

PRIMER  
BOOK TWO



# WUNDER<sup>®</sup> KEYYS



PRIMER PIANO BOOK TWO

This is a preview (24 of 62 pages).  
Pages have been removed from  
various sections.

# WUNDERKEYS®

## PRIMER PIANO BOOK TWO



## PRIMER

### BOOK TWO

WunderKeys Primer Piano Book Two by Andrea and Trevor Dow  
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## An Introduction To WunderKeys

When I left home for college many years ago, I took with me a trunkful of clothes, a few pairs of shoes, a blanket, a pillow, and my favorite book, *Harold and the Purple Crayon*.

The book was torn, tattered, and loved to death.

As a young child, I needed my parents' help to cross the street or tie my shoes, but when I flipped through the pages of *Harold and the Purple Crayon*, I entered a world of inspiring adventures where I could do anything and be anyone.

So when I created WunderKeys with my husband, Trevor, we did so with one overriding goal in mind: to produce **piano method books** that would one day be packed into the trunk of a car – torn, tattered, and loved to death by a lifelong music student starting out on a new adventure.

Thank you for taking your piano students on our “wonderful” journey through music.

*Andrea and Trevor Dow*



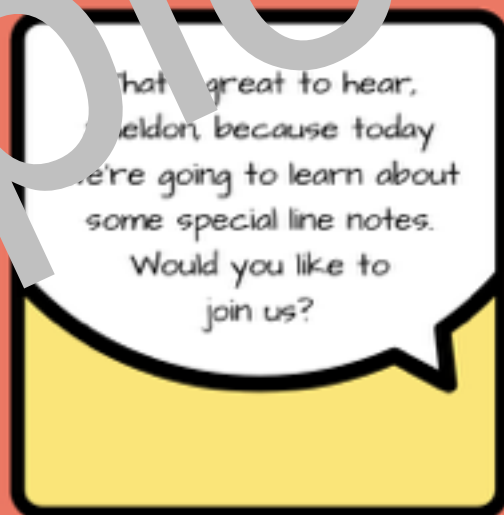
### Primer 2

Jam packed with age-appropriate piano pieces, off-the-bench activities, and game-based learning, WunderKeys Primer Piano Book 2 reinforces keyboard awareness and early note reading in an environment carefully crafted to meet the physical capabilities of young piano students. The book's engaging illustrations, hilarious dialogue, and step-by-step scaffolding approach combine to create the resource that piano teachers, piano parents, and piano students have been waiting for. In WunderKeys Primer Piano Book 2, students will:

- 1 Continue an exploration of the keyboard
- 2 Build hand strength and coordination
- 3 Identify notes on the grand staff using guide notes
- 4 Explore stepping and skipping notes
- 5 Use finger-number clues to identify starting positions
- 6 Read rhythmic notation and strengthen aural awareness
- 7 Begin to acquire confidence playing “out of position”



Note: The story-based instructions in this book are intended to be read aloud.



**Wunder Notes** are easy to recognize on the staff. Middle C is a Wunder Note! Another Wunder Note is Treble G.

**Treble G** is on the second line of the treble staff. Trace along the second line of the staff below, from the curl of the treble clef to the double bar line. How many Gs did your line touch? With your hands in Middle C Position, play the piece below.



# Highline Hangout



Sheldon remember the bass clef?

Yes! It looks like my tail.

Sheldon's tail looks like a bass clef!

The ball of the bass clef sits on the fourth line of the bass staff. This is where you will find another **Wunder Note, Bass F**. Trace along the fourth line of the bass staff below. Count the Fs your line touched. With your hands in Middle C Position, play the piece.



Hey... my friends are on YOUR power lines now.

Ah, yes I see Gigi and Mr. Feathers.

You can play with them soon, but first join us as we play a game with the Wunder Notes.

## Where Are The Wunder Notes?

My birdy buddies are gone!



Let's help Sheldon find Gigi and Feathers.

