

WUNDER KEYS®

NOTE READING ACTIVITIES

- 1 Before the game begins, circle your favorite summer treat at the bottom of the page.
- 2 **Roll a die** until it displays a number that corresponds with one of the three die images. Below that image, draw its corresponding note (A, B, or C) on the first staff.
- 3 Repeat Step 2 until a note has been drawn on each staff below **one of the three die images**, creating a pathway from a monster to its treat. Did a monster reach the circled treat first? If so, you win!

