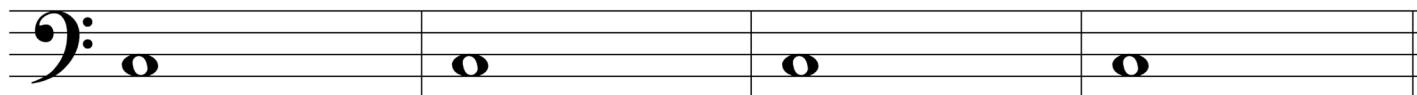
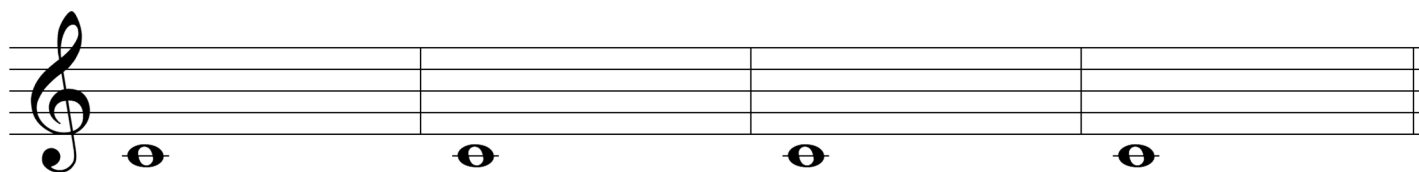


***ROLL* the DICE!**

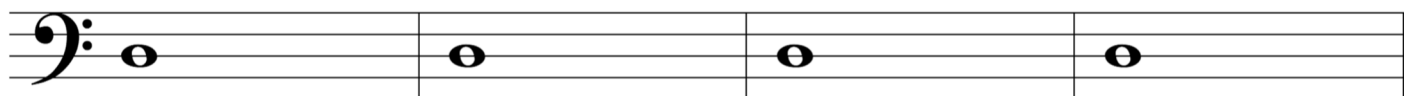
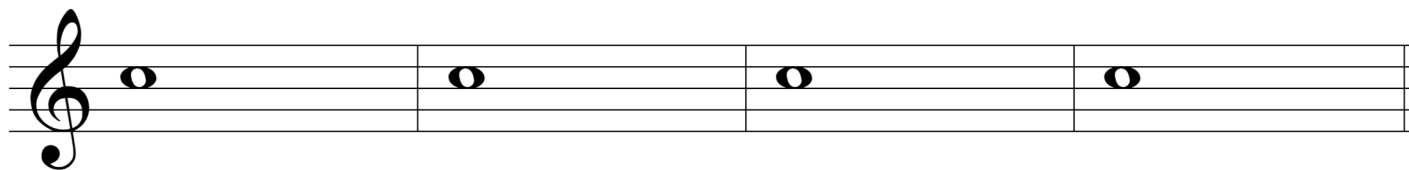
An interval drawing activity

Materials needed: dice (one six-sided die); a pencil.

Directions: Roll the dice and draw the note that is that interval higher on the staff from the note given below. For example, if you roll a 6, draw the note a *sixth higher* on the staff from the given note.



Directions: Roll the dice and draw the note that is that interval lower on the staff from the note given below. For example, if you roll a 6, draw the note a *sixth lower* on the staff from the given note.



Bonus challenge: turn each note on this page into a half note by adding a stem. Remember to follow the rules of stem directions to draw your stems correctly!