



With today's activity your new primer students will have a blast building keyboard awareness.

KEYBOARD AWARENESS

KEYBOARD AWARENESS





F	G	A	B	D	E

See reverse for instructions

... container beside the game board.

... any three squares on the game board.

... three squares on the game board.

..., locates the key name that

... her coins were placed in Step 2. If the

... me selected in Step 3, she keeps the

... to the container.

... rd, Steps 2 - 5 are repeated until a

ALPHA NOTE MUSIC

Nuts For Alpha Notes is a pre-reading resource leveled for early primer students. Children using this book will build keyboard awareness while playing alpha notes in middle C position. Inside you will discover 7 piano solos with lyrics and duets, keyboard awareness games, rhythm reading practice, finger number exercises, a coloring activity, a practice tracker, and a certificate of achievement.

The book cover features a green background. At the top left is the squirrel character. To its right, the text reads "Andrea and Trevor Dow's VERY USEFUL PIANO LIBRARY". Below this is a starburst graphic containing "V.U. LEVEL C". The title "NUTS FOR ALPHA NOTES" is written in large, white, bold letters with a drop shadow, decorated with a garland of autumn leaves. At the bottom, there are several overlapping images of book pages showing musical notation and activities.

Andrea and Trevor Dow's
VERY USEFUL PIANO LIBRARY

V.U.
LEVEL
C

NUTS FOR ALPHA NOTES

PRE-READING SONGS AND ACTIVITIES FOR
EARLY PRIMER PIANO STUDENTS

AVAILABLE ON AMAZON



Andrea and Trevor Dow's
VERY USEFUL PIANO LIBRARY

KEYBOARD AWARENESS





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KEYBOARD AWARENESS



1. 15 dimes and 15 pennies should be placed in a container beside the game board.
2. To begin, the student places three pennies over any three squares on the game board. Next, the teacher places three dimes over any three squares on the game board.
3. Either player rolls a die and then, in the legend, locates the key name that corresponds to the number rolled.
4. The student analyzes the game squares where her coins were placed in Step 2. If the marked key beneath a coin matches the key name selected in Step 3, she keeps the coin. Any coins that do not match are returned to the container.
5. Step 4 is repeated by the teacher.
6. After all coins are removed from the game board, Steps 2 - 5 are repeated until a player collects 10 coins and wins the game.



INSTRUCTIONS