

RHYTHM & PATTERN QUEST

SOUND AND MATHS ADVENTURE

Ages 5–8

OVERVIEW

Children go on a quest through different stations where they listen, create, and solve rhythm patterns. They use sounds, movement, and logic to complete challenges and collect "pattern gems".

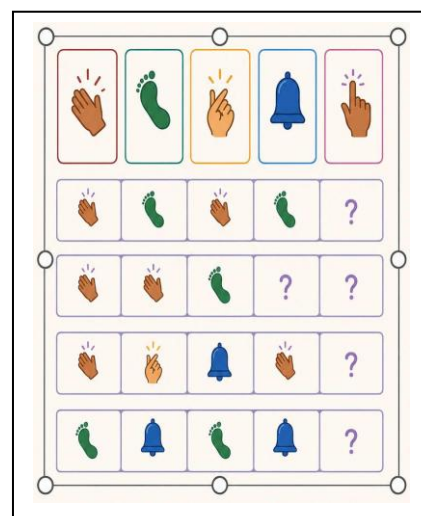
LEARNING GOALS

- Recognize and create repeating patterns (AB, AAB, ABC, ABB, AABB...)
- Continue and predict sequences
- Connect sounds and symbols
- Count and keep steady rhythm
- Develop listening, memory and teamwork skills

MATERIALS

- Pattern cards (clap , stomp , snap , bell , tap)
- Rhythm instruments (or body percussion)
- Station cards & challenge cards
- "Pattern gems" (tokens, beads, or stickers)
- Quest board or map

PATTERN CARDS



HOW TO PLAY

1. INTRODUCTION

Children receive a Quest Map. They must complete all stations to collect 5 pattern gems and become Rhythm Masters!

2. STATIONS

In small groups, children rotate through 5 stations. At each station they solve a challenge to earn a gem.

3. CHALLENGE TYPES

- Listen & Repeat
- Continue the Pattern
- Create Your Own Pattern
- Follow the Rhythm
- Count the Beats

TEACHER TIPS

Model each pattern clearly. Use a steady beat. Encourage children to say the pattern out loud (e.g., "clap, stomp, clap"). Praise strategies and teamwork!

STATION EXAMPLE SETUP

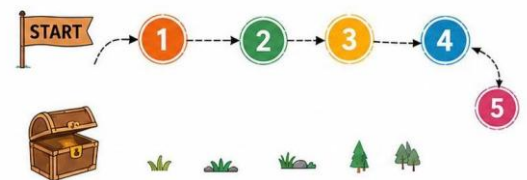


4. FINAL MISSION

Groups use their gems to unlock the Final Challenge.

They create a group rhythm performance using a pattern of their choice and present it to the class.

EXAMPLE QUEST MAP



EXTENSION IDEAS

Write the patterns using symbols. Compare patterns: Which is longer? Which repeats faster? Turn patterns into dances or songs.

PHOTO/ IMAGE IDEAS (FOR IMPLEMENTATION)

