Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Dots and Ties**

1. **“Dotted Note Values.”** Directions: For A to E, draw the two note values that equal the dotted note value. For F to J, draw in a single dotted note that equals the first two note values in combination.

Examples:  =  +  (A to E);  +  =  (F to J)

1.  = \_\_\_\_\_\_\_\_ + \_\_\_\_\_\_\_\_
2. = \_\_\_\_\_\_\_\_ + \_\_\_\_\_\_\_\_



1. = \_\_\_\_\_\_\_\_ + \_\_\_\_\_\_\_\_
2. = \_\_\_\_\_\_\_\_ + \_\_\_\_\_\_\_\_
3. = \_\_\_\_\_\_\_\_ + \_\_\_\_\_\_\_\_
4.  +  = \_\_\_\_\_\_\_\_\_\_
5.  +  = \_\_\_\_\_\_\_\_\_\_
6.  +  = \_\_\_\_\_\_\_\_\_\_
7.  +  = \_\_\_\_\_\_\_\_\_\_
8.  +  = \_\_\_\_\_\_\_\_\_\_
9. **“Dotted Rest Values.”** Directions: For A to E, draw the two rest values that equal the dotted rest value. For F to J, draw in a single dotted rest value that equals the first two rest values in combination.

Examples:  =  +  (A to E);  +  =  (F to J)

1.   = \_\_\_\_\_\_\_\_ + \_\_\_\_\_\_\_\_
2.   = \_\_\_\_\_\_\_\_ + \_\_\_\_\_\_\_\_
3.  = \_\_\_\_\_\_\_\_ + \_\_\_\_\_\_\_\_



1.  = \_\_\_\_\_\_\_\_ + \_\_\_\_\_\_\_\_
2.  = \_\_\_\_\_\_\_\_ + \_\_\_\_\_\_\_\_
3.  + = \_\_\_\_\_\_\_\_\_\_
4.  +  = \_\_\_\_\_\_\_\_\_\_
5. +  = \_\_\_\_\_\_\_\_\_\_



1.  + = \_\_\_\_\_\_\_\_\_\_
2.  +  = \_\_\_\_\_\_\_\_\_\_
3. **“Rhythmic Equations with Dots.”** Directions: Solve the following rhythmic equations. A quarter note = 1. Your answers may not always be whole numbers.

Example:  +  = 3.5

With Notes:

1. +  ++  = \_\_\_\_\_\_\_
2.  +  +  +   = \_\_\_\_\_\_\_
3.  +  +  +  = \_\_\_\_\_\_\_
4.  +  +  +  +  +  = \_\_\_\_\_\_\_
5.  +  +  +  +  = \_\_\_\_\_\_\_
6.  +  +  +  +  = \_\_\_\_\_\_\_

With Rests:

1.  +  +  +  +  +  = \_\_\_\_\_\_\_
2.  +  +  +  +  = \_\_\_\_\_\_\_
3. +  +  +  = \_\_\_\_\_\_\_

J.   +  +  +  +  = \_\_\_\_\_\_\_

K. +  +  +  +  = \_\_\_\_\_\_\_

L.  +  +  +  +  = \_\_\_\_\_\_\_

1. **“Ties and Dots.”** Directions: Draw two tied note values that equal the dotted note value.

Examples:  =  

1.  =
2. =
3. =
4. =
5. =