

Use today's Cookie Capers Board Game to reinforce note reading in middle C position with your mid-primer piano students.

**PIANO BOARD GAMES**

SET 1  
**C C D F**

### COOKIE CAPERS NOTE READING

SET 2  
**F G A B**

SET 1      SET 2

**C C D F A B B      C D E F G A B**

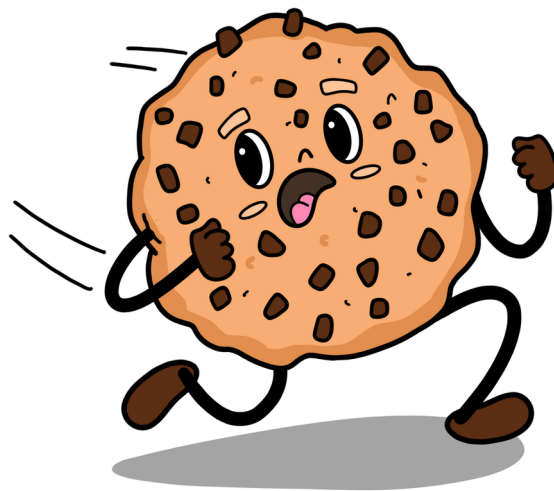
# PRIMER MUSIC

WUNDERKEYS MUSIC BOOKS

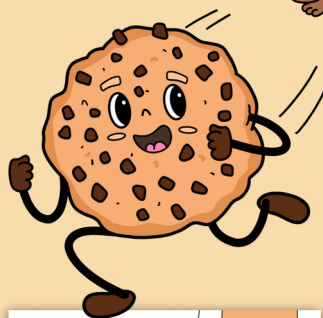
Composed for mid-primer piano students, **One Smart Cookie's Tasty Tunes** is packed with piano pieces and activities that reinforce playing in middle C position.

This resource follows the adventures of a clever cookie who attempts to outwit a hungry hound.

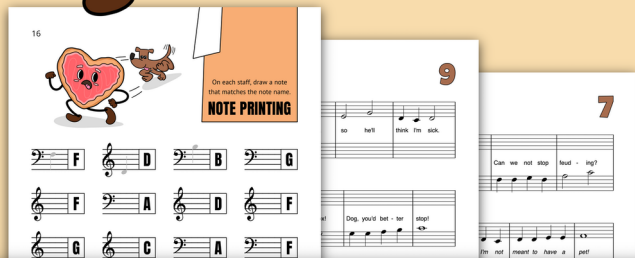
Inside you will find 7 piano solos, a teacher-student duet, warm-up exercises, note reading games, sight-reading and rhythm activities, a practice tracker, and a certificate.



