

# PRIMER BOOK 1 UNIT OVERVIEW

WUNDERKEYS®



## UNIT 1 - A GRAND ADVENTURE

- Finger Numbers
- Groups of 2 and 3 black keys
- High vs. low sounds
- Playing on black keys with finger numbers

## UNIT 2 - CUBS IN SUBS

- Quarter note rhythms
- Half note rhythms
- Stem direction (RH vs LH)
- Playing on black key groups using rhythmic notation and finger numbers

## UNIT 3 - ACHING FOR ACORNS

- The musical alphabet
- Naming white keys on the piano
- Finding CDE
- Playing with C,D, E using alpha notes - quarter and half note rhythms (stepping only)

## UNIT 4 - BABYSITTING BUNNY

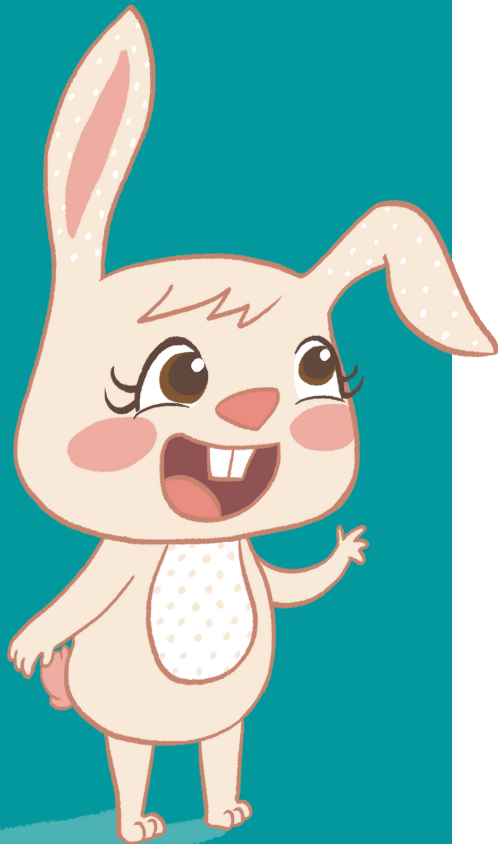
- Finding FG
- Finding ABC
- Playing with F,G,A,B,C using alpha notes - quarter and half note rhythms (stepping only)

## UNIT 5 - HAPPY IN HARDHATS

- The Wunderstaff
- Treble Clef and Bass Clef
- Reading Middle C on The Wunderstaff
- Playing Middle C with LH and RH using quarter note and half note rhythms

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## UNIT 6 - WT BASEBALLERS

- Whole note rhythms
- Playing Middle C and D on the grand staff using quarter, half and whole note rhythms.

## UNIT 7 - FLYING SQUIRREL

- Reading B on the grand staff
- Comparing B and D on the grand staff
- Playing B, C, D on the grand staff using quarter, half and whole note rhythms (stepping only).

## UNIT 8 - BIG AIR BUNNY

- Reading E on the grand staff
- Directional movement (stepping up and down)
- Dynamics: Forte and Piano
- Playing B, C, D, E on the grand staff using quarter, half and whole note rhythms (stepping only)

## UNIT 9 - CAMPFIRE COOKOUT

- Reading A on the grand staff
- Comparing A and E on the grand staff
- Counting rhythms in 4/4 time
- Playing A, B, C, D, E on the grand staff using quarter, half and whole note rhythms (stepping only) in 4/4 time

## UNIT 10 - DOUBLE DECKER

- Counting rhythms in 3/4 time
- Dotted half notes
- Comparing rhythms in 3/4 and 4/4 time
- Playing A, B, C, D, E on the grand staff using quarter, half, dotted half, and whole notes (stepping only) in 3/4 and 4/4 time.

# PRIMER BOOK 2 UNIT OVERVIEW

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## UNIT 1 - HIGHLINE HANGOUT

- Introduction to guide notes
- Reading Treble G on the grand staff
- Reading Bass F on the grand staff

## UNIT 2 - COOL COUSINS

- Stacked notes (harmonic 5ths)
- Playing stacked notes on the grand staff
- Playing Bass F, A, B, C and Middle C, D, E, G

## UNIT 3 - SURF'S UP SKUNK

- Reading skips on the grand staff
- Comparing steps and skips
- Playing skips on the grand staff on line notes

## UNIT 4 - GOBBLE THE GARDEN

- Reading F on the grand staff (treble clef)
- Reading G on the grand staff (bass clef)
- Playing with F, G, A, B, C, D, E, F, G on the grand staff - stepping only.

## UNIT 5 - BEDTIME BRUHAHA

- Skipping on space notes

## UNIT 6 - FRIENDS IN FLIGHT

- Exploring "finger number clues"
- Moving LH 1 to G (beginning of C Five-Finger Scale)
- Playing with F, G, A, B, C, D, E, F, G on the grand staff - stepping and skipping

# PRIMER BOOK 2 UNIT OVERVIEW

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## UNIT 7 - ROOFTOP POP

- Moving out of Middle C Position
- Reading Bass C
- Using Bass C in stacked notes
- Playing Bass C, F, G and Middle C,D,E,F,G

## UNIT 8 - RABBIT RANCHER

- Reading Bass D on the grand staff
- Skipping between Bass D and F
- Playing Bass C, D, F, G and Middle C, D, E, F, G
- Move and Groove (practicing out of position)

## UNIT 9 - SOCCER BALL STORM

- Reading Bass E on the grand staff
- Skipping between Bass C, E and G
- Playing in the C Five-Finger Scale (stepping and skipping)

# PRIMER BOOK 3 UNIT OVERVIEW

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## UNIT 1 - NOT A NIBBLE

- Introduction to cross-staff note reading
- Playing in the C Five-Finger scale
- Move and Groove (playing out of position)

## UNIT 2 - BEAR HUG BRUNCH

- Introduction to playing hands together
- Playing C's and G's hands together
- Introduction to tempo markings

## UNIT 3 - LAUNDRY LINE LIMBO

- Playing D's E's and F's hands together
- Move and Groove (playing out of position)

## UNIT 4 - CATCH A COMET

- Playing hands together stepping notes
- Dynamic changes (f-p and p-f)

## UNIT 5 - WATER WOBBLE

- Playing hands together skipping notes

## UNIT 6 - HUNTING FOR HONEY

- Playing over held stacked notes in the LH
- Introduction to ties

## UNIT 7 - HIDE AND SEEK

- Playing over held Bass C or G
- Move and Groove (playing out of position)

## UNIT 8 - SANDCASTLE SCURRY

- Playing over alternating Bass C and G pattern

## UNIT 9 - HIGH CLIMB HEROES

- Quarter rests