

Sheldon and Maxine are trying to stay dry— but one wrong move and it’s a splash into the lake! Listen for hands-together steps and skips to help them balance their way to victory.

**HANDS-TOGETHER STEPS & SKIPS**

STEP SKIP  
**SPLASH!**



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STEP SKIP  
**SPLASH!**



# HOW TO PLAY

## Players

1 player

## Materials

- 1 laminated game board
- 1 laminated Teacher Master Sheet
- 18 playing cards
- 1 dry erase pen
- 1 die
- 7 coins

## Game Objective

*Musical Objective:* Reinforce aural recognition of hands-together stepping and skipping.

*Game Objective:* To place coins on the blue circles.

## Setting It Up

The student should sit on the floor with the game board placed in front of them. The teacher should be seated at the piano with the Teacher Master Sheet.

Place three coins on three blue circles, and four coins on four logs.

Spread the 18 playing cards around the game board with the word labels facing up.

## Playing the Game

1. The teacher plays a musical excerpt from the Teacher Master Sheet, then crosses it off with a pen.
2. After listening to the excerpt, the student decides whether they heard hands-together stepping or skipping, and selects any card with the corresponding label.
3. The back of the selected card will contain a direction to add coins, remove coins, or *Roll To Win*.
  - For example, if the card says “Add One,” the student takes one coin from the logs and places it on a blue circle.
  - If the card says “Remove One,” the student removes one coin from a blue circle and returns it to the logs.
  - If the card says “Roll To Win,” see Step 5 below.
4. The card selected in Step 2 is removed from the playing area.
5. Repeat Steps 1–4 until one of the following occurs:
  - The student flips over a “Roll To Win” card. They roll the die: If the number on the die is equal to or less than the number of blue circles covered with coins, the student wins. If the number is greater than the number of blue circles with coins, the student loses, OR
  - All coins have been removed from all of the blue circles — the student loses.
  - All blue circles have been covered with coins — the student wins.



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HANDS-TOGETHER  
**STEPPING**



PRIMER 3 | UNIT 4

HANDS-TOGETHER  
**STEPPING**



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HANDS-TOGETHER  
**SKIPPING**



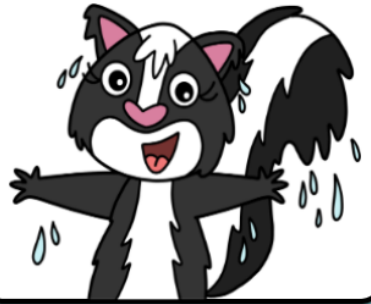
PRIMER 3 | UNIT 4

HANDS-TOGETHER  
**SKIPPING**



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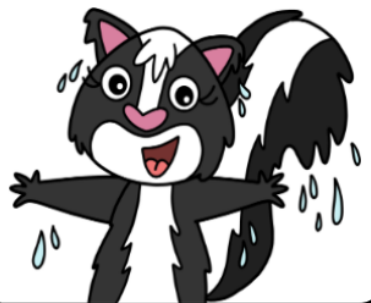
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