How to Play

• Each player places a counter on one of the coloured start line notes.
• Players take turns to role/draw step or skip and move up the grand staff.
• If a player lands on a “landmark landmine” they must correctly name the landmark note or they are sent all the way back to the start line.
• The winner is the first to land on the finish line.

Optional Extra: Players can choose to answer a flashcard when they are sitting on the landmark space to win an extra turn.

Assembly
This game is very quick to assemble, you only need to:

• Print out the game board (page 2).
• Print out the step and skip cards (page 3 & 4) OR get a spinner app ready OR use step/skip dice if you have some.
• Find game counters such as erasers, paperclips, buttons or small toys. You need one counter per player (max. 5).
• Laminate the game board and cards if desired.
• If using the optional extra you will need flashcards that are appropriate to the student level.

Learning Objectives
Landmark landmines reinforces the landmark notes to give students a headstart on the grand staff. This game is the perfect complement to Thinking Theory Book One and the Thinking Theory video: ‘Landmark Notes for Note Reading Success’ which you can find on YouTube.

Check out www.thinkingtheorybooks.com to learn more and preview the insides of the workbooks.
LANDMARK LANDMINES

Make it all the way to the finish without setting off a landmine!
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