

WUNDER KEYS

EAR TRAINING ACTIVITIES

- 1 To begin, the student uses dimes to cover the egg images on the game board (one dime per egg). Next, the student chooses a number between 1 and 8. The teacher records the student's selection on a piece of paper.
- 2 On the piano, the teacher plays a step or skip. The student determines (by ear) whether the teacher played a step or skip and then removes one coin from below the chicken labelled with the corresponding word.
- 3 If the number revealed by the removed coin in Step 2 does not match the student's number selection in Step 1, the student keeps the coin and Step 2 is repeated. If the number revealed by the removed coin in Step 2 matches the student's number selection in Step 1 the game is over.

Step



Skip

