moves the number of squares on the Game Board that equals the note value on the dice (i.e. ♩ = 1 ♪ = 1 ♪ = 2 ♪ ♪ = 2 ♪. = 3 ○ = 4)
- 3) Player uses the letter of the square they land on plus the note value on the dice to make a note on their Workspace Sheet (for example, if the player rolled a ♪ they moved 1 space and landed on a “C,” the player would draw a quarter note C on their workspace. If the square has writing in it, then the player follows the directions written. If the directions are to move forward or backwards, the player can use the letter they end up on in their composition.
- 4) **GOAL:** Complete the music composition (4 beats in each measure) and reach the end of the Game Board. Player **can not win** until the music composition is done. When the composition is finished and the player is at the end of the board game, the player should play their composition on whatever instrument they have available.
- 5) **Tricks:** 1) Each measure must have 4 beats. If the measure the player is in can only fit one beat and they roll a 2 count note, then they have to wait until their next turn to compose. The only exception is the ♪ ♪; the player can split these two 1 count notes between two different measures. (2) The Stop Sign: If a player reaches the “Stop” sign before they have completed their music composition, then the player must stay on that square (“C”) until they can complete their composition. A player may only move on and win the game when their composition is fully complete.

PLAYER _____ The Composing Game
Workspace



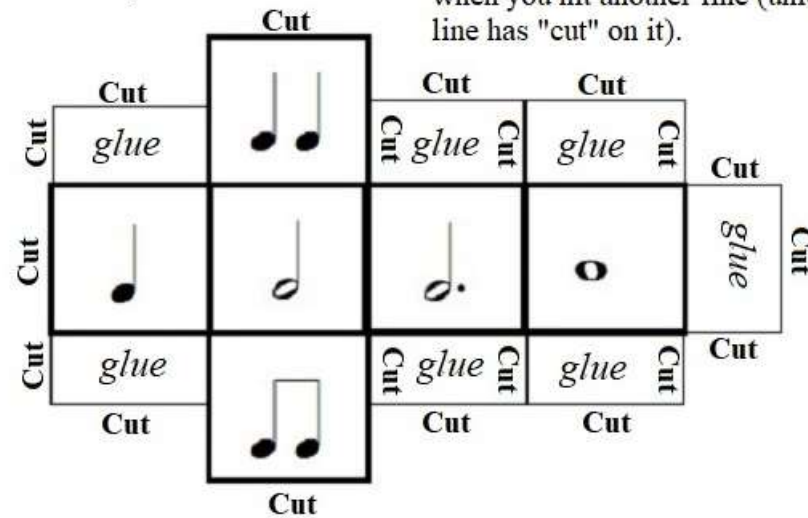
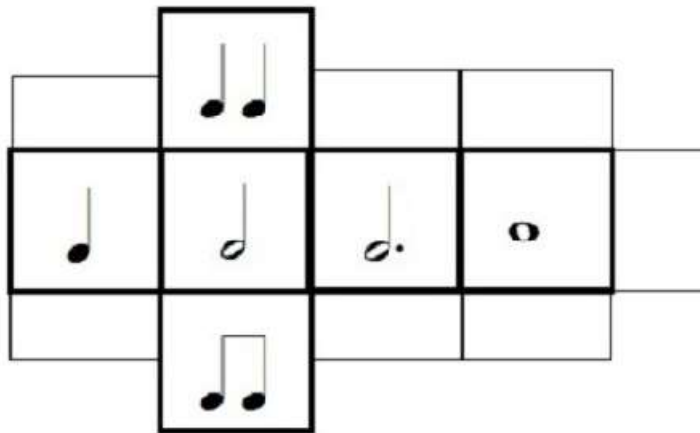
Game Characters: Cut out and Fold

Cut all the way down each of these lines



Do NOT cut across these lines! FOLD on these lines

Dice Directions: Only cut the lines that have the word "cut" on them. Stop cutting when you hit another line (unless that line has "cut" on it).



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