



A game to strengthen the recognition of C Position notes on the staff.

You will need:

- a counter for each player
- dice



## HOW TO PLAY SWAP!

- 1. Place a counter for each player on the "START" square.
- 2. Each player takes a turn to throw the dice and move their counter forwards.
  - If you land on a note, you must name the note correctly to stay there. If you name it incorrectly, go back to where you were at the start of your turn.
  - If you land on a Rest Symbol, you must skip your next turn .
  - If you land on a SWAP! square, you can swap counter positions with any other player in the game.
- 3 The first one to arrive at the "END" is the winner.