I will place masking tape onto six coins. I will label three coins with the note name G (for Treble G) and three coins with the note name F (for Bass F). While your eyes are closed, I will hide the coins in the room. Next, I will draw a large grand staff on a piece of paper and place it on the floor. Now search the room for the coins. When you find one, use its labeled note name to **place it on the grand staff** in its correct position. Keep playing until all six coins are on the grand staff.

Thanks for your help. Gotta fly!



In the music below, can you point to a practice piece that is played softly? Loudly?

Use your RH 5 to tap all the Treble Gs. Use your LH 5 to tap all the Bass Fs.

Place your hands in Middle C Position. I will point to a note below. Play its matching key.

Practice on the Pathway



Listen as I clap the rhythms of the practice pieces. Can you clap the rhythms back to me?

Listen and watch as I play each practice piece.

Now it's your turn. Place your hands in Middle C Position. Play each practice piece. Say the note names as you play.



LH RH

### A Treetop Tune

1

*f* 1. You can fly! I will climb to the tree-tops; wal-nut time!  
 2. Nuts up high! Nuts down low! Watch me scam-per to and fro!

### The Walnut Waltz

*p*

RH  
LH

### Tightrope Walker

3

*p* 1. Like a tight-rope walk-er bal-anc-ing a-cross the line.  
 2. Find-ing man-y a-corns for his squir-rel break-fast time!





Meet my cousin Larry. We're sailing to Antarctica after my lesson.

What for?

Larry loves penguins... and I love snow cones!

It's nice to meet you Larry! Why don't the two of you join us at the piano? Today we're learning how to play two notes at the same time.



**Playing With Stacked Notes**

- 1 When notes on the staff are placed on top of each other, they are **played at the same time**. Look at the music to the right. Name the Wunder Notes in each stack.
- 2 Place your hands in Middle C Position. Using your RH 1 and 5 fingers and your LH 5 and 1 fingers, practice playing the stacked notes.

They're piggybacking. Hey, Larry! Hop on!

Musical notation for piano in 4/4 time. The top staff is in treble clef and the bottom staff is in bass clef. The first measure shows two stacked notes: a G4 (treble) and a C3 (bass). The second measure shows two stacked notes: a B4 (treble) and a B2 (bass). The third measure shows two stacked notes: an A4 (treble) and an A2 (bass). The fourth measure shows two stacked notes: a G4 (treble) and a G2 (bass). Above the first note in the first measure is a '5' with a vertical line pointing to it. Below the first note in the fourth measure is a '5' with a vertical line pointing to it.



**Point to the stacked notes** that are played with your right hand.

**Point to the stacked notes** that are played with your left hand.

**Place your hands in Middle C** Position. I will point to a note(s). Play the matching notes.

Practice on the Pathway



Listen as I clap the rhythms of the practice pieces. Can you clap the rhythms back to me?

**Listen and watch** as I play each practice piece.

Now it's your turn. Place your hands in Middle C Position. Play each practice piece.

**Did you remember** to play the first piece loudly? The last piece softly?

# Cool Cousins



## Through The Snow

5

*f* 1. Search - ing for some pen - guins, off the ice and go!  
2. Gar - y car - ries Lar - ry through the snow

5

Detailed description: This block contains the musical notation for the first piece, 'Through The Snow'. It is written in 4/4 time and features two staves: a treble clef staff and a bass clef staff. The melody is in the treble clef, and the bass line is in the bass clef. The first measure starts with a forte (*f*) dynamic. The lyrics are: '1. Search - ing for some pen - guins, off the ice and go!' and '2. Gar - y car - ries Lar - ry through the snow'. A finger number '5' is written above the first note of the melody and below the first note of the bass line.

## Keep It Cool

2

*f* Fish - y smell in the air... HOLD YOUR NOSE!

5

Detailed description: This block contains the musical notation for the second piece, 'Keep It Cool'. It is written in 4/4 time and features two staves: a treble clef staff and a bass clef staff. The melody is in the treble clef, and the bass line is in the bass clef. The first measure starts with a forte (*f*) dynamic. The lyrics are: 'Fish - y smell in the air... HOLD YOUR NOSE!'. A finger number '2' is written above the first note of the melody and below the first note of the bass line.