## ONE SMART COOKIE'S TASTY TUNES



Andrea and Trevor Dow's  
VERY USEFUL PIANO LIBRARY



AVAILABLE ON AMAZON

NEXT WEEK

Andrea and Trevor Dow's  
VERY USEFUL PIANO LIBRARY

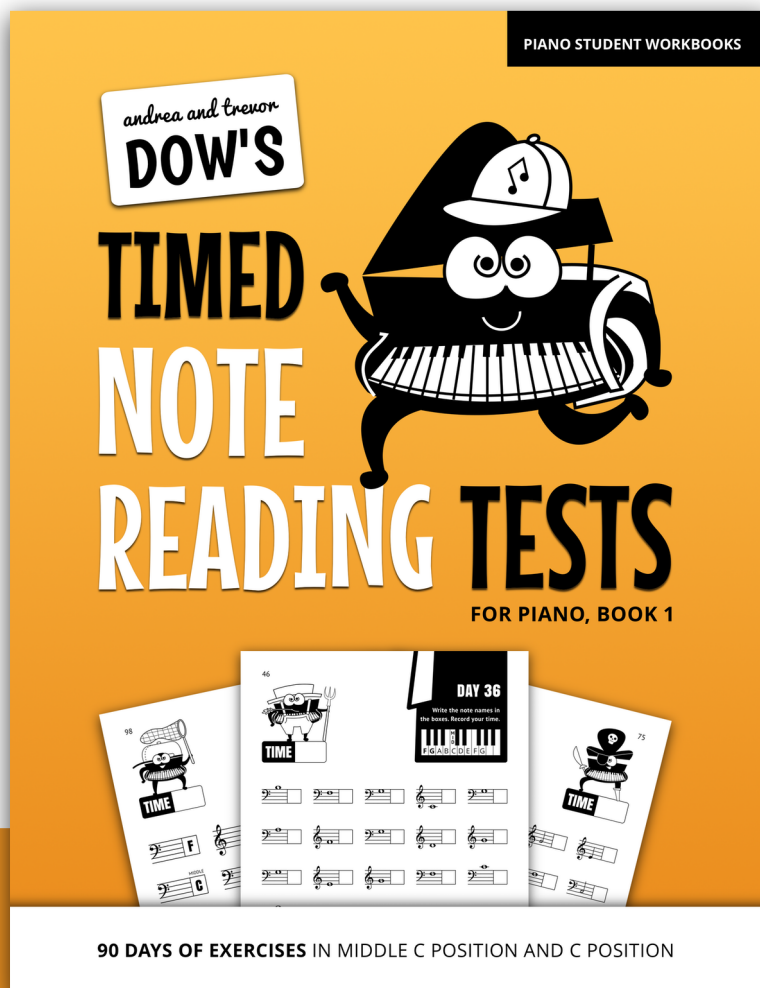
SUPPLEMENTARY SONGS AND ACTIVITIES  
**FOR MID-PRIMER PIANO STUDENTS**

# TIMED NOTE READING TESTS

There are 10,080 minutes in a week. You teach each of your piano students for only 30 of these minutes.

Do you really want to waste precious lesson minutes reviewing note reading over and over? Of course not.

*Andrea and Trevor Dow's Timed Note Reading Tests For Piano, Book 1* contains 90 days of note reading exercises. Each exercise contains approximately 30 note reading questions; making it approachable for your young piano students and your teen beginners.



