

RHYTHM IMPROV

Simple and Compound Meter and Rhythm - 2 or more players

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REQUIRED MATERIALS

- None!
- *Optional:* [Rhythm Reference Sheet](#)

DESCRIPTION

Players create a rhythm by taking turns adding a beat's worth of attacks. The accumulated rhythm is repeated by each player (e.g., A; A+B; A+B+C; A+B+C+D...) and not written down.

STEP BY STEP INSTRUCTIONS

1. Choose a meter, simple or compound.
2. Each player adds a beat's worth of rhythm with two (2) or more onsets, using either rhythmic solfège or "ta." Players may not write down the rhythm, but must perform from memory then add their beat. *This is not a competitive game, so help each other out!
3. Goal is to have each player contribute four (4) beats to the rhythm, once that has been reached, perform the rhythm together, and then transcribe it.

CONSIDERATIONS

- Depending on the student's level, they may find the Rhythm Reference Sheet a useful tool.

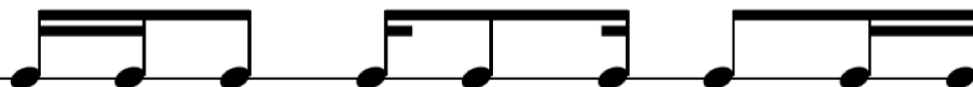
Simple Meters

Beat = 

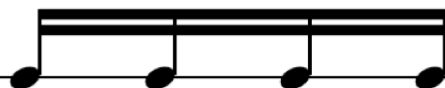
2 onsets



3 onsets



4 onsets



Compound Meter

Beat = 

2 onsets



3 onsets



4 onsets



5 onsets



6 onsets

