



Today's giveaway is packed with note-reading activities designed to keep buzzing piano students engaged during the final week of lessons.

LAST LESSON GAME PACK

THE REINDEER'S WINTER WANDER



Select a note name and then find the box with its matching note image. Next, use a colored pencil to trace a path from the note name to the note image. Play again with a new note name and note image.

The maze contains the following elements:

- Top right corner: Box with letter **A**
- Inside maze (top left): Box with letter **G**
- Inside maze (middle right): Box with letter **B**
- Bottom left corner: Box with letter **C**
- Bottom right corner: Box with letter **F**
- Left side: Two boxes with musical notes (treble clef, middle C).
- Bottom: Three boxes with musical notes (treble clef, middle C).

- 1 Place a marker on the STAR
- 2 Roll a die and move the marker on the squares. Name the note where the marker comes to a rest.
- 3 Repeat Step 2 until the marker reaches the FINISH. Stop the timer and record the time. Play again.

FINISH **START**

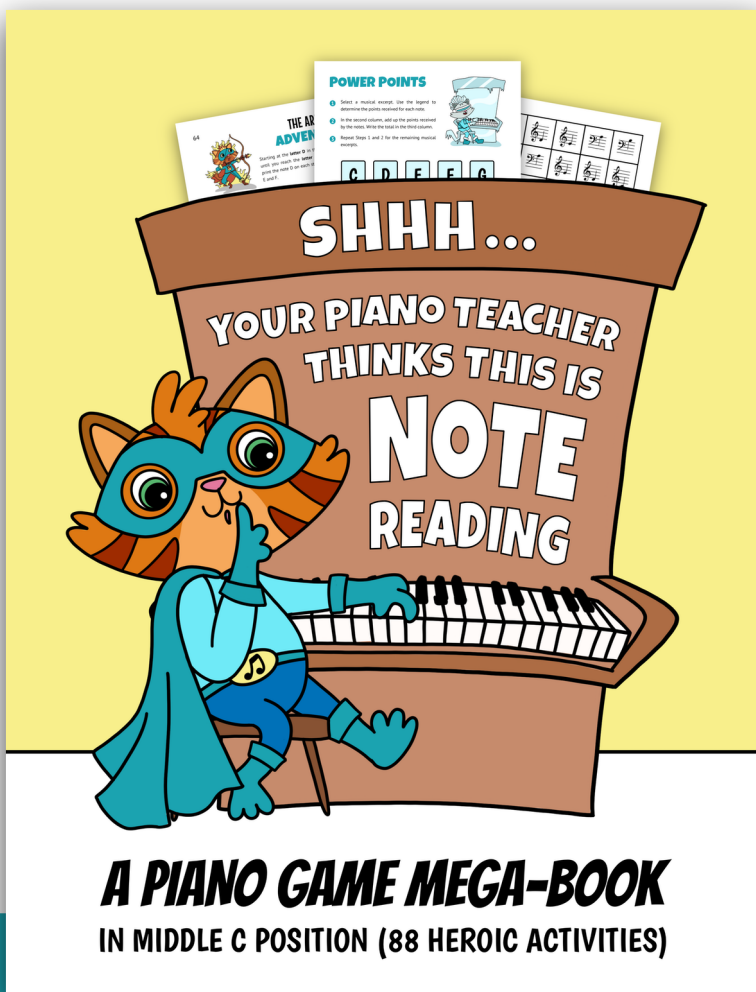
TIME



ACTIVITY BOOK

“Shhh... Your Piano Teacher Thinks This Is Note Reading: A Piano Game Mega-Book In Middle C Position (88 Heroic Activities)” is an extraordinary collection of piano games that transforms learning into an adventure.

Your students will immerse themselves in colorful challenges, uncover hidden musical mysteries, roll their way through pattern play, and race through speed-based games that keep them on their toes—all while mastering note reading in middle C position.



AVAILABLE ON AMAZON

BUY NOW

Andrea and Trevor Dow's
VERY USEFUL PIANO LIBRARY

THE REINDEER'S WINTER WANDER



Select a note name and then find the box with its matching note image. Next, use a colored pencil to trace a path from the note name to the note image. Play again with a new note name and note image.

The maze contains the following letter markers:

- A**: Top right corner.
- G**: Upper left quadrant.
- B**: Lower middle.
- F**: Lower right quadrant.
- C**: Bottom left corner.

The musical note boxes are:

- Left side (top to bottom):
 - Box 1: Musical note G (treble clef).
 - Box 2: Musical note B (treble clef).
 - Box 3: Musical note F (treble clef).
- Bottom (left to right):
 - Box 4: Musical note C (treble clef).
 - Box 5: Musical note G (treble clef).
 - Box 6: Musical note B (treble clef).



- 1 Place a marker on the START. Start a timer.
- 2 Roll a die and move the marker along the squares. Name the note where the marker comes to a rest.
- 3 Repeat Step 2 until the marker reaches the FINISH. Stop the timer and record your time. Play again.

WRAPPING RACING

FINISH	START	