

B I N G O

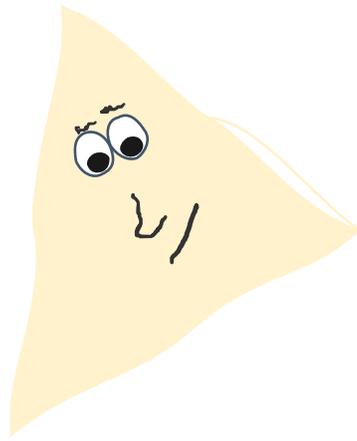
What You Need:

- 6-sided die
- 10-20 coins

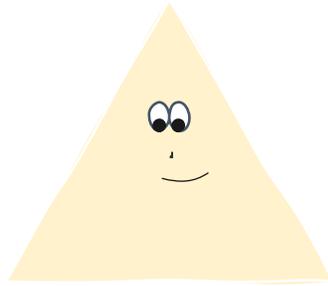
How to Play:

Roll the die. Using the chart at the bottom, match the number to the letter. Find a note on the bingo board that is that letter. Cover it with a coin. The game is over when you have 5 coins in a row.

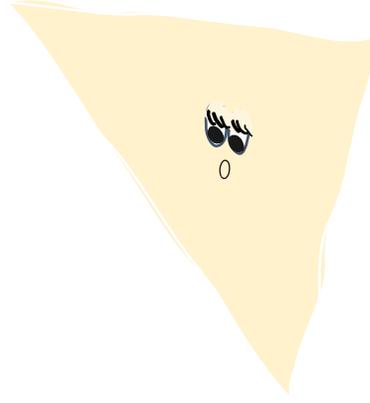
A	B	C	D	E	F



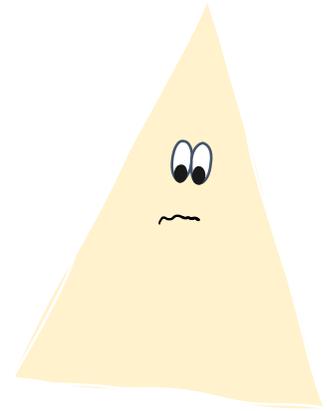
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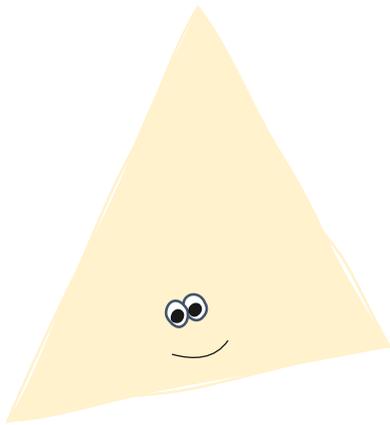
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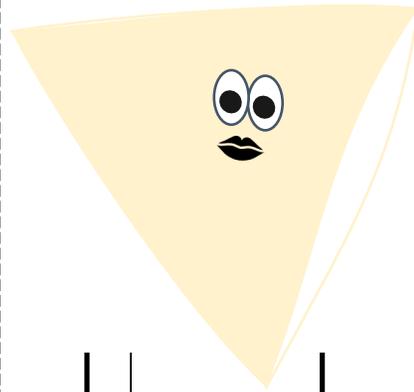
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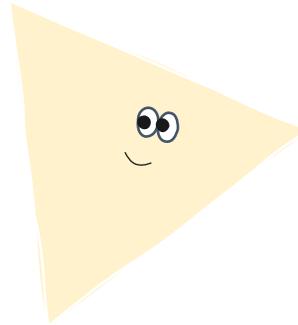
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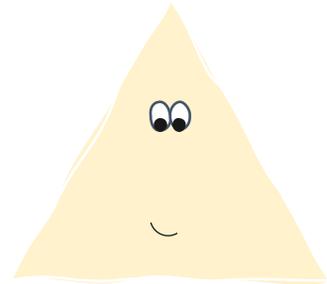
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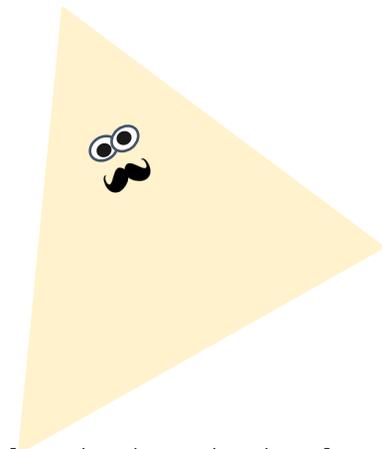
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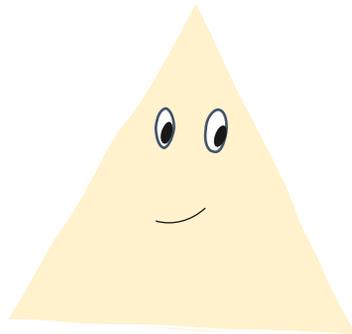
