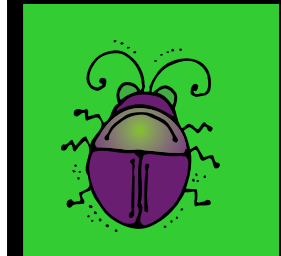
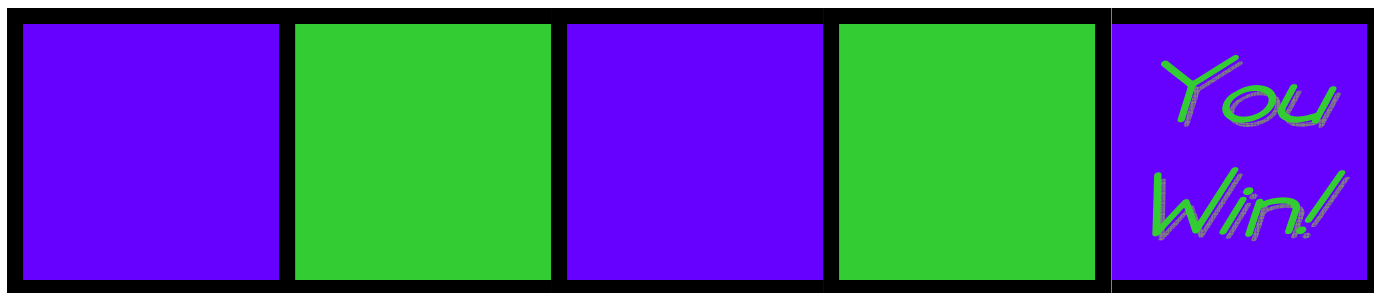
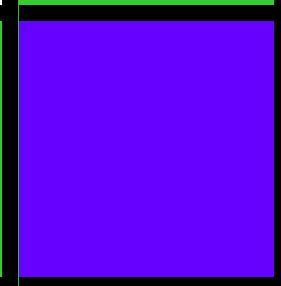
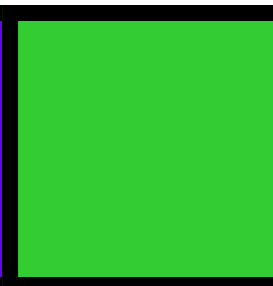
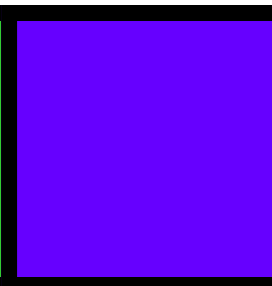
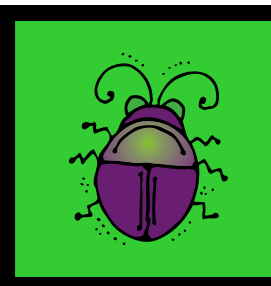
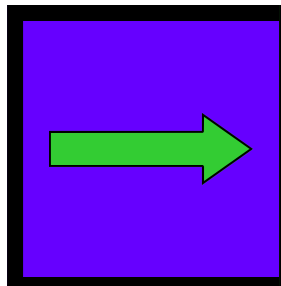
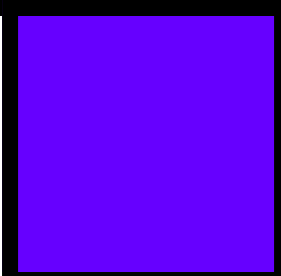
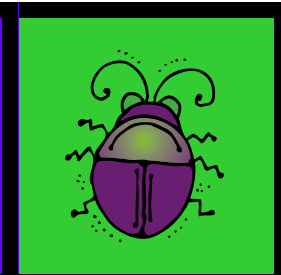
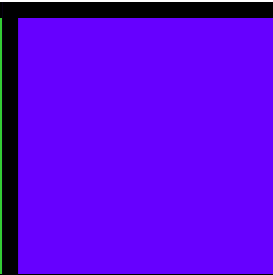
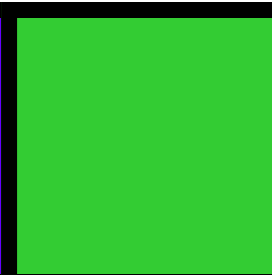
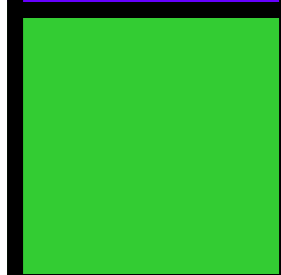
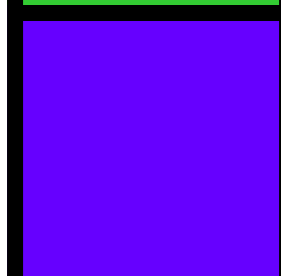


Students take turns rolling the dice. Move your bug on the game board the number of beats that you roll. If you roll a bug you must move backwards to the nearest bug — hence the name "Stop Bugging Me." You must move inside the final square to win.