*p* If you pack les pois - sons, keep them cold!

Detailed description: This block contains the musical notation for the third piece. It is written in 4/4 time and features two staves: a treble clef staff and a bass clef staff. The melody is in the treble clef, and the bass line is in the bass clef. The first measure starts with a piano (*p*) dynamic. The lyrics are: 'If you pack les pois - sons, keep them cold!'. There is no finger number explicitly written above or below the first notes.



See reverse for Game Instructions

Cool Cousins



Note: The playing cards for *Cool Cousins* are found at the end of this book.

**Players:** two players

**Materials:** one laminated game board, ten playing cards, nine pennies, nine dimes, two dice

### Game Objectives:

**Musical Objective:** To reinforce recognition of Bass F, Middle C, and Treble G

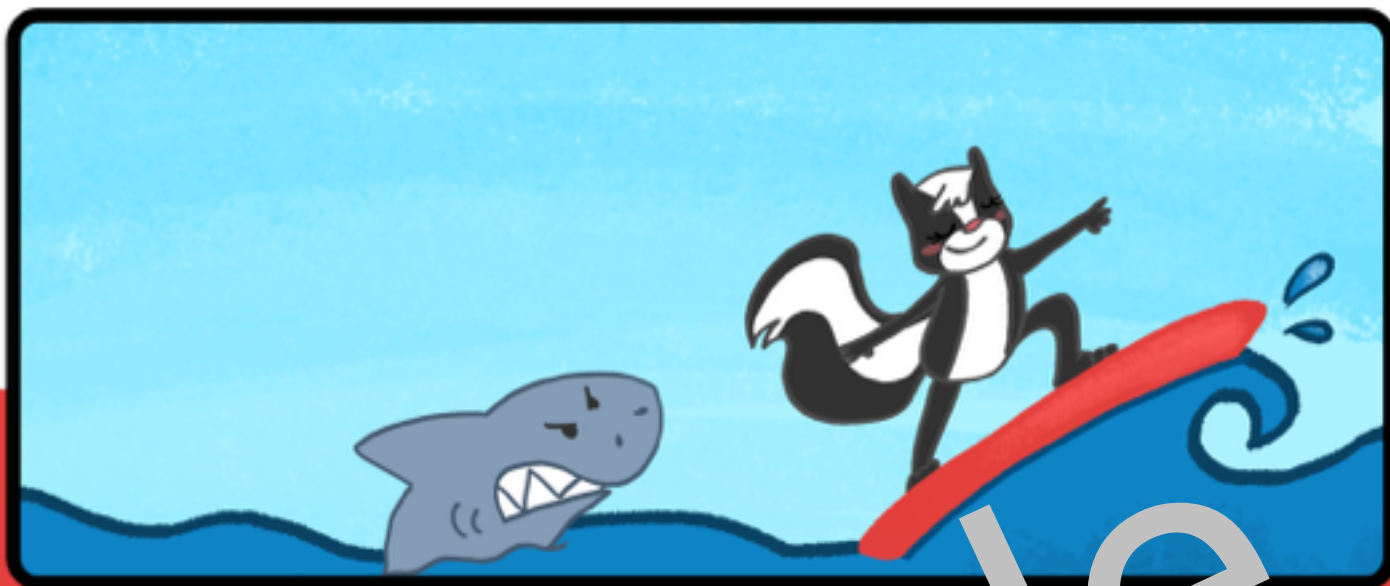
**Game Objective:** To place more coins over iceberg images than an opposing player

### Setting It Up:

Players should sit beside one another with the game board placed in front and the deck of cards placed to the side. Player 1 should have a die and nine pennies. Player 2 should have a die and nine dimes.

