

# WUNDER<sup>®</sup> KEYS

## NOTE READING PRACTICE

- 1 The student places a penny over each note image. Next, the teacher starts a stopwatch. At this point, the student rolls a die, finds the penguin with the number matching the value rolled, and removes the penny beside that penguin. *In subsequent turns, if the student rolls a value and discovers the penny beside that penguin has already been moved, the die is rolled again.*
- 2 The student moves the penny onto the iceberg 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 icebergs. At this point the game is over and the teacher records the student's time.