Whole Note= 4 Beats  
 Dotted Half Note= 3 Beats  
 Half Note= 2 Beats  
 Quarter Note= 1 Beat  
 Eighth Notes= 1 Beat  
 Bug= Move Backwards to Bug

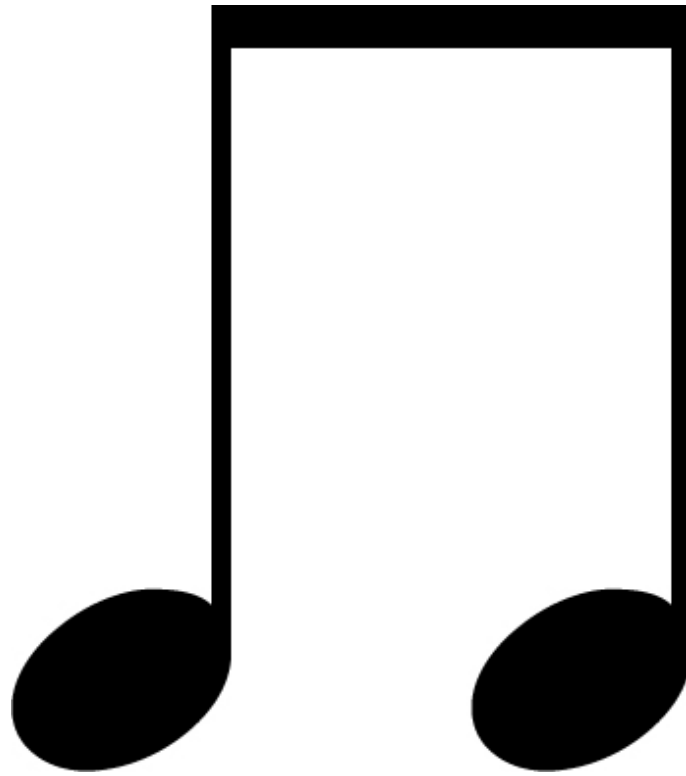




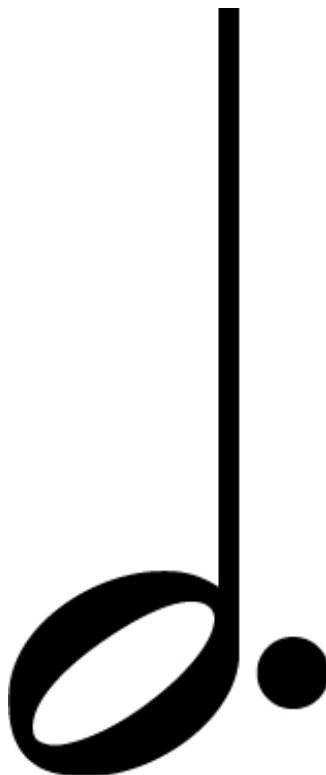
Quarter Note = 1 Beat



Half Note = 2 Beats



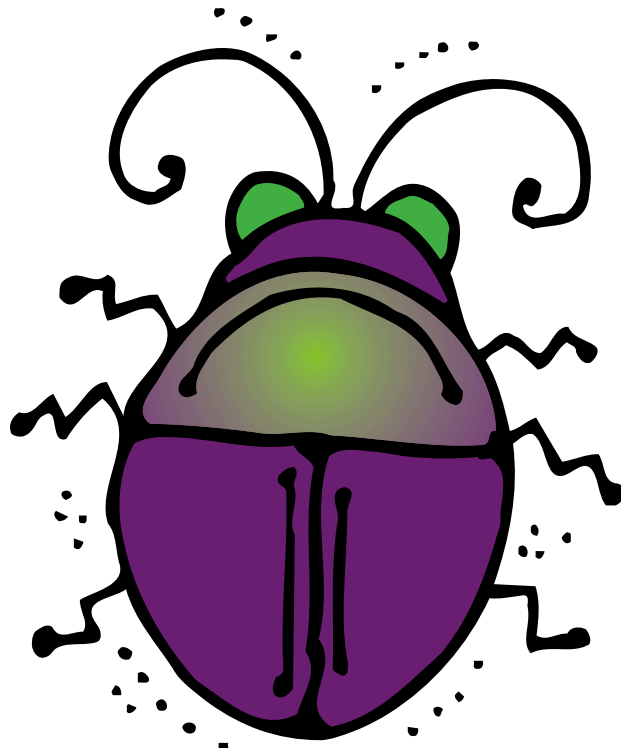
Eighth Notes = 1 Beat



Dotted Half Note = 3 Beats



Whole Note = 4 Beats



Bug = No Beats