

WUNDER KEYS

PRIMER PIANO PRINTABLES

BOOK 1 | UNIT 6

1. Place ten dice into a plastic cup. On the word, "Go!" shake the dice in the cup and then pour them out onto the floor. Your teacher will start a timer.

2. Choose any die and examine its value. Place the die over the note that matches its value (ie. '2' = half note).

3. Repeat Step 2 until all dice that have a matching note value are placed on the worksheet. Next, place the remaining dice back in the cup and repeat Steps 1 and 2 until all dice have been placed on the worksheet. At this point your teacher will stop the timer and record your time. Play another round.

