

WUNDER KEYS

PRIMER PIANO PRINTABLES

BOOK 1 | UNIT 2

Place a coin over each porthole. Next, roll a die, locate the porthole with the number that matches the number rolled and then remove the coin to reveal a note value. Move the coin onto the periscope marked with the number that matches the number of beats received by the revealed note. *In subsequent turns, if a rolled number matches an empty porthole (no coin), roll the die again.*

Repeat Steps 1 - 2 until all coins are moved onto the periscopes. **Let's play again.** I will record your time with a stopwatch as you complete the game.

