

NAME: _____



Panda tREK

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

**DRAW THE NOTE
THAT EQUALS 2
BEATS.**

**DRAW A TREBLE
CLEF.**

**WRITE THE WORD
THAT MEANS
CHEERFUL, HAPPY
TEMPO.**

**DRAW THE NOTE
THAT EQUALS 3
BEATS.**

**DRAW THE
SYMBOL THAT
MEANS MEDIUM
SOFT.**

**DRAW THE
SYMBOL THAT
MEANS MEDIUM
LOUD.**

**DRAW THE
SYMBOL THAT
MEANS SOFT.**

**WRITE THE WORD
THAT MEANS
WALKING PACE.**

**DRAW THE
SYMBOL THAT
MEANS VERY
SOFT.**

**DRAW THE NOTE
THAT EQUALS $\frac{1}{2}$
A BEAT.**

**DRAW A BASS
CLEF.**

**WRITE THE WORD
THAT MEANS TO
PLAY AT A REALLY
FAST TEMPO.**

**DRAW THE
SYMBOL THAT
MEANS REALLY,
REALLY LOUD.**

**DRAW THE
SYMBOL THAT
MEANS TO
REPEAT THE
MUSIC.**

**DRAW THE
SYMBOL THAT
MEANS TO PLAY
OR SING LOUDLY.**

**DRAW THE
SYMBOL THAT
MEANS TO HOLD A
NOTE LONGER
THAN ITS VALUE.**

**DRAW THE NOTE
THAT IS EQUAL TO
4 BEATS.**

**DRAW A REST
THAT IS EQUAL TO
2 BEATS.**

**DRAW a REST
that is EQUAL to
4 BEATS.**

**DRAW THE
SYMBOL that
MEANS to LOWER
a note one HALF
STEP.**

**DRAW a REST
that is EQUAL to
one BEAT.**

**DRAW a note
that is EQUAL to
one BEAT.**

**DRAW THE
SYMBOL that
MEANS to RAISE
a note one HALF
STEP.**

**DRAW a TIME
SIGNATURE.**

Panda tReK

Instructions

Print off a GAME BOARD FOR each student OR CAMPER. Print and LAMINATE the GAME CARDS. the GAME BOARD is Page one. Page 2-5 are the GAME CARDS so once those are Printed, Print Pages 7-10 as the BACK OF the GAME CARDS. the CARDS SHOULD BE HIDDEN AROUND YOUR PLAY area. once the GAME BEGINS, each student tries to FIND each CARD AND COMPLETE the instructions ON the CARD FOR each BLOCK OF their GAME BOARD.

additional Play suggestions:

...you may ALSO Post certain NUMBERS THROUGHOUT each DAY OF a WEEK DURING CAMP so that it's a WEEK LONG PROCESS FOR students to COMPLETE.

...you may ALSO PROVIDE CLUES to FIND each GAME CARD MAKING it MORE OF a MYSTERY HUNT.

...Part OF the GAME COULD ALSO include BEATING OUT RHYTHM using a METRONOME when answering a TEMPO question and using MANUSCRIPT PAPER to ADD notes, time signatures, clefs, etc.

...this COULD ALSO BE a TIMED GAME to see WHO COULD BE the first to COMPLETE the GRID OR the first to get ALL the even OR ODD NUMBERS.



2



1



4



3



6



5



8



7



10



9



12



11



