



See reverse for Game Instructions

A Grand Adventure



Note: The playing cards for *A Grand Adventure* are found at the end of this book.

Players: 2 players

Materials: one laminated game board, one button, two dice, 10 playing cards

Game Objectives:

Musical Objective: To reinforce knowledge of finger numbers

Game Objective: To land the button on the green circle or the yellow circle

Setting It Up:

Players should sit beside one another with the deck of cards placed between. Each player should have a die. The button should be placed over the red circle on the game board.

How To Play:

- 1 During the game, the teacher attempts to move the button toward the circle marked with the yellow dot, and the student attempts to move the button toward the circle marked with the green dot.
- 2 To begin, one player removes the top card from the deck and flips it over to reveal an image of a marked finger.
- 3 At this point, the game becomes a race. Step 4 below (while explained for Player 1 only) will be performed simultaneously by both players.
- 4 As soon as the card in Step 2 is revealed, Player 1 determines the finger number of the marked finger and then attempts to roll the corresponding number on her die.
- 5 The first player to roll the correct number on her die wins the round. If the winner is the student, the button is moved one space (one circle on the staircase) toward the circle with the green dot. If the winner is the teacher, the button is moved one space toward the circle with the yellow dot.
- 6 Players repeat Steps 2 to 5 until the button lands on the yellow dot (the student loses the game) or the green dot (the student wins the game).
- 7 If all cards have been removed from the deck and the button has not landed on a circle marked with a yellow or green dot, players analyze the location of the button on the game board. If it is closer to the circle with the yellow dot, the teacher wins. If it is closer to the circle with the green dot, the student wins.



See reverse for Game Instructions

Aching For Acorns



Note: The playing cards for *Aching For Acorns* are found at the end of this book.

Players: 2 players

Materials: one laminated game board,
12 coins, 10 playing cards

Game Objectives:

Musical Objective: To reinforce recognition of C, D, and E on the piano

Game Objective: To remove three coins before an opposing player

Setting It Up:

Players should sit beside one another with the game board placed in front and the deck of cards placed between. One coin should be placed over each of the twelve acorns, concealing the letter.

How To Play:

- 1 To begin, Player 1 removes the top card from the deck and flips it over to reveal an image of a marked piano key.
- 2 Player 1 determines the name of the marked key and then removes any coin from an acorn image on the game board.
- 3 If the letter revealed by the coin removed in Step 2 corresponds with the marked key on the back of the card selected in Step 1, Player 1 keeps the coin. If a match is not found, the coin is placed back on the acorn image on the game board.
- 4 The card selected in Step 1 is removed from the deck and then Player 2 repeats Steps 1 to 3.
- 5 Players continue alternating turns until one player removes three coins from the game board and wins the game.
- 6 If all cards have been removed from the deck and a player has not collected three coins, the cards are shuffled and play is continued.



See reverse for Game Instructions

Happy In Hard Hats



Note: The playing cards for *Happy In Hard Hats* are found at the end of this book.

Players: 2 players

Materials: one laminated game board, eight coins, two dice, five playing cards

Game Objectives:

Musical Objective: To reinforce recognition of Middle C on the grand staff

Game Objective: To move rocks (coins) into or out of the hole

Setting It Up:

Players should sit beside one another with the game board placed in front and the deck of cards placed between. Each player should have a die. Four coins should be placed over rock images inside the hole on the game board, and four coins should be placed over rock images outside the hole on the game board.

How To Play:

- 1 During the game, the teacher will attempt to move rocks (coins) into the hole and the student will attempt to move rocks (coins) out of the hole.
- 2 To begin, one player removes the top card from the deck and flips it over to reveal an image of Middle C on the grand staff.
- 3 At this point the game becomes a race. Step 4 below (while explained for Player 1 only) will be performed simultaneously by both players.
- 4 As soon as the card in Step 2 is revealed, Player 1 determines if the Middle C on the grand staff should be played with the right hand (treble clef) or the left hand (bass clef) and then attempts to roll a "1" on her die if the Middle C should be played with the right hand or a "2" if the Middle C should be played with the left hand.
- 5 The first player to roll the correct number on her die wins the round. If the winner is the student, a coin is moved out of the hole and onto the rock stack outside the hole. If the winner is the teacher, a coin is moved from the rock stack outside the hole into the hole.
- 6 Players repeat Steps 2 to 5 until all five cards have been removed from the deck. At this point the coins inside the hole and outside the hole are counted and then compared. If there are more coins inside the hole, the teacher wins, and if there are more coins outside the hole, the student wins.



See reverse for Game Instructions

Flying Squirrel



Note: The playing cards for *Flying Squirrel* are found at the end of this book.