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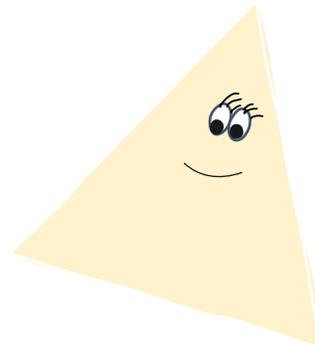
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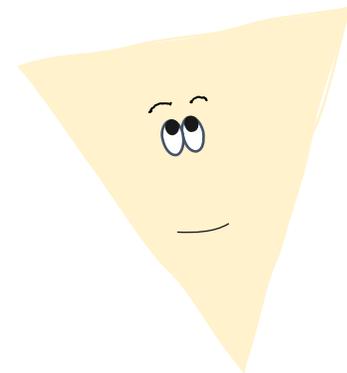
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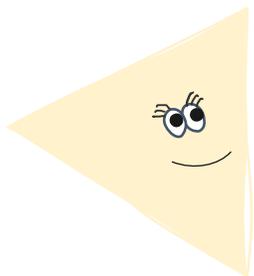
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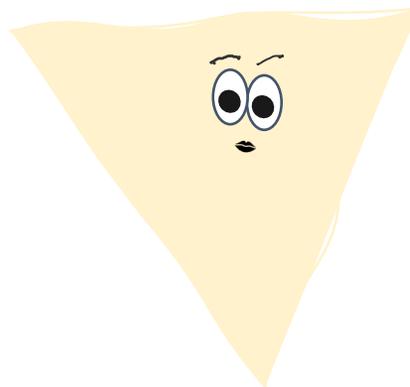
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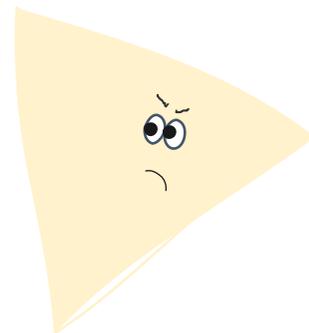
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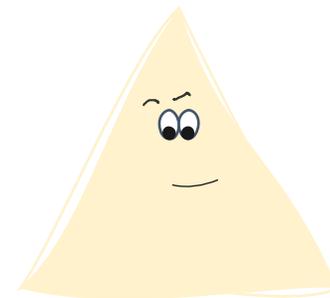
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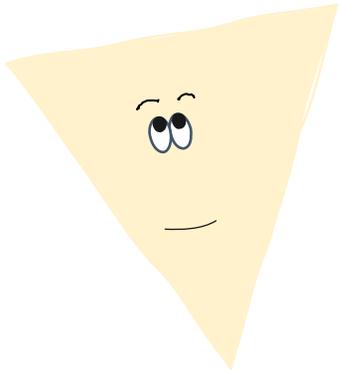
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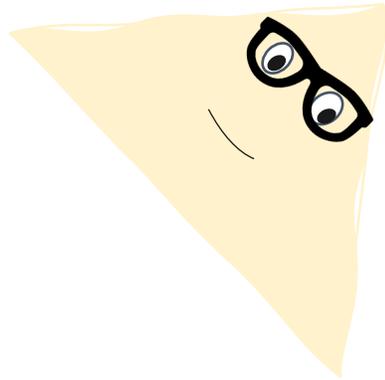
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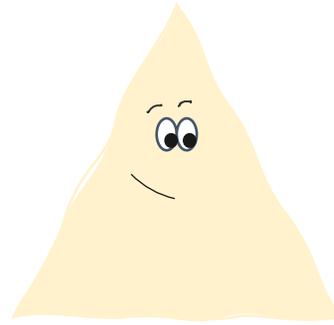
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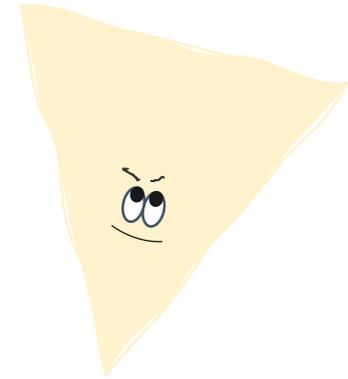
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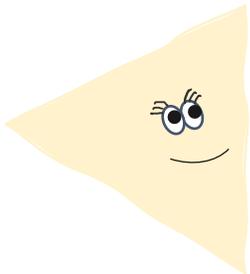