### How To Play:

- 1 To begin, either player removes the top card from the deck and flips it over to reveal an image of a note on the grand staff accompanied by a number.
- 2 At this point, a game becomes a race, with each player rolling her die in an attempt to have it display a value that corresponds to the number revealed on the card in Step 1. The first player to roll the matching value wins the round.
- 3 The player winning the round names the note on the card revealed in Step 1 and places one coin over any iceberg image on the game board displaying a note name that matches the note image on the card.
- 4 Players repeat Steps 1 to 3 until all cards have been removed from the deck.
- 5 At this point the game is over and the player with the most coins on the game board wins the game.



**Starving For Skips**

On the music staff, a skip occurs when a line note immediately follows a line note or a space note immediately follows a space note. A step occurs when a line note immediately follows a space note or a space note immediately follows a line note. Inside the circles below are stepping notes and skipping notes. Draw a line from each circle of **skipping notes** to the shark.



# Surf's Up Skunk



## Hang Ten

5  
1

*f* Surf - ing on the o - cean! Hang ten on waves!

Max - ine's - ing fun and feel - ing brave!

## Wave Skipper

*f*

5



## Surf's Up!

5

*f* *p*

This system shows the first four measures of piano accompaniment in 4/4 time. The right hand starts with a forte (*f*) dynamic, playing a sequence of eighth notes on a single staff. The left hand has a few chords and a single note. The second measure is marked with piano (*p*).

1 2 3

on - the waves lives a mu - si - cal shark!

This system contains the vocal line and piano accompaniment for the second system. The vocal line is on a single staff with lyrics: "on - the waves lives a mu - si - cal shark!". The piano accompaniment is on a grand staff. There are fingerings 1, 2, and 3 indicated above the notes.

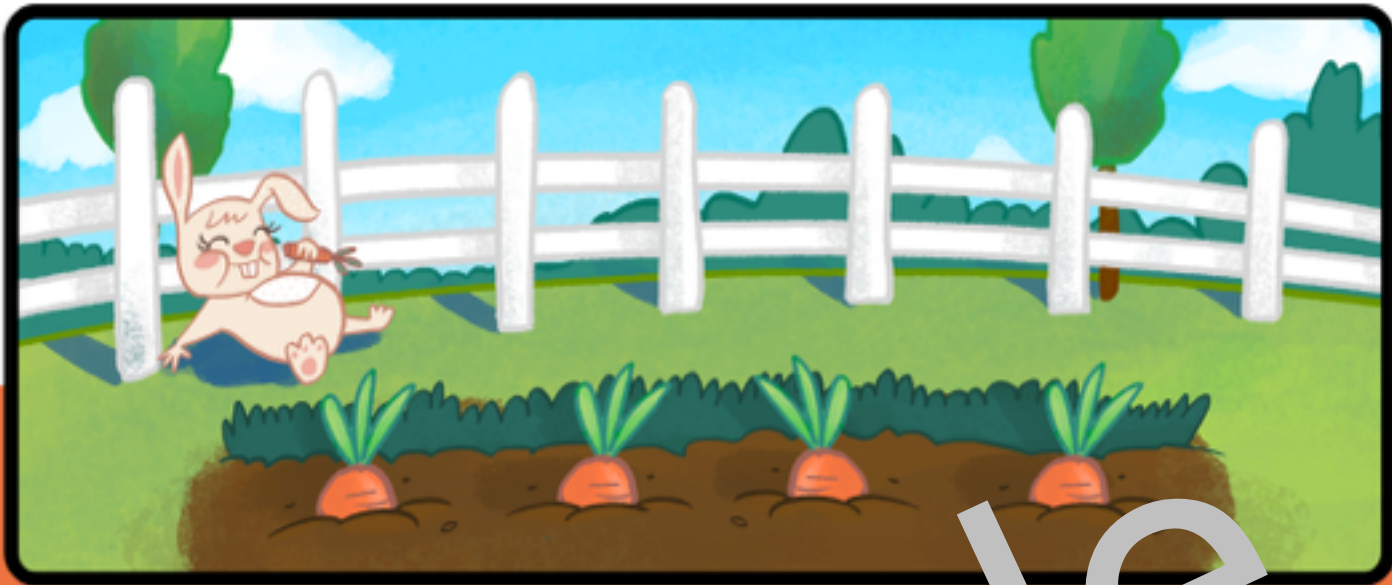
3

He sings a tooth - y tune deep in the dark!