Players: 2 players

Materials: one laminated game board, 10 playing cards, 10 pennies, 10 dimes, two dice

Game Objectives:

Musical Objective: To reinforce recognition of B, Middle C, and D on the grand staff

Game Objective: To place more coins over cloud images than an opposing player

Setting It Up:

Players should sit beside one another with the game board placed in front and the deck of cards placed to the side. Player 1 should have a die and ten pennies. Player 2 should have a die and ten dimes.

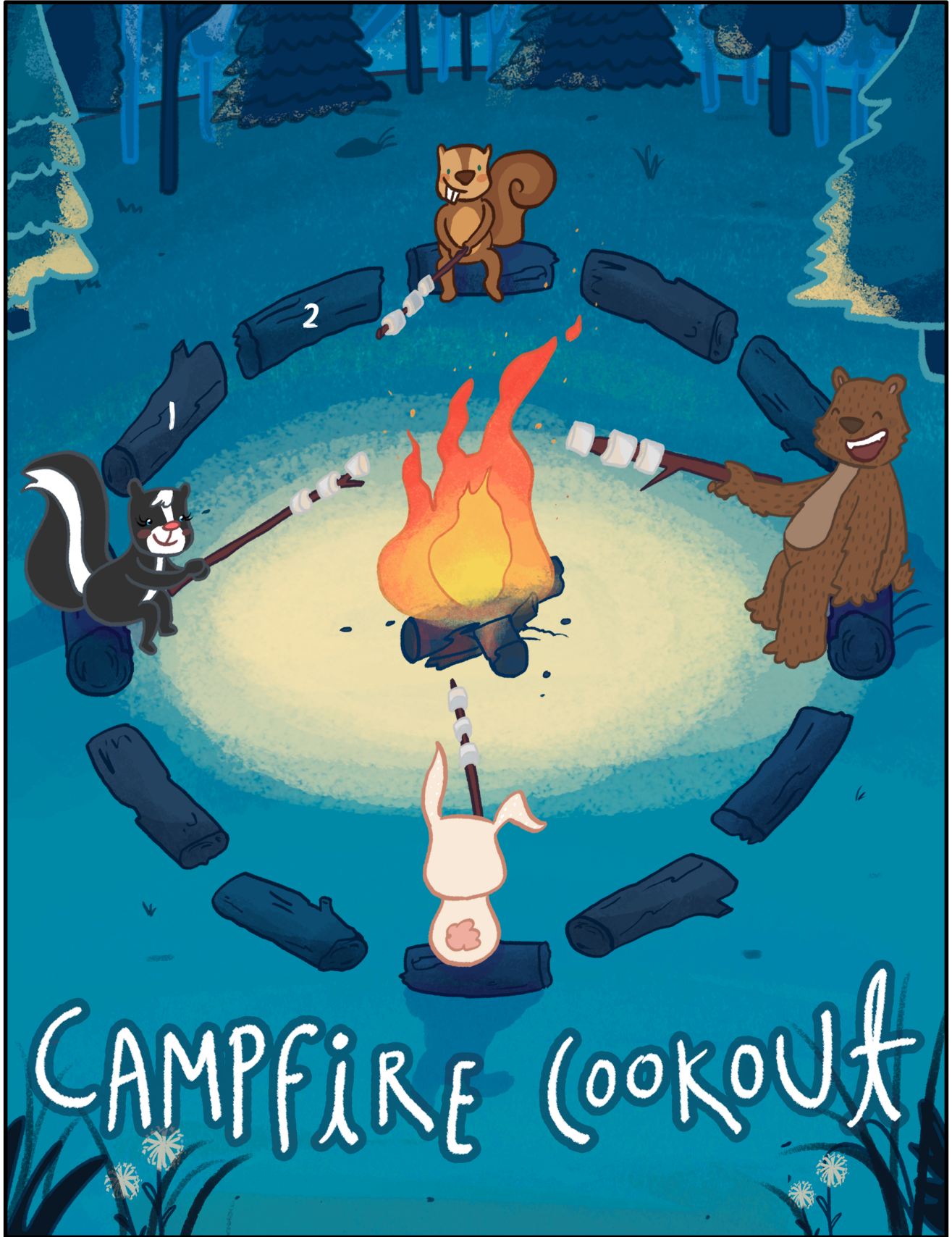
How To Play:

- 1 To begin, either player removes the top card from the deck and flips it over to reveal an image of a note on the grand staff accompanied by a number.
- 2 At this point the game becomes a race with each player rolling her die in attempt to have it display a value that corresponds to the number revealed on the card in Step 1. The first player to roll the matching value wins the round.
- 3 The player winning the round names the note on the card revealed in Step 1 and places one coin over any cloud displaying a note name that matches the note image on the card.
- 4 Players repeat Steps 1 to 3 until all cards have been removed from the deck.
- 5 At this point the game is over and the player with the most coins on the game board wins the game.



See reverse for Game Instructions

Campfire Cookout



Note: The playing cards for *Campfire Cookout* are found at the end of this book.