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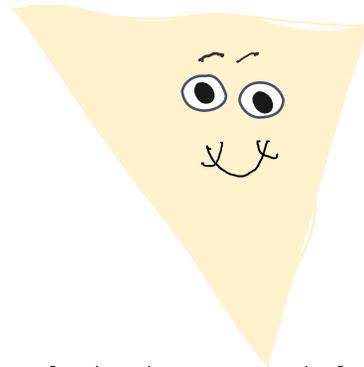
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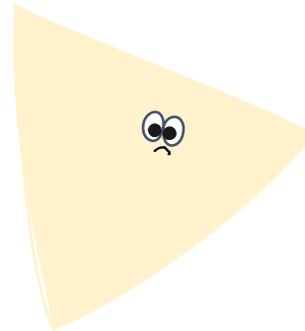
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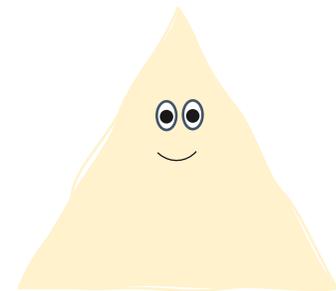
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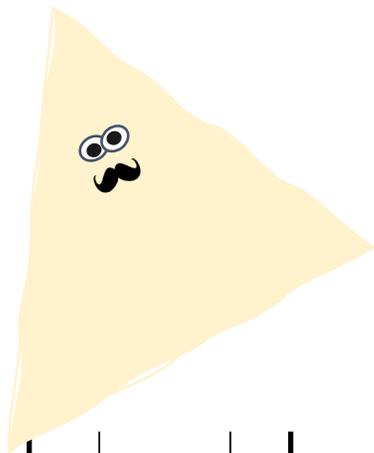
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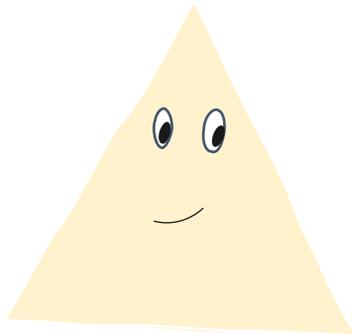
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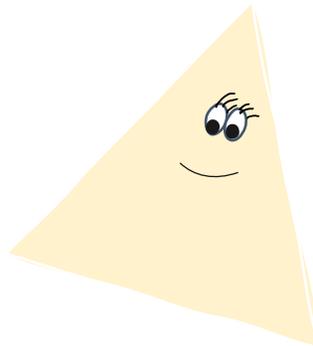
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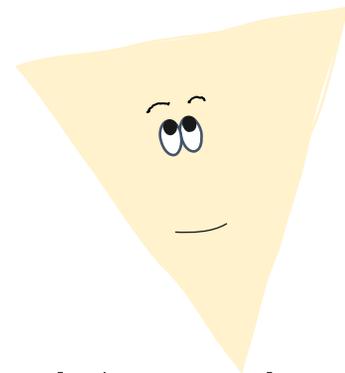
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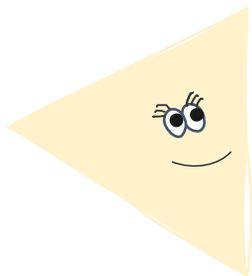
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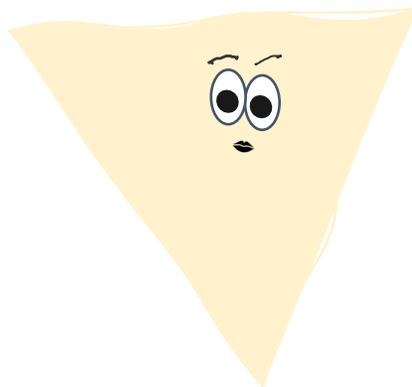
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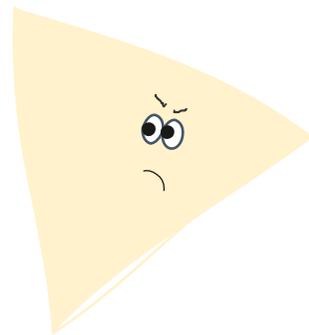
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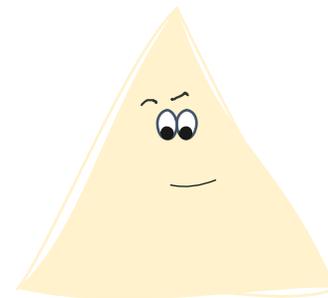
