

# Rhythm Dot Cards - Stick Path

Print one card per sheet. Lay them in a line along a table. Children walk the path and tap each dot once with rhythm sticks.

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## How to run it

1. Set a steady pulse first - walk it, clap it, or play a drum. Around 90-100 beats per minute works well.
2. One tap per dot. Colour does not change the sound; it just keeps eyes moving left to right.
3. Teacher echoes on the far side of the table so the child has a model to match.
4. Dashed circles are silent beats - the stick still moves, but does not touch the table.
5. Reorder the cards between turns so children read the pattern instead of memorising the path.

## Tunes that fit the card sets

### TUNE

Bee Bee Bumblebee  
Engine Engine Number Nine  
Hot Cross Buns  
Pease Porridge Hot  
Cobbler, Cobbler, Mend My Shoe  
Johnny Works with One Hammer  
Bounce High, Bounce Low  
Rain, Rain, Go Away  
Lucy Locket  
Frère Jacques  
This Old Man  
Escravos de Jó  
Ciranda, Cirandinha  
Marcha Soldado  
Pirulito Que Bate-Bate  
A Canoa Virou  
Al Citrón  
Che Che Kule

### CARDS

Set 1 or 2  
Set 2  
Set 2  
Set 4  
Set 2  
Set 1 then 3  
Set 1  
Set 1 or 2  
Set 2  
Set 3  
Set 3  
Set 2 or 5  
Set 3  
Set 1  
Set 5  
Set 3  
Set 5  
Set 2

### WHY IT WORKS

Short 4-beat phrases; the best starting chant.  
Strong walking pulse - suits a long table path.  
Three taps, then a held beat. Maps exactly to 3 + 2.  
Built on silent beats; ideal for the dashed circles.  
A tapping song - sticks are the natural instrument.  
Cumulative: add a card each verse.  
Two-note song; very young children can hold it.  
Easy words, easy pulse, good for a first read.  
Classic passing game; works standing in a circle too.  
Four phrases of different lengths - good for mixed cards.  
Steady duple with a longer answering phrase.  
A passing game already played on a table - a perfect match.  
Gentle swing; slow the pulse a little.  
March tempo; children can step the beat as they tap.  
Longer phrases suit the 5-beat cards.  
Lilting feel; good once the steady pulse is secure.  
Stone-passing game - swap sticks for beanbags.  
Call and response; the class echoes each card.



















































