



Use *Finger Number Eggs-pert* with primer students to reinforce recognition of finger numbers.

FINGER NUMBERS

FINGER NUMBER EGGS-PERT



FINGER EGGS

LH	RH
RH	LH
LH	RH
RH	RH
RH	LH
LH	LH

LH	RH	RH	LH	LH	RH	LH	LH
RH	LH	LH	RH	RH	RH	RH	LH
LH	RH	RH	LH	LH	LH	LH	RH
RH	RH	LH	RH	RH	LH	RH	RH
RH	LH	RH	LH	LH	RH	LH	RH
LH	LH	RH	LH	RH	LH	RH	LH



LH	LH
RH	LH
LH	RH
RH	RH
LH	RH
RH	LH



1	2	3	4	5	ROLL AGAIN

5	ROLL AGAIN

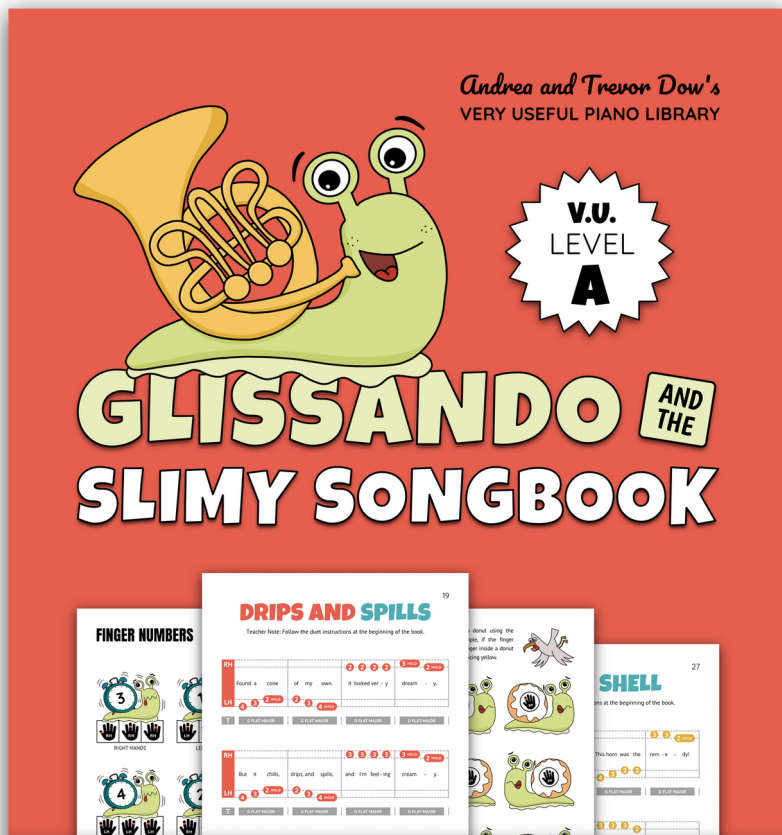
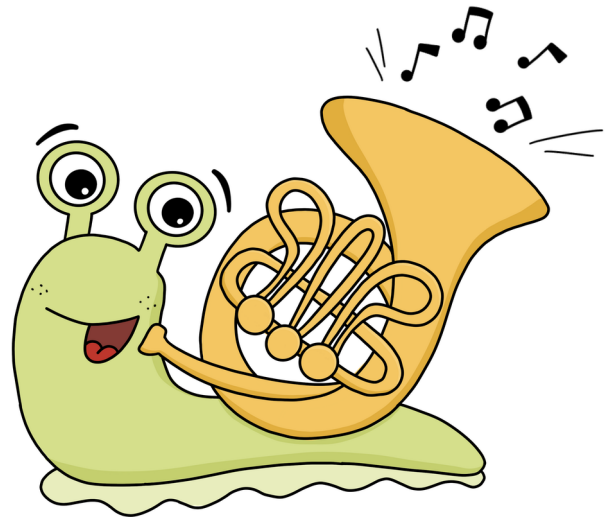
See reverse for instructions

See reverse for 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.



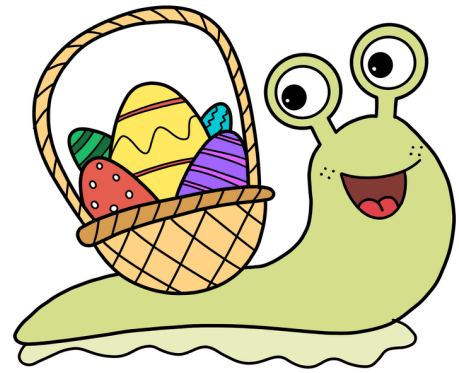
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FINGER NUMBER EGGS-PERT

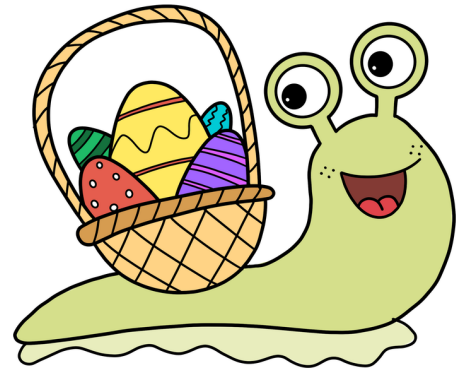




1	2	3	4	5	ROLL AGAIN

See reverse for instructions

FINGER NUMBER EGGS-PERT



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 finger number that corresponds to the number rolled.
4. The student analyzes the game squares where her coins were placed in Step 2. If the finger number beneath a coin matches the finger number 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.



HOW TO PLAY