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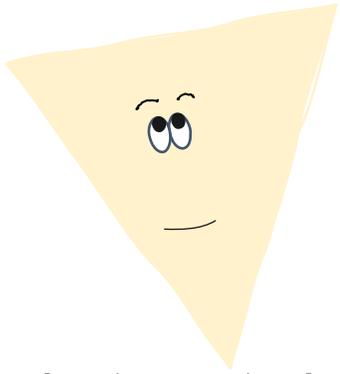
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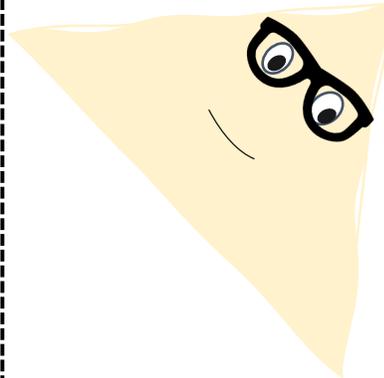
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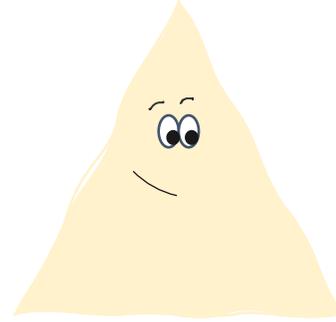
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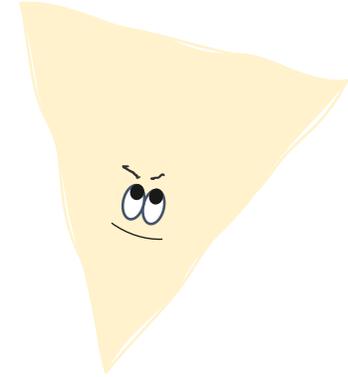
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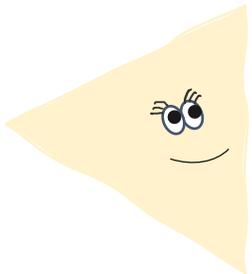
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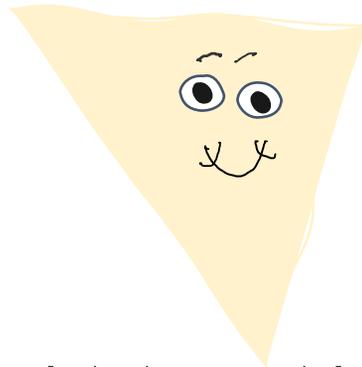
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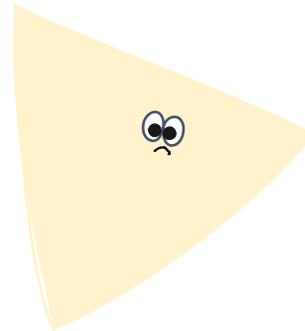
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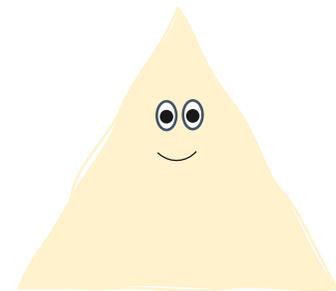
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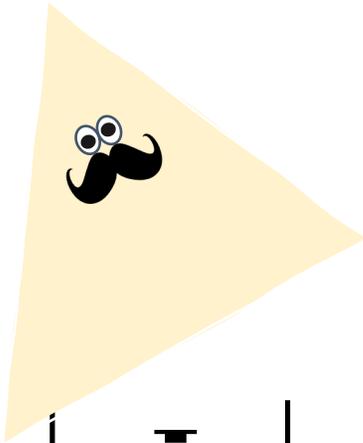
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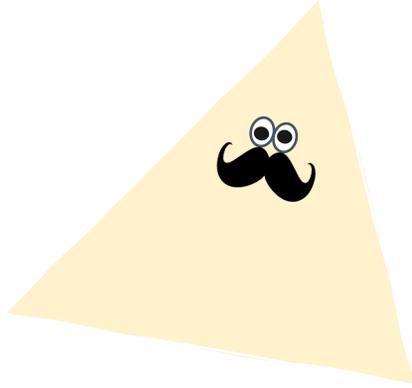
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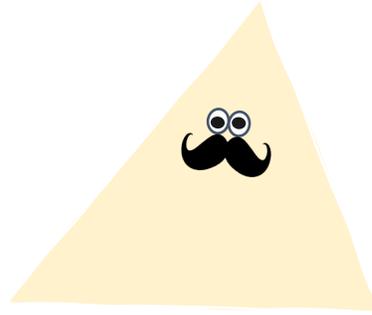
