



Use today's early primer card game to reinforce recognition of finger numbers.

PIANO CARD GAMES

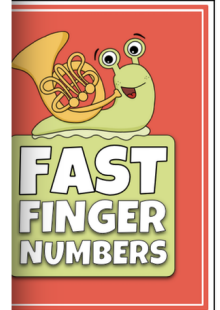
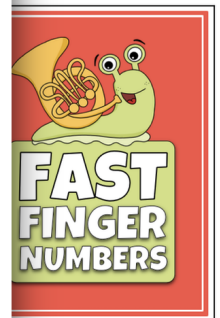
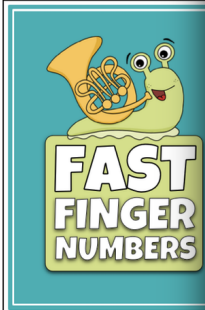
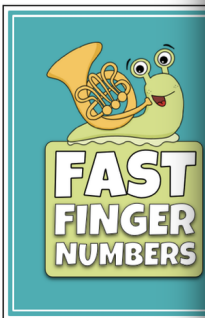


FAST FINGER NUMBERS

1. To begin, players decide who will be Player 1 and who will be Player 2 and then sit down opposite one another. Each player should have a die.
2. Player 1 shuffles the RED deck of cards containing the marked fingers. Player 2 shuffles the GREEN deck of cards containing the finger numbers.
3. On the word "Go!" the players flip over the top cards of their decks and place them face up on the table.
4. The players analyze the two cards to determine if the finger number matches the marked finger. If a match is found, both players race to roll a "6" on a die. The first player to roll a "6" wins the round and scores a point. The two cards are then removed from the playing area. If a match is not found, both players continue flipping cards.
5. Play continues until one player scores five points and wins the game. If all cards have been played before a winner is determined, both players shuffle their cards and then play continues.



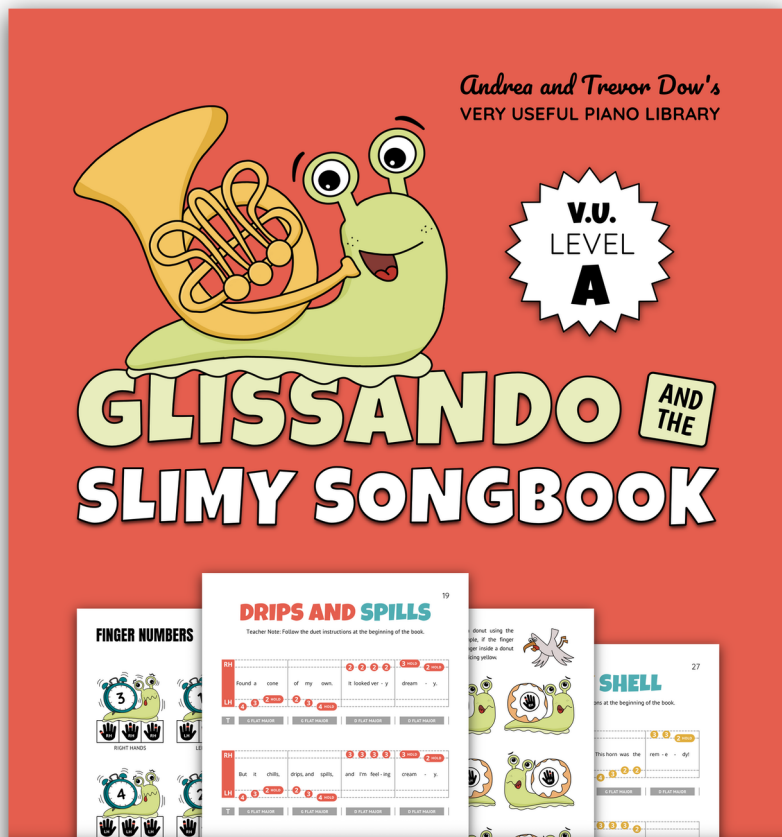
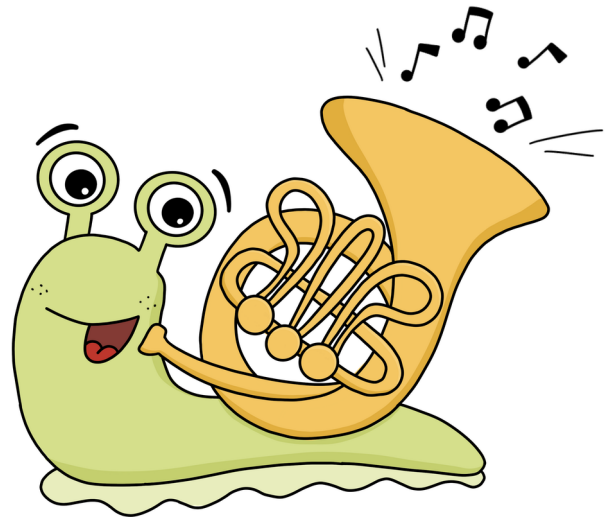
INSTRUCTIONS



EARLY PRIMER MUSIC

Glissando and the Slimy Songbook is jam-packed with pre-reading piano pieces, games, and activities for early primer students.

Children using this book will gain confidence using finger numbers to play Wunder Dot Notation on the black keys.



AVAILABLE ON AMAZON

NEXT WEEK

Andrea and Trevor Dow's
VERY USEFUL PIANO LIBRARY

PRE-READING SONGS AND ACTIVITIES
FOR EARLY PRIMER PIANO STUDENTS



FAST

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apply double-sided printing.



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