

WUNDER KEYS

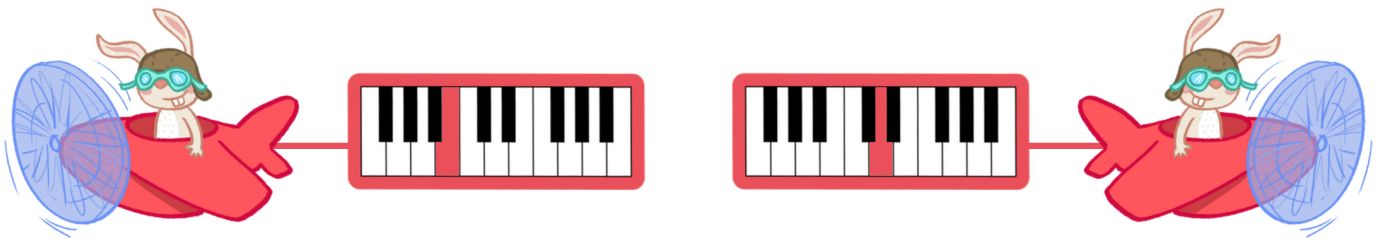
PRIMER PIANO PRINTABLES

BOOK 1 | UNIT 7

1. Place a penny over each note image. Roll a die, find the cloud with the matching value, and remove the penny on that cloud. *In future turns, if you roll a value and discover the penny on the matching cloud has already been moved, roll the die again.*

2. Next, examine the revealed note in Step 1 and then move the penny onto the plane that is connected to the keyboard with the matching marked key.

3. Repeat Steps 1 - 2 until all coins are moved onto the planes. At this point the game is over.



1



5



2



3



4



6