This system contains the vocal line and piano accompaniment for the third system. The vocal line is on a single staff with lyrics: "He sings a tooth - y tune deep in the dark!". The piano accompaniment is on a grand staff. There is a fingering 3 indicated above the notes.

This is a single line of bass clef piano accompaniment at the bottom of the page, consisting of a series of chords and notes.





I'll choose the 'extra crunchy' carrot seeds just for you. Now finish chewing and join us as we learn to read F.

I know F already.

That was Bass F.

- 1 **Let's learn a new F!** Treble F is found in the first space on the treble staff. It is a step above E and a step below Wunder Note G. On the keyboard, F is found below a group of three black keys.
- 2 Point to Treble F on the staff to the right. With your hands in Middle C Position, practice stepping between E, F, and G.

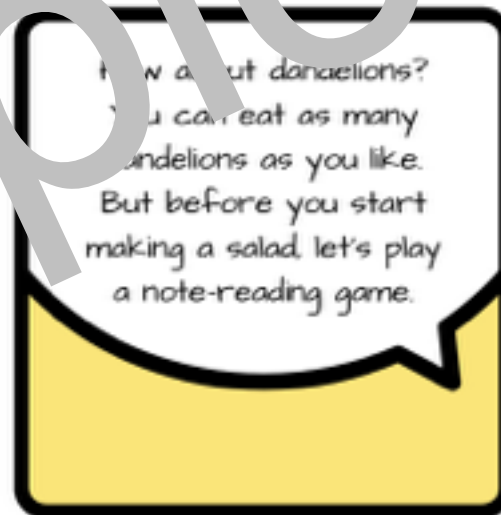
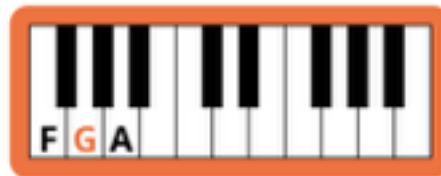


# Gobble Up The Garden

Did you plant any spinach this year?

Cabbage?  
Bok choy?  
Arugula?

- 1 While Ruby dreams of greens, let's learn a new G. **Bass G is in the top space** on the bass staff. It is a step above Wunder Note F and a step below A. On the keyboard, G is one step higher than F.
- 2 Point to Bass G on the staff to the right. With your hands in Middle C Position, practice stepping between F, G, and A.



## Note Crunching With Carrots

I will draw a large carrot on a piece of paper. Next, I will cut out four leaf-shaped slips of paper and label one E, one F, one G, and one A. Sit on the floor. I will point to a measure of music below. Find the leaves labeled with the note names that match the notes in the measure. Place them in order on the top of the carrot. Let's remove the leaves and play again.

I smell radish tops!  
Bye!



# Gobble Up The Garden



LH      RH

## Leafy Greens

3

*f* 1. Grow strong!  
2. Jump high!

Al - ways eat your leaf - y greens!  
Spin - ach keeps you nice and cory!

5

## Carrots in The Kitchen

5

I can - rot make a cake topped with spice.  
I could eat a gi - ant slice!

Bake a cake just for you,  
'cuz I know you like it too!

R.H.      1.      2.

L.H.



See reverse for Game Instructions

# Gobble Up The Garden



Note: The playing cards for *Gobble Up The Garden* are found at the end of this book.

**Players:** two players

**Materials:** one laminated game board,  
twelve coins, ten playing cards

### Game Objectives:

Musical Objective: To reinforce recognition of Bass G and Treble F

Game Objective: To remove five coins before an opposing player

### Setting It Up:

Players should sit beside one another with the game board placed in front and the deck of cards placed between. One coin should be placed over each of the twelve carrots, each revealing a letter.