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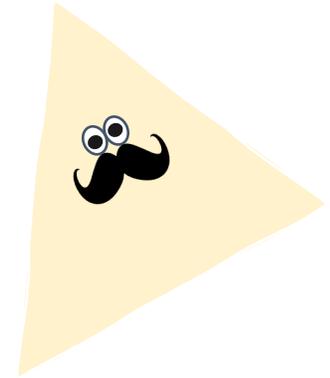
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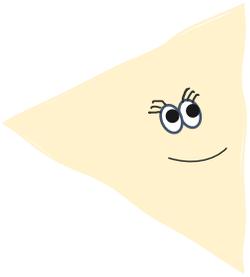
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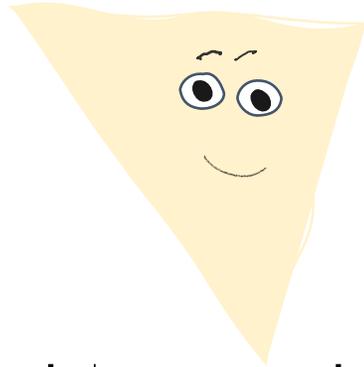
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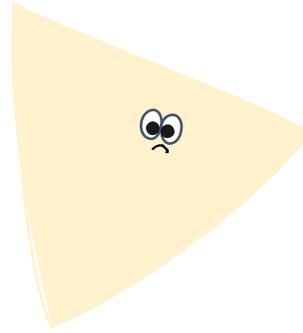
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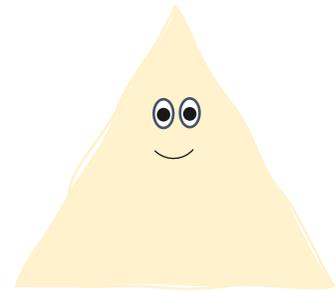
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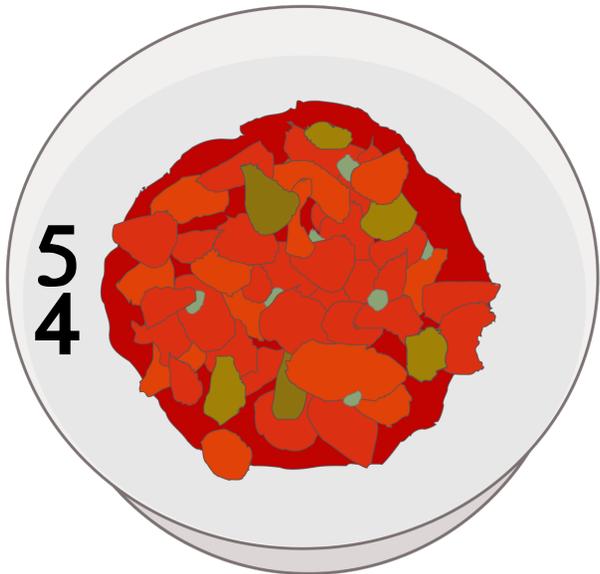
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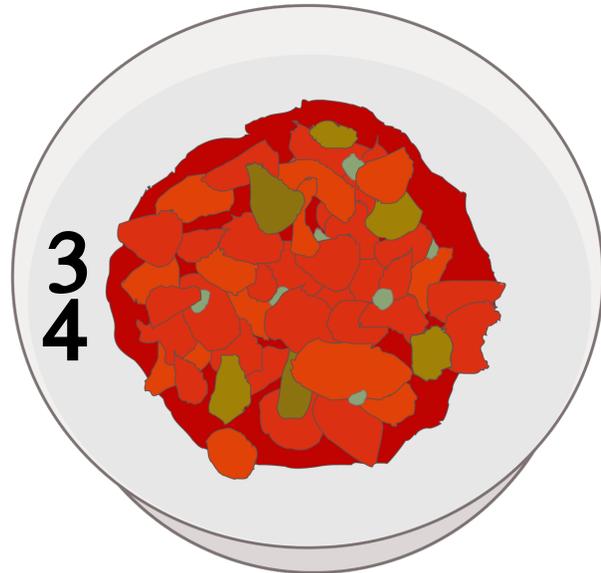
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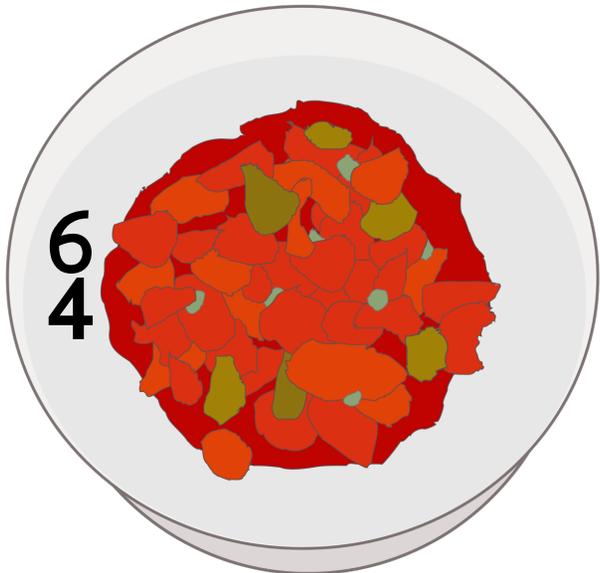
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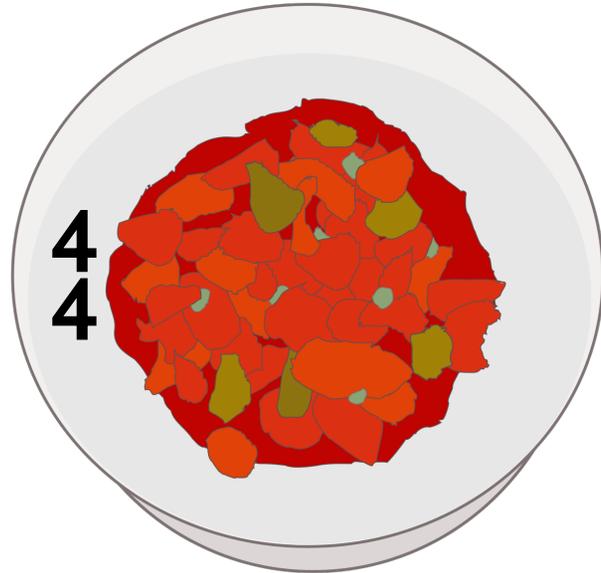
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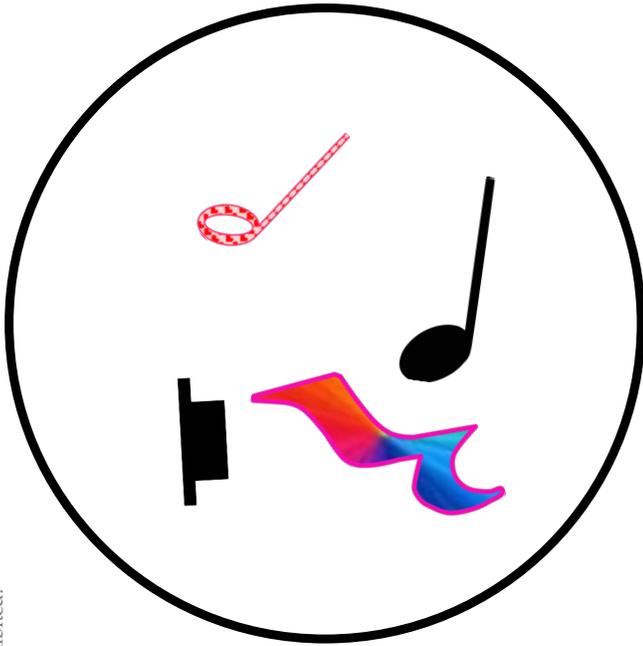
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SPOT IT

