

WUNDER[®] KEYS

PRIMER LEVEL NOTE READING

- 1 The student places a penny over every Middle C note. Next, the teacher starts a stopwatch. At this point, the student rolls a die, locates the bunny labelled with the corresponding number, and removes its penny. *In subsequent turns, if the student rolls a value and discovers the penny associated with that bunny has already been moved, the die is rolled again.*
- 2 The student examines the stem direction of the note under the removed penny, determines if it is a bass clef Middle C note or a treble clef Middle C note and then moves its penny onto the bed labelled with the corresponding music staff.
- 3 The student repeats Steps 1 - 2 until all coins are moved onto the beds. At this point the game is over and the teacher records the student's time.



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