

TRICK or TREAT



 **WUNDERKEYS**[®]
PRESCHOOL PIANO GAME

Reinforcing Keyboard Awareness with

TRICK OR TREAT

by Andrea and Trevor Dow



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HOW TO PLAY

Players:

2 players

Materials:

two laminated game boards, 10 coins,
nine Scarecrow cards, nine Bat cards

Game Objective:

Musical Objective: To reinforce awareness of groups of two and three black keys
Game Objective: To place coins over the numbered candy buckets on the game board

Setting It Up:

To begin, players should decide who will be Player 1 and who will be Player 2 and then sit opposite one another. Each player should have a game board with five coins placed to the side. Player 1 should have seven Scarecrow cards and Player 2 should have seven Bat cards. The players should lay out their seven playing cards (one by one with keyboard images facing down) in a row below their game boards.

Playing The Game:

- 1) This game is a race! **Steps A - C below** (while explained for Player 1 only) will be performed simultaneously by both players.
 - A. On the word "Go!", Player 1 flips over the first card in his row, names the group of keys (two **or** three), and uses a coin to cover a candy bucket on his game board that contains the corresponding number. *For example, if Player 1 flips over a card to reveal a group of three black keys, he places a coin over any candy bucket on his game board displaying a "3".*
 - B. As soon as Player 1 places the first coin over a candy bucket, he flips over the second card in his row, names the group of keys, and places a second coin over the candy bucket on his game board that contains the corresponding number.
 - C. Player 1 continues flipping his cards and placing his coins until all candy buckets are covered.
- 2) **But there is an exciting twist!** Each player has two cards that are labelled with the words "Trick Or Treat". If at any point during the game, a player flips over a card that says "Trick Or Treat", that player yells "Trick Or Treat" and the two players must leap up, change places, and continue the game.
- 3) Because each player has two "Trick Or Treat" cards, this game gets players moving! :)
- 4) If a player has flipped a card but has not yet moved his coin when his opponent yells "Trick Or Treat", he moves the coin onto the correct candy bucket before making the switch.
- 5) The fun continues until one player covers all five candy buckets on his game board and wins the game. Because of the "Trick Or Treat" cards, a player may win the game using a board with which he did not begin.

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