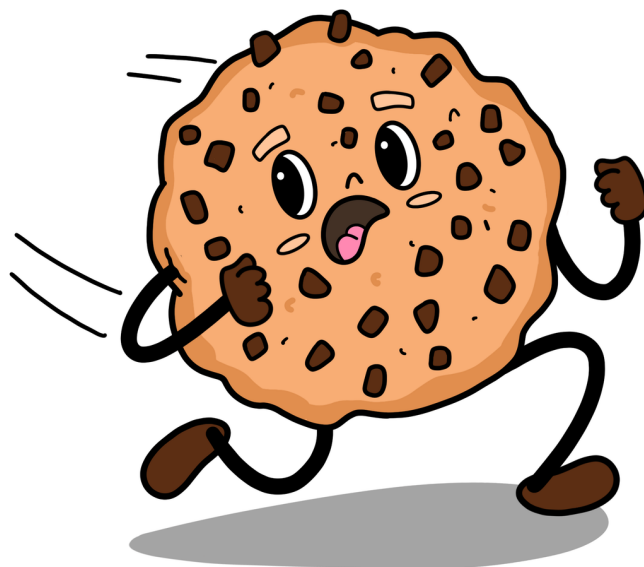
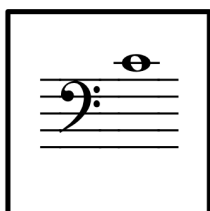
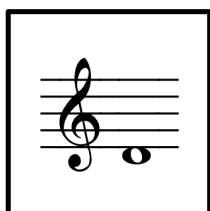
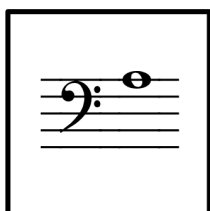
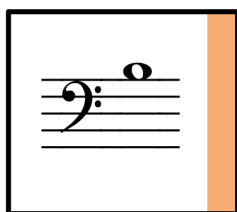
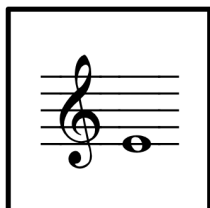
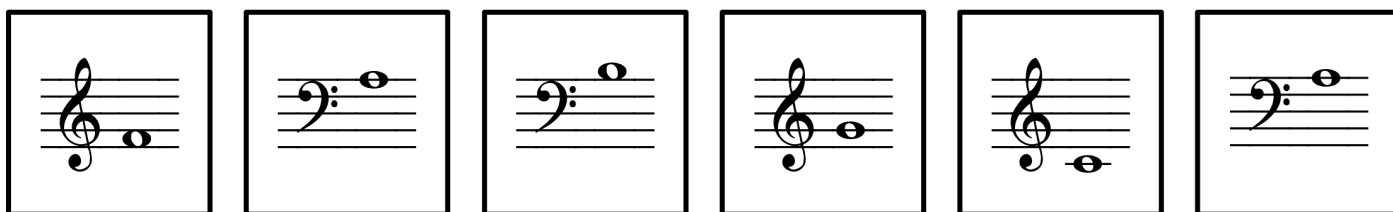
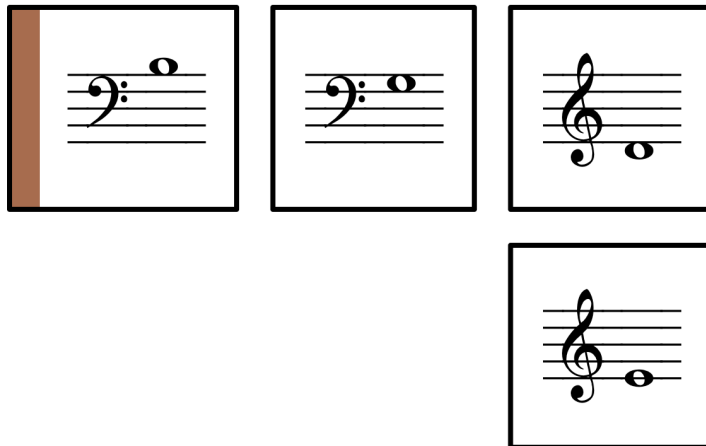
AVAILABLE ON AMAZON

**BUY NOW**

*Andrea and Trevor Dow's*  
PIANO STUDENT WORKBOOKS

90 DAYS OF EXERCISES IN MIDDLE C POSITION AND C POSITION

# COOKIE CAPERS NOTE READING



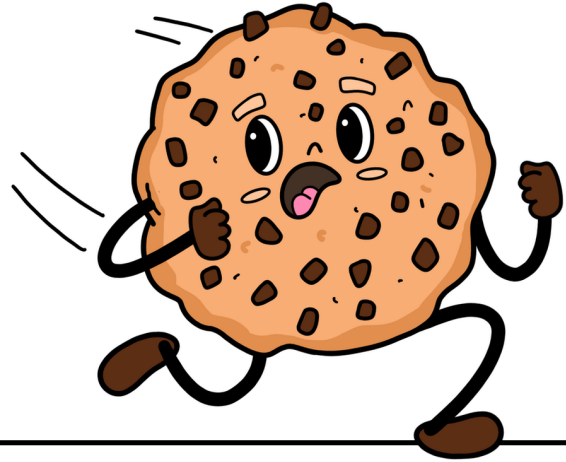
SET 1

**C C D F A B B**

SET 2

**C D E F G A B**

# COOKIE CAPERS NOTE READING



1. **Required materials:** one game board, one pencil crayon, and one die.
2. To begin, the student places the game marker on the dog.
3. Next, the student rolls a die and moves the game marker along the squares.
4. The student analyzes the game square where the game marker comes to a rest and crosses out a note name in Set 1 that corresponds to the note image.
5. **Steps 3 and 4 are repeated** until the game marker reaches the cookie (the student wins) or the game marker lands on a note image that does not have an available corresponding note name in Set 1 (the student loses).
6. Play again using the second note name set.



## INSTRUCTIONS