



Use today's note printing game to reinforce note reading in middle C position with your primer piano students.

**NOTE PRINTING GAME**

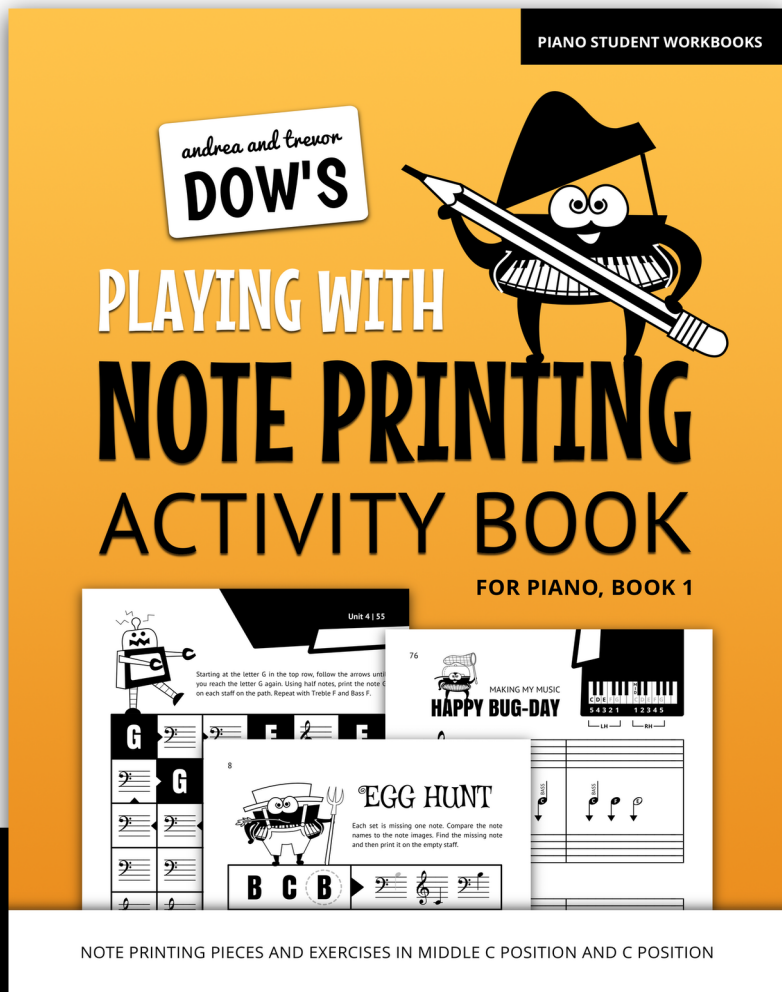
	C	D	E	F	G

# PRIMER NOTE PRINTING FUN

In this book, we have created an innovative approach to note reading where students build pre-composed piano pieces by printing the music on the page.

After building a piece, they are rewarded with a tune they can play.

For additional enjoyment, the note printing piano pieces are interspersed with game-based activities and exercises.



AVAILABLE ON AMAZON



*Andrea and Trevor Dow's*  
PIANO STUDENT WORKBOOKS

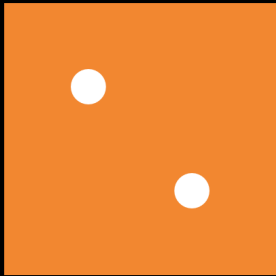
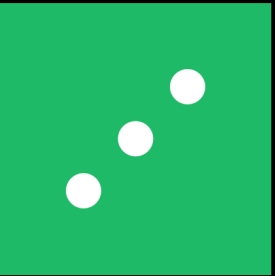
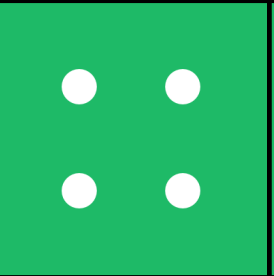
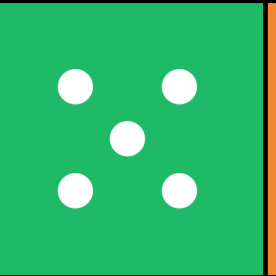

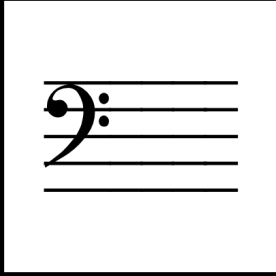
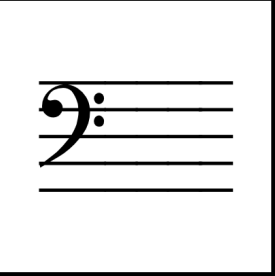
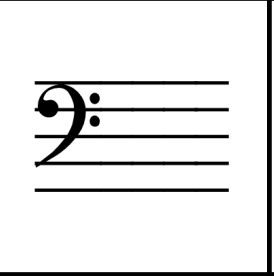
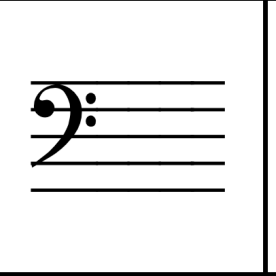