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Cut out the circles at the top of this page and on pages 69, and 71.

TWINS

SET UP:

Place all the cards face-down in a pile in the middle.

HOW TO PLAY:

1. Flip two cards over so that all players can see both cards.
2. Players try to spot the matching symbol on both cards.
3. When you find the matching symbol, call it out the name of that symbol.
4. The person that calls it out first, takes those two cards.
5. Flip two more cards over and repeat the steps until no cards are left.

HOW TO WIN:

The person with the most cards wins.

THE TOWER

SET UP:

1. Place one card face down in front of each player.
2. Place the remaining cards in a stack face-up in the middle.

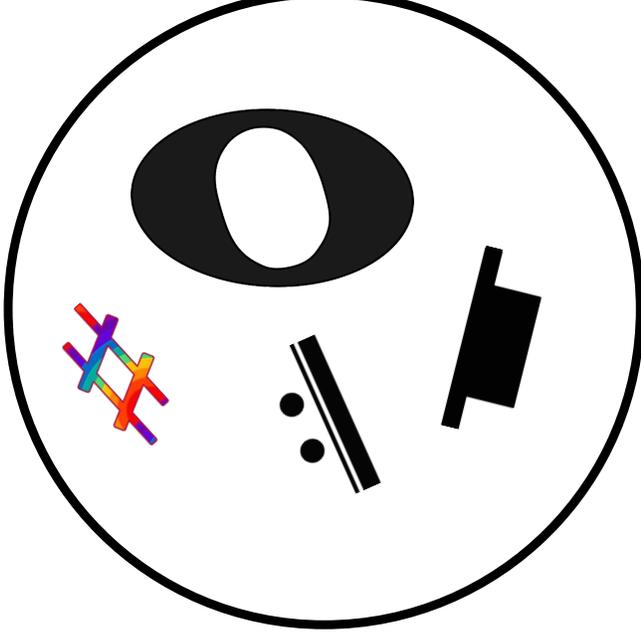
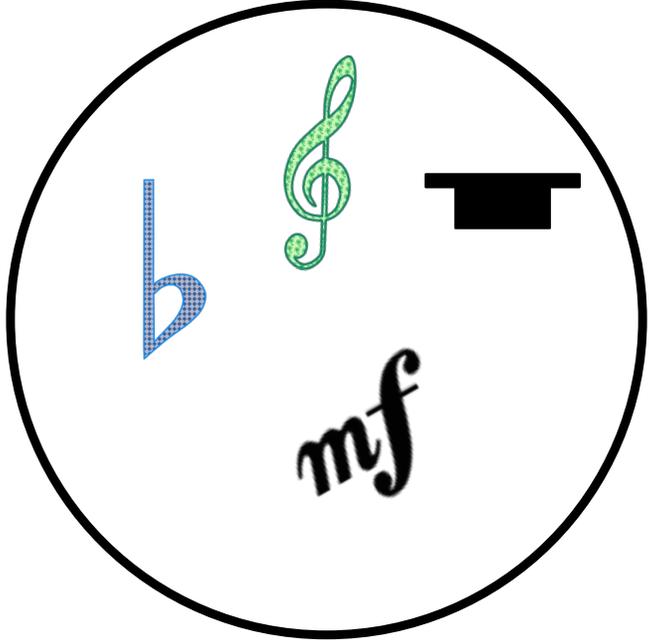
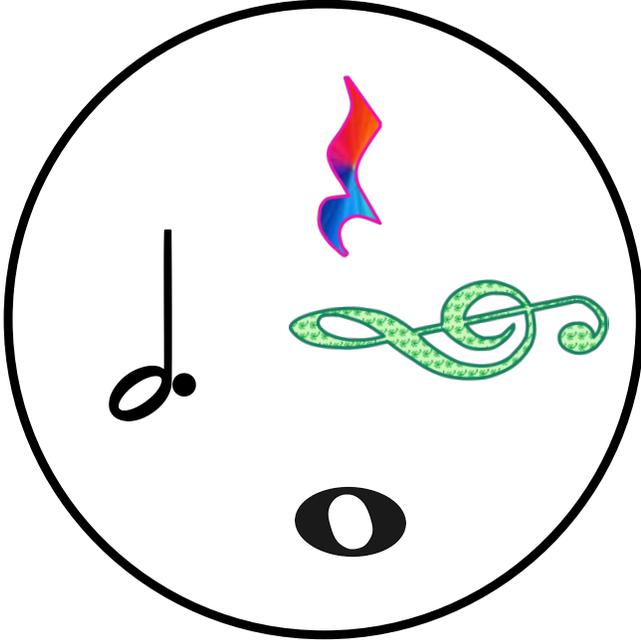
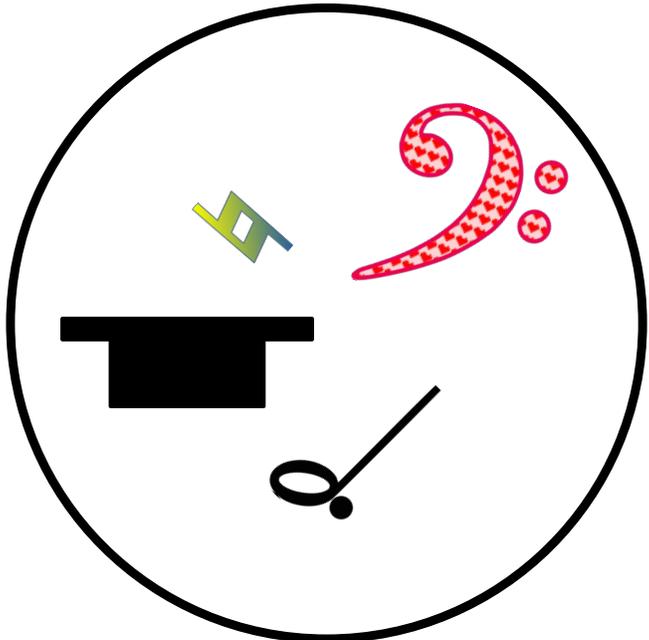
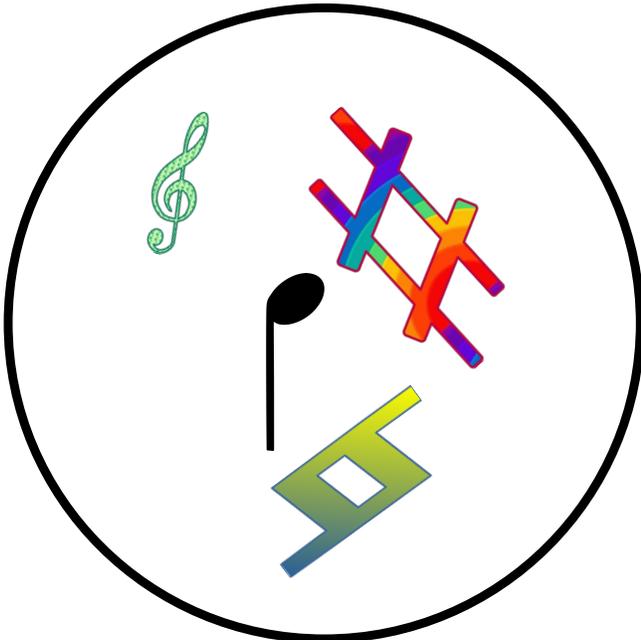
HOW TO PLAY:

