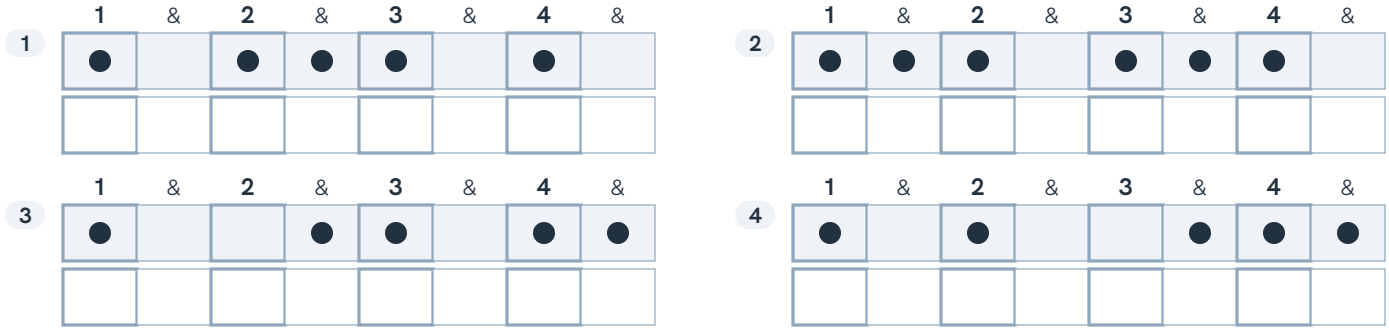
Strum Pattern Check

Down on the numbers, up on the &s (Handout 495): write the strokes, match grids to rhythms, fix wrong arrows and read a waltz bar. For guitar or ukulele.

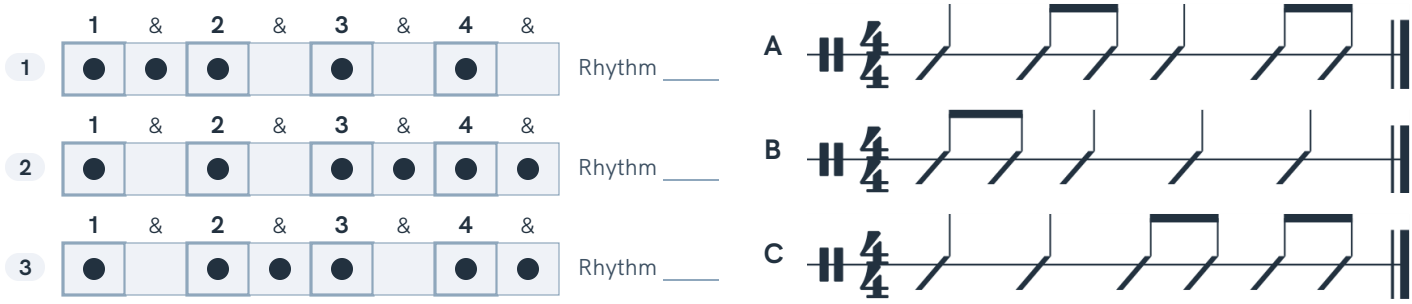
1 · WRITE THE STROKES

A dot is a **hit**. In the box under each cell, write ↓ or ↑ for a hit (the way your hand is moving) and – for a miss.



2 · GRID TO RHYTHM

Each grid matches one rhythm card. A strum rings until the next strum. Write the letter **A**, **B** or **C** on the line.



3 · FIX THE ARROWS

Grid 1 has **one** arrow pointing the wrong way; grid 2 has **two**. Circle each wrong arrow and write the right one in the box below it.



4 · WALTZ GRID

This bar is in 3/4: six eighths, **1 & 2 & 3 &**. Read the rhythm and fill each cell of the grid with ↓, ↑ or –.



Hint A number is always **down** and an **&** is always **up**, hit or miss. The dots only tell you whether the hand touches the strings.

Check yourself · quarter = 70 · Track 1 = Part 2, grid 1 (tracks 2 and 3 likewise): one count-in bar, then the grid 4 times over a soft click on every eighth.
Piano G chord: rhythm and timing only. Audio cannot show which way the hand moves.
Audio after publication: tissimo.co/worksheets/guitar-strum-pattern-check

Answers. 1: (1) ↓ – | ↓ ↑ | ↓ ↑ | – ↑ | ↓ ↑ | – ↑ | ↓ ↑ | – ↑; (2) ↓ ↑ | – ↑ | – ↑ | ↓ –; (3) ↓ – | – ↑ | ↓ ↑ | – ↑ | ↓ – | – ↑ | – ↑ | ↓ ↑; (4) – ↑ | ↓ ↑ | – ↑ | ↓ – | – ↑ | – ↑ | ↓ ↑ | – ↑. 2: grid 1 = B, grid 2 = C, grid 3 = A. 3: grid 1: the & of 2 should be ↓; grid 2: the & of 1 should be ↓, beat 4 should be ↑. 4: ↓ ↑ | – ↑ | ↓ ↑ | – ↑.

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