



Use today's rhythm board game to reinforce aural recognition of quarter rests with your late primer piano students.

RHYTHM BOARD GAME

ACQUIRE FIRE



1. To begin, the 18 playing cards are spread out on the floor with the rhythms facing up.
2. The student claps any rhythm shown on a card. The teacher flips over the card clapped by the student and places it in her pile.
3. Next, the teacher claps any rhythm shown on a card. The student flips over the card clapped by the teacher and places it in his pile.
4. Players repeat Steps 2-3 (alternating turns) until all cards have been collected.
5. When all cards are collected, both players flip through their card piles and count their number of "Phoenix Cards" (the Phoenix represents fire).
6. The player who collected the most "Phoenix Cards" wins the game.

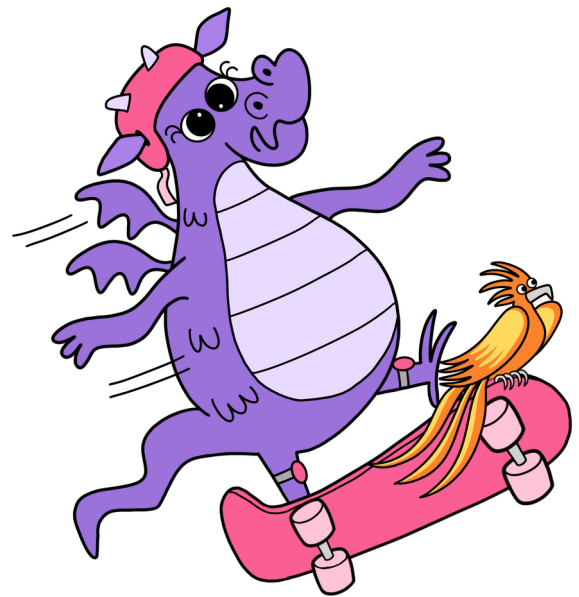


INSTRUCTIONS

PRIMER MUSIC

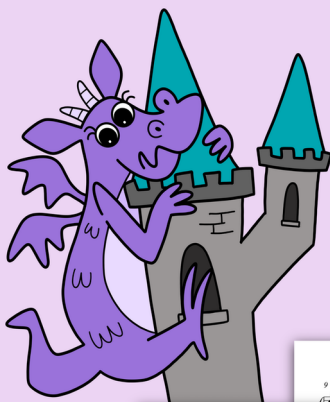
In **Flight Is Not My Forte, V. U. Level K** an adorable dragon that is terrified to spread her wings, sets out to find an alternative mode of transportation. Can a skateboard do the trick? A taxi? A rocking horse?

Composed in C position, the late primer piano music in this book will help children gain confidence playing hands-together stepping and skipping notes, beginning left-hand accompaniments, and quarter rests.

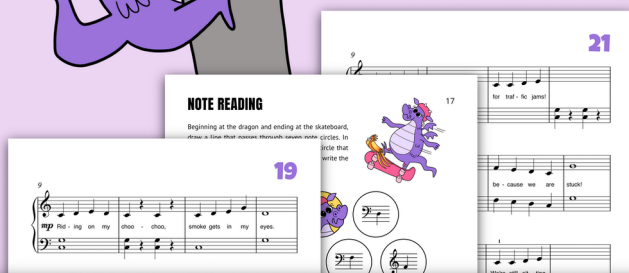


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FLIGHT IS NOT MY FORTE



V.U.
LEVEL
K



AVAILABLE ON AMAZON

BUY NOW

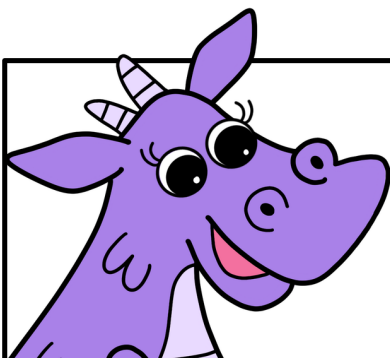
Andrea and Trevor Dow's
VERY USEFUL PIANO LIBRARY

SUPPLEMENTARY SONGS AND ACTIVITIES
FOR LATE PRIMER PIANO STUDENTS

ACQUIRE FIRE



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apply double-sided printing.