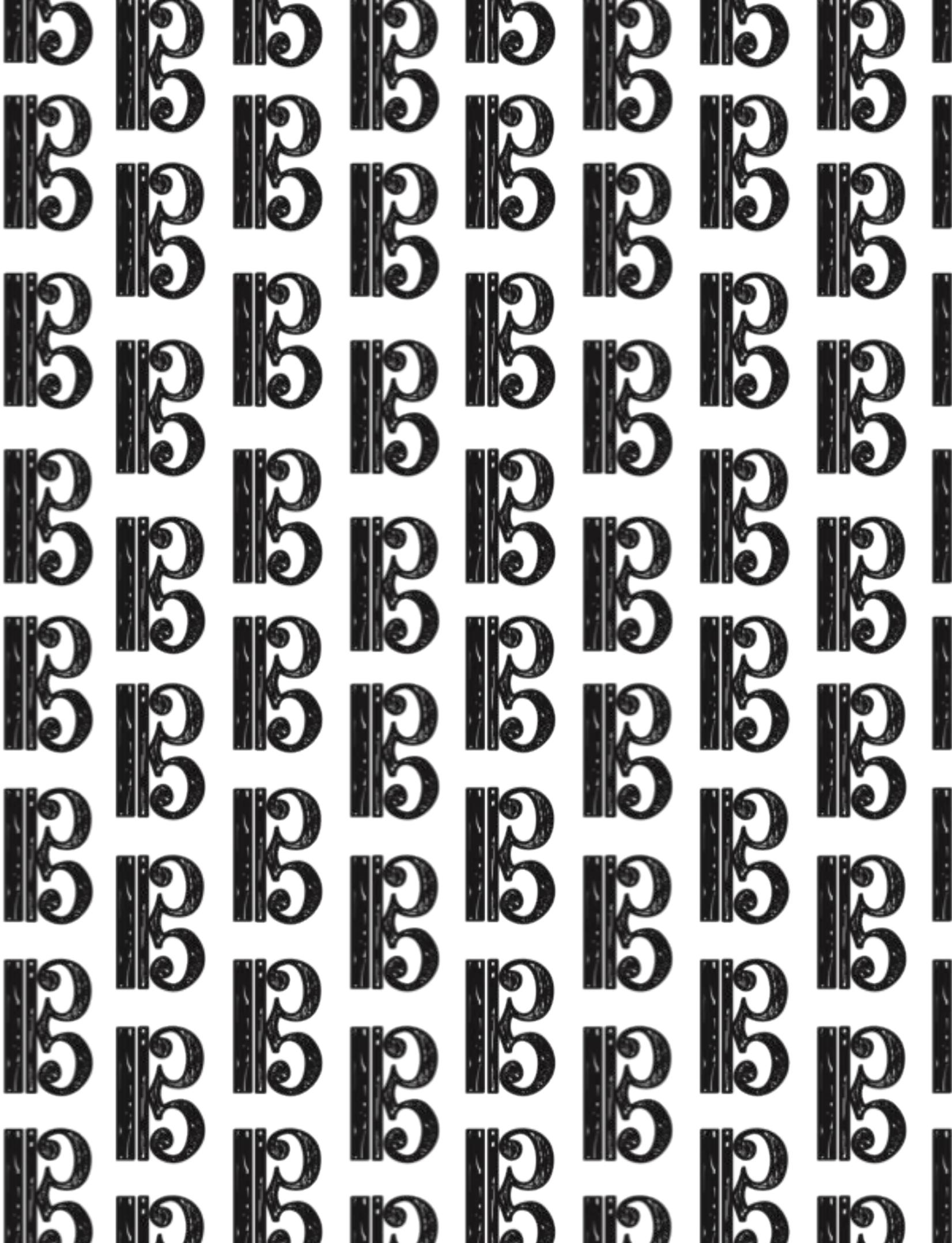
1. On the count of three, all players flip over their card.
2. Players try to spot the matching symbol from the card in front of them with the card on top of the stack in the middle.
3. When you find the matching symbol, call it out the name of that symbol.
4. The person that calls it out first, takes the card in the middle.
5. Look for the matching symbol on the next card in the stack.

