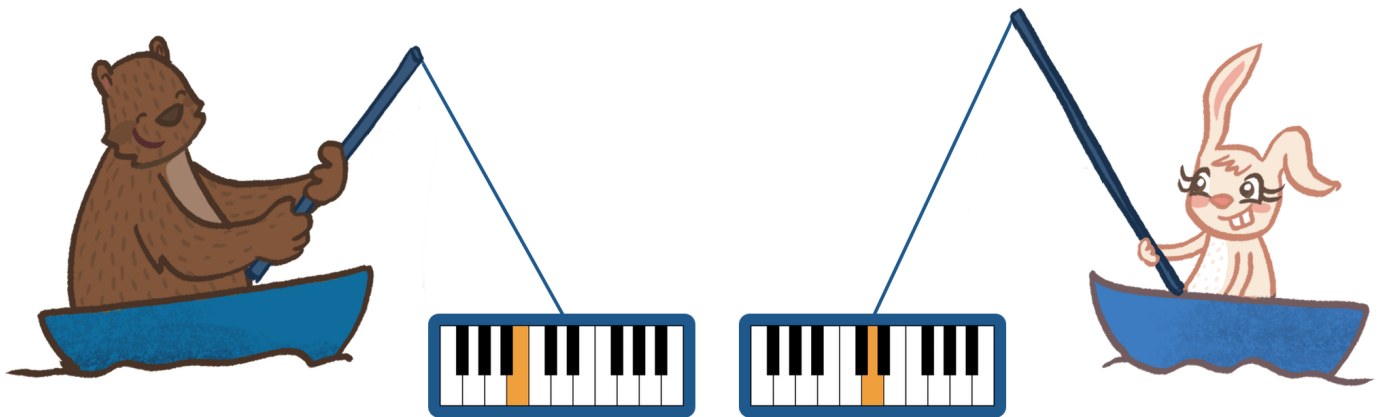


WUNDER[®] KEYS

KEYBOARD AWARENESS

- 1 The student places a penny over each note image. Next, the teacher starts a stopwatch. At this point, the student rolls a die, locates the fish 'eating' the number matching the value rolled, and removes the penny below that fish. *In subsequent turns, if the student rolls a value and discovers the penny associated with that fish has already been moved, the dice is rolled again.*
- 2 The student moves the penny onto the character's boat that is connected to the keyboard with the marked key that matches the revealed note image in Step 1.
- 3 The student repeats Steps 1 - 2 until all coins are moved onto the boats. At this point the game is over and the teacher records the student's time.



PRIMER LEVEL