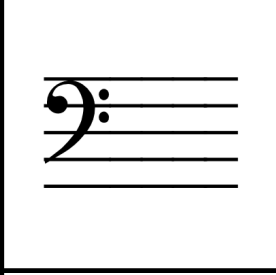
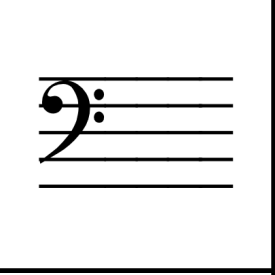
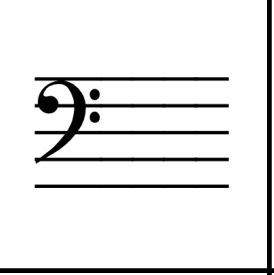
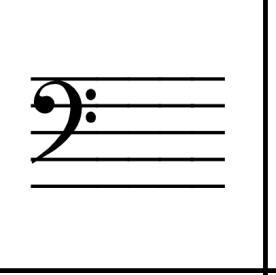

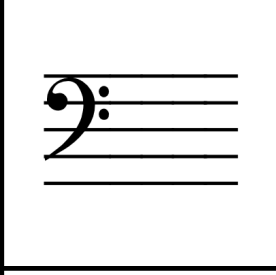
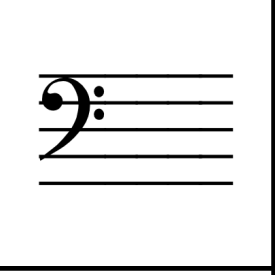
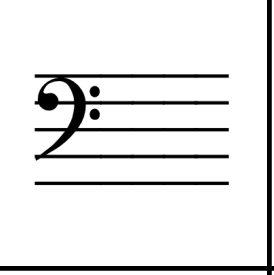
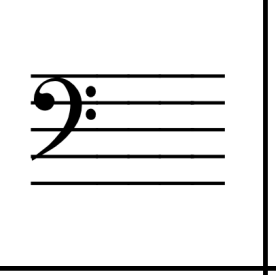

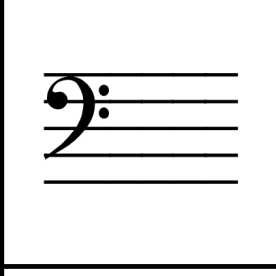
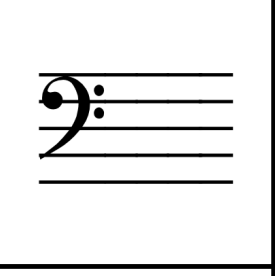
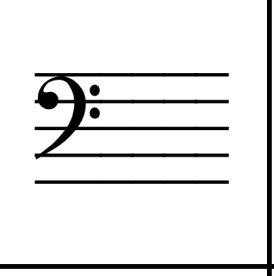
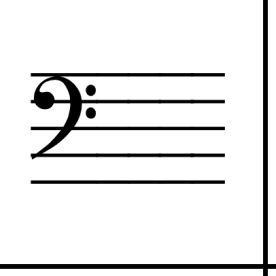






F

G

A

B

C

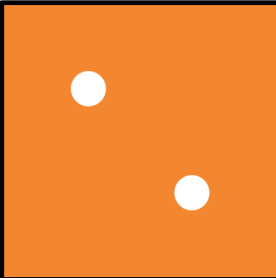


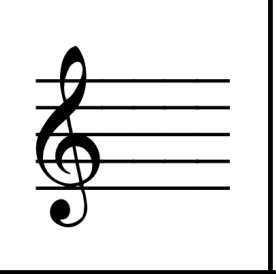

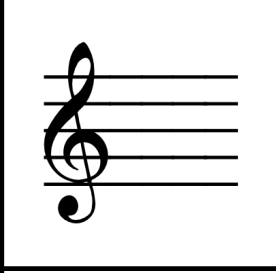
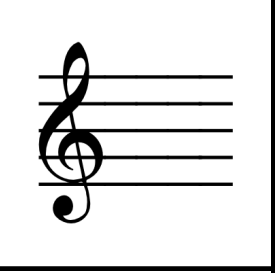

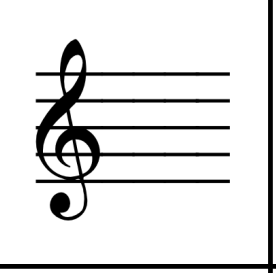

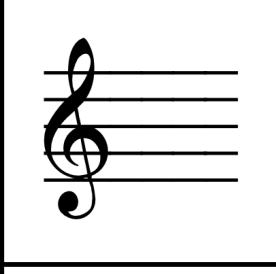
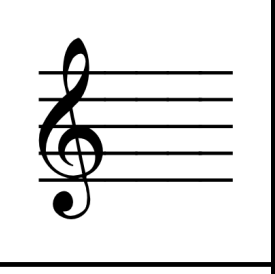
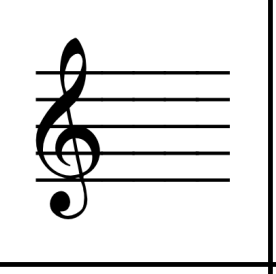


C

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# ST. PADDY'S NOTE PRINTING



1. To play St. Paddy's Note Printing the student needs the game board, a pencil, and a die.
2. To begin, the student rolls the die and then locates the note name on the game board that matches the number rolled.
3. Next, on any staff below the note name located in Step 2 the student draws a note image that matches the note name.
4. The student repeats Steps 2 and 3 until each staff in a column below one note name contains a note image.
5. If the first completed column is above the hamster, the student wins the game. If the first completed column is above the pot of gold, the teacher wins the game.
6. If the student loses the game she must draw note images on any remaining blank staves. If the teacher loses the game, she must draw note images on any remaining blank staves.



## INSTRUCTIONS