

GAME PLAY AND RULES

Materials

Basketball
Flashcards
CD player
Computer, projector and screen, or SMARTBoard (opt.)

Rhythm Basketball may be played using the enclosed printed flashcards or by projecting the Power Flashcards provided on the CD using your computer.

All of the rhythms used in the game are listed in the Rhythm Pattern Bank, found on pages 6–11 of this booklet. Printed flashcards are included for those rhythms marked with an asterisk.

Warm-Ups

As the class enters the room (or anytime you want to signal the start of *Rhythm Basketball*) play Track 1 of the CD to get *Ready to Rock*.

Students warm up before the game using the echo patterns on tracks 2–6 of the CD. Select an appropriate track and have the class echo each rhythm pattern they hear by clapping, performing on mallet or rhythm instruments, or by speaking rhythm syllables of your choice. (The patterns in each of the tracks are notated on page 12 of this guide.) There are also two tracks that are accompaniment only (7 and 8), so you or your students can create original rhythms to be echoed.

Tip Off

To begin the game, divide class into two teams.

Rhythm Basketball begins with a “jump ball.” Select one player from each team and ask one of the following questions, or a similar question:

- How many quarter notes are there in one measure of music in $\frac{4}{4}$?
- How many quarter notes are there in one measure of music in $\frac{2}{4}$?
- How many quarter notes are there in one measure of music in $\frac{3}{4}$?
- How many eighth notes are there in one measure of music in $\frac{6}{8}$?
- How many eighth notes are there in one measure of music in $\frac{2}{4}$?
- How many eighth notes are there in one measure of music in $\frac{3}{4}$?
- How many eighth notes are there in one measure of music in $\frac{4}{4}$?

The player who answers correctly first wins the first possession of the ball, which means the first chance to score. Have a basketball (regulation, Nerf, stuffed) to give to the team that has possession.

Take the Shot

The team that has possession (so has the ball) decides whether to go for a “regular shot,” worth two points, or a three-point shot which is worth...*insert drum, or should we say finger, roll here...*three points!

For a two point shot, a team member must correctly perform a rhythm from one of the Rhythm Cards. (More about the Rhythm Cards in a minute.)

The referee (you!) should decide ahead of time how the students should perform each rhythm...it could be clapped, played on a rhythm or mallet instrument, or spoken using rhythm syllables. To get the student started, count or clap an introduction (for example, “1, 2, Ready, Shoot”) in the tempo of your choice. Don’t be afraid to use a variety of tempos!

If the rhythm is performed correctly, the team earns two points and the next member of the team has a turn. If you determine the rhythm was performed incorrectly, the other team gets possession.

Depending on the age and ability level of your students, you have several options for a **three-point shot**:

- The student must perform a rhythm in $\frac{3}{4}$ or $\frac{6}{8}$.
- The student must perform a two-measure rhythm pattern in $\frac{4}{4}$.
- The student must perform one of the playoff rhythm patterns.

Again, you determine if the rhythm is performed correctly or if possession goes to the other team.

To ensure that both teams have an equal chance to score, you may decide to limit the number of points a team may score during a possession.

Fouls

During the course of the game, you may call a foul on any team or individual. Fouls may include teasing, talking, or any other kind of disruption. If a foul is called, the other team has a chance to earn one point by making a “free throw”...you choose an easy card (for example, a card with four quarter notes in $\frac{4}{4}$ time) and have a student perform it as they would a regular shot. If the team on which the foul is called has possession, they lose possession to the other team.

Steals

Between players’ turns, the team that doesn’t have possession can attempt a “steal.” For a successful steal, a team member must write down a rhythm you perform or play from the warm-up tracks of the CD. Have the player write the rhythm on the board or on a piece of paper. If correct, that player’s team gains possession of the ball. If incorrect, the other team retains possession and gets to shoot a free throw. (See description above.) To ensure both teams have an equal chance to score, you may decide to limit the number of steals a team may attempt during the game.

RHYTHM CARD INFORMATION

There are five groups of Rhythm Cards:

2. The Blue cards are one-measure rhythm patterns in $\frac{4}{4}$.
3. The Green cards are one-measure rhythm patterns in $\frac{3}{4}$.
4. The Pink cards are one-measure rhythm patterns in $\frac{6}{8}$.
5. The Orange cards are two-measure rhythm patterns in $\frac{4}{4}$.
6. The Yellow cards are “playoff” cards. They contain one-measure rhythm patterns in $\frac{4}{4}$ incorporating triplets and sixteenth notes.

The printed flashcards include 16 rhythm patterns each from the Blue, Green, Pink, and Yellow groups above. There is a different rhythm on each side of each flashcard. So that you can determine if the rhythm was performed correctly, the rhythm on the side facing the student is provided in the box at the bottom of the reverse side (the one facing you). The PowerPoint presentation on the CD-ROM includes patterns in all five categories, a total of more than 250 rhythms.

PowerPoint Play

If you are playing with the “Power” flashcards, have the first slide, *Rhythm Basketball*, up at the start of the game. If speakers are connected to your computer, you should also be able to play *Ready to Rock* from the PowerPoint Viewer or full-version application.

Game play is the same whether you’re using the printed flashcards or the PowerPoint presentation—students decide what kind of shot they want to take and you select a corresponding rhythm.

Note that each rhythm slide is followed by a blank slide. All the even-numbered slides are rhythms and all the odd-numbered slides are blank. You can move from slide to slide using the Page Up and Page Down keys. To jump to a slide, type the number of that slide and hit enter. (You won’t see your number entry on the screen, but the slide will advance on enter.) You may also go directly to any slide by right clicking anywhere in the PowerPoint frame and selecting the desired slide from the list. The slide number of each pattern is listed in the Rhythm-Pattern Bank.

Slide Sequence

BLUE

- **Slides 2–104:** One-measure rhythm patterns in $\frac{4}{4}$ using half, quarter and eighth notes, and half and quarter rests.
- **Slides 106–126:** Add eighth-note syncopation.

GREEN

- **Slides 128–154:** One-measure rhythm patterns in $\frac{3}{4}$ using half, quarter and eighth notes, and half and quarter rests.
- **Slides 156–176:** Add eighth-note syncopation.

PINK

- **Slides 178–224:** One-measure rhythm patterns in $\frac{6}{8}$ using dotted-quarter and eighth notes, and dotted-quarter and eighth rests.

ORANGE

- **Slides 226–262:** Two-measure rhythm patterns in $\frac{4}{4}$ using half, quarter and eighth notes and half and quarter rests.

YELLOW

- **Slides 264–292:** One-measure rhythm patterns in $\frac{4}{4}$ using half, quarter, eighth, and sixteenth notes, eighth-note triplets, and quarter rests.