

WUNDER KEYS

GETTING READY TO PLAY

- 1 Place a coin over each letter on the sub.
- 2 Your teacher will show you a card containing a keyboard with a marked key. Determine the name of the marked key and then remove one coin from the sub.

If the letter revealed by the coin matches the name of the marked key, place the coin and the card to the side. If a match is not found, place the coin back on the sub and the card back in the deck.
- 3
- 4 Keep playing until you have removed three coins.