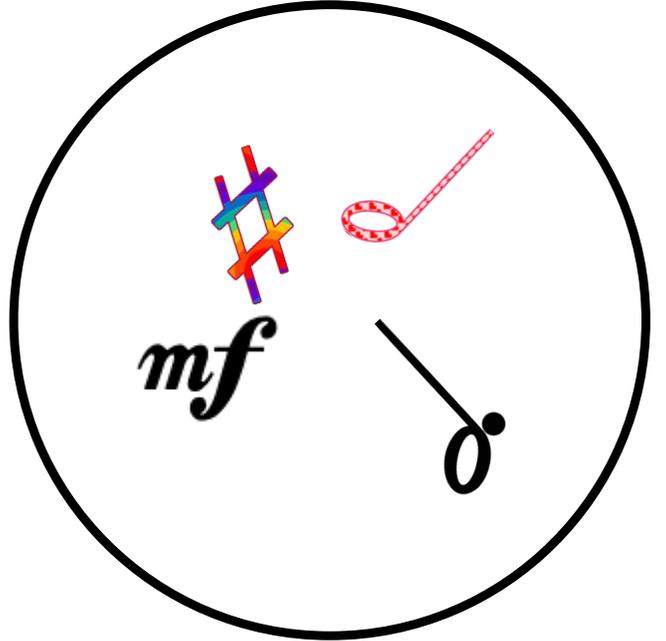
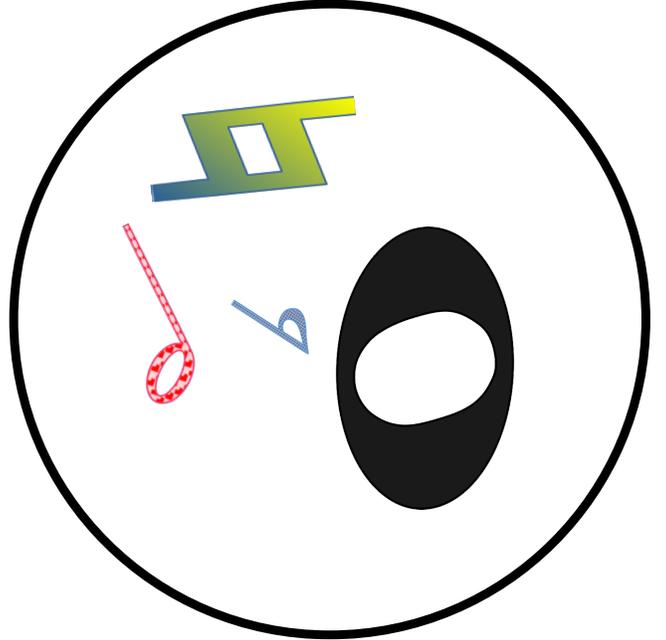
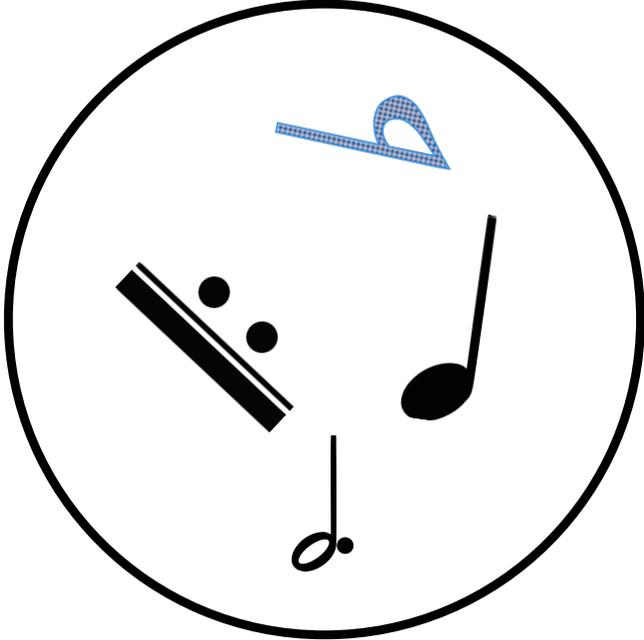
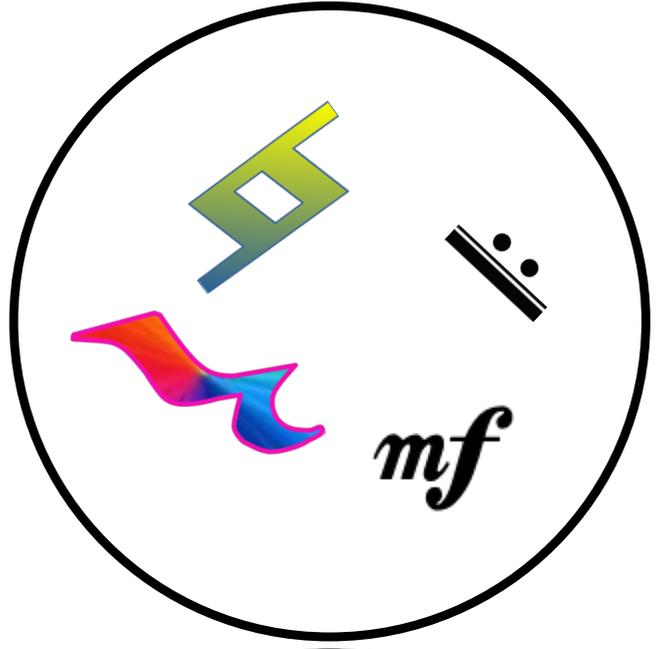
HOW TO WIN:

The person with the most cards wins.











a tempo

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ritardando

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Prestissimo

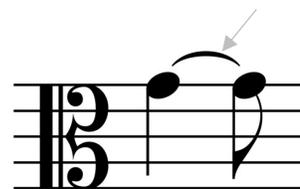
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Syncopation

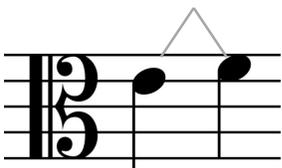
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Enharmonic

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ff

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pp

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Very Fast

Gradually slowing
down

Return to
previous tempo

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Tie -
add the note
values together
and hold

Same sound,
different letters,
different place on
the staff

Emphasize the off
beat or weak beat

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Pianissimo
Very Soft

Fortissimo
Very Loud

Half Step Mark

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Legato

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ff

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pp

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Flat

Lowers a pitch by
a half step

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Sharp

Raises a pitch by a
half step

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Natural

Cancels a flat or
sharp

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2 Eighth notes

Together they
share 1 beat; each
note gets $\frac{1}{2}$ a beat

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Eighth Note

$\frac{1}{2}$ a beat

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Eighth Rest

$\frac{1}{2}$ a beat

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Pianissimo
Very Soft

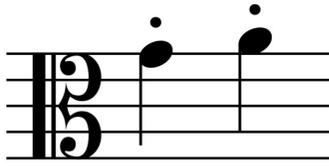
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Fortissimo
Very Loud

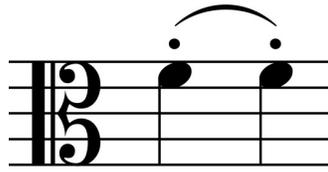
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Smooth and
connected

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D.C. al Fine

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Fine

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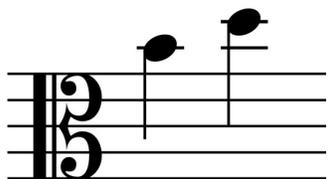
Interval

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Octave

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Interval?



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Interval?



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Repeat Sign

Play that section
again

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Hooked Bow

Play 2 notes on 1
bow stopping
between notes.

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Staccato

Play the notes
short and
detached

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The distance
between two notes

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Finish or
The End

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Da Capo al Fine

Go back to the
beginning and
play to the Fine
(finish).

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2nd

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3rd

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Interval of 8 notes.

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