Players: 2 players

Materials: one game board, five playing cards, two game markers, two dice, 12 coins

Game Objectives:

Musical Objective: To reinforce visual recognition of stepping and repeating notes

Game Objective: To collect more coins (marshmallows) than an opposing player

Setting It Up:









Players should sit beside one another with the game board placed in front and the deck of cards placed to the side. Each player should have a die. Player 1 should place his game marker on the log marked with a "1," and Player 2 should place her game marker on the log marked with a "2."


How To Play:

- 1 On the count of three, either player flips over the top card of the deck to reveal stepping or repeating notes.
- 2 At this point the game becomes a race. Step 3 is described for Player 1 only but will be performed by both players simultaneously.
- 3 Player 1 determines (on his own) if the notes displayed on the card revealed in Step 1 represent notes stepping up, notes stepping down, or notes repeating, and then attempts to roll a "1" on his die if they represent notes stepping up, a "2" on his die if they represent notes stepping down, or a "3" on his die if they represent notes repeating.
- 4 The first player to roll the correct number wins the round.
- 5 The player winning the round rolls his die again and moves his game marker clockwise around the game board according to the number rolled. If his game marker lands on an empty log, his turn is over. If his game marker lands on a character, he collects one coin and his turn is over. *Note: The empty logs and the characters sitting on logs are all considered game squares that a marker must move along.*
- 6 When all cards are removed from the deck, they are shuffled and play is continued.
- 7 Players repeat Steps 1 to 6 until one player collects **three coins** and wins the game.

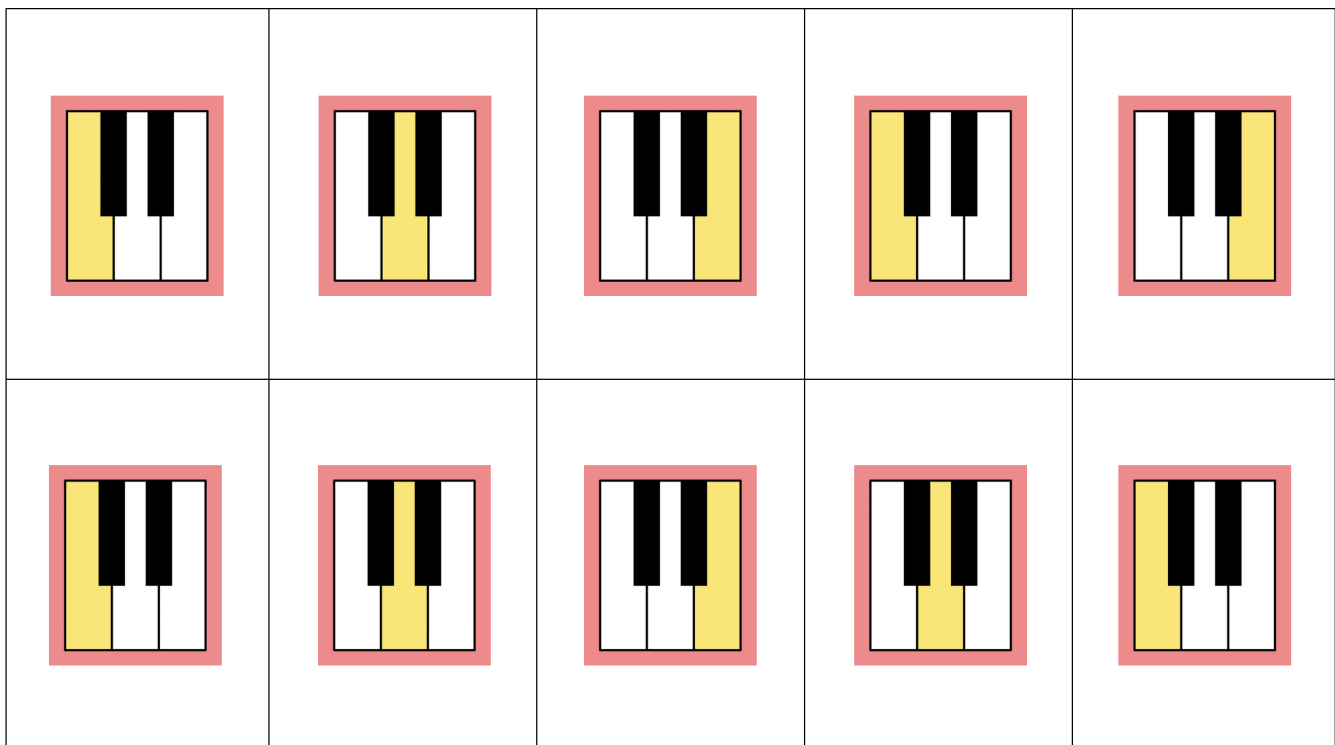