### How To Play:

- 1 To begin, Player 1 removes the top card from the deck and flips over to reveal an image of a note on the grand staff.
- 2 Player 1 determines the name of the note and then removes any coin from a carrot image on the game board.
- 3 If the letter revealed by the coin removed in Step 2 matches the note image on the back of the card selected in Step 1, Player 1 keeps the coin. If a match is not found, the coin is placed back on the carrot image on the game board.
- 4 The card selected in Step 1 is removed from the deck and then Player 2 repeats Steps 1 to 3.
- 5 Players continue alternating turns until one player removes five coins from the game board and wins the game.
- 6 If all cards have been removed from the deck and a player has not collected five coins, the cards are shuffled and play is continued.



You made some nice saves today, Maxine.

Gulp... just closed my eyes for the best save.



I worried! No one could find an open space in that net! Speaking of spaces, come join us as we learn a new space note.

This will be easier with your eyes open.

## E On The Bass Staff

- 1 **Bass E is a space note** that sits in the third space of the bass staff. On the keyboard, E is a step higher than D.
- 2 Listen as I clap a simple rhythm. Can you play the rhythm back on Bass D? E? C?
- 3 Look at the measure of music to the right. Use the finger-number clue to find your starting position and then practice stepping between C, D, and E.



# Soccer Ball Storm



## Hat Trick

Use the finger-number clues to find your starting position.

*mp*

5

## Kick To Win

Use the finger-number clues to find your starting position.

*f*

5

1

Blow the whistle and kick the ball. Do your best not to fall!

1

Pass to Max - ine; call her name! Try to win the soc - cer game!

Note: When using the teacher duet, the student part is played one octave higher than written.

R.H.

L.H.

1.

2.

### Eye On The Ball

Use the finger-number clues to find your starting position.

Musical notation for 'Eye On The Ball' in 4/4 time. The piece is written for piano with a treble and bass clef. The first measure in the treble clef has a finger number '5' above the first note and a dynamic marking 'f' below. The second measure has a dynamic marking 'p' below. The bass clef part starts with a finger number '1' below the first note. The piece ends with a double bar line and repeat dots.

### Playing For Pizza

Use the finger-number clues to find your starting position.

Musical notation for 'Playing For Pizza' in 4/4 time. The piece is written for piano with a treble and bass clef. The first measure in the treble clef has a finger number '2' above the first note and a dynamic marking 'f' below. The lyrics are: "Let's all go for pizza right after we play!". The bass clef part has a finger number '4' below the first note. The piece ends with a double bar line and repeat dots.

Musical notation for 'Playing For Pizza' in 4/4 time. The piece is written for piano with a treble and bass clef. The lyrics are: "Or - der up a large one; Gar - y's here to - day!". The piece ends with a double bar line and repeat dots.

A single line of bass clef musical notation in 4/4 time, consisting of a series of chords and notes. The piece ends with a double bar line and repeat dots.



See reverse for Game Instructions



Note: The playing cards for *Soccer Ball Storm* are found at the end of this book.

**Players:** two players

**Materials:** one laminated game board, three pennies, three dimes, two dice, five playing cards

### Game Objectives:

**Musical Objective:** To reinforce recognition of notes on the bass staff

**Game Objective:** To place coins over more soccer balls than an opposing player

### Setting It Up:

Players should sit beside one another with the deck of cards placed between them. Each player should have a die. Player 1 should have three pennies. Player 2 should have three dimes.

### How To Play:

- 1 To begin, one player removes the top card from the deck and flips it over to reveal an image of three notes on the bass staff.
- 2 At this point, the game becomes a race. When explained for Player 1 only, both players will perform Step 3 (below) simultaneously.
- 3 As soon as the card in Step 1 is revealed, Player 1 determines the names of the notes on the bass staff and then attempts to roll a number on her die that matches the number on the soccer ball image on the game board that displays the three matching note names.
- 4 The first player to roll the correct number on her die wins the round. The player winning the round uses a coin to cover the soccer ball with the note names matching the note images displayed on the card revealed in Step 1.
- 5 Players repeat Steps 1 to 4 until all soccer ball images on the game board have been covered with coins.
- 6 At this point the game is over and the player with the most coins on the game board wins the game.

Thank you for previewing  
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