

WUNDER® KEYS

PRIMER RHYTHM PRACTICE

- 1 To begin, the student covers all of the rest images on the game board with pennies (one penny per rest).
- 2 Next, the teacher shows the student a measure of rhythm in 4/4 time that is missing a rest value. The student removes one coin from the game board. If the rest revealed by the removed coin completes the rhythm, the student keeps the coin. If not, the coin is placed back on the game board.
- 3 Step 2 is repeated until the student collects three coins and wins the game **OR** all cards are removed from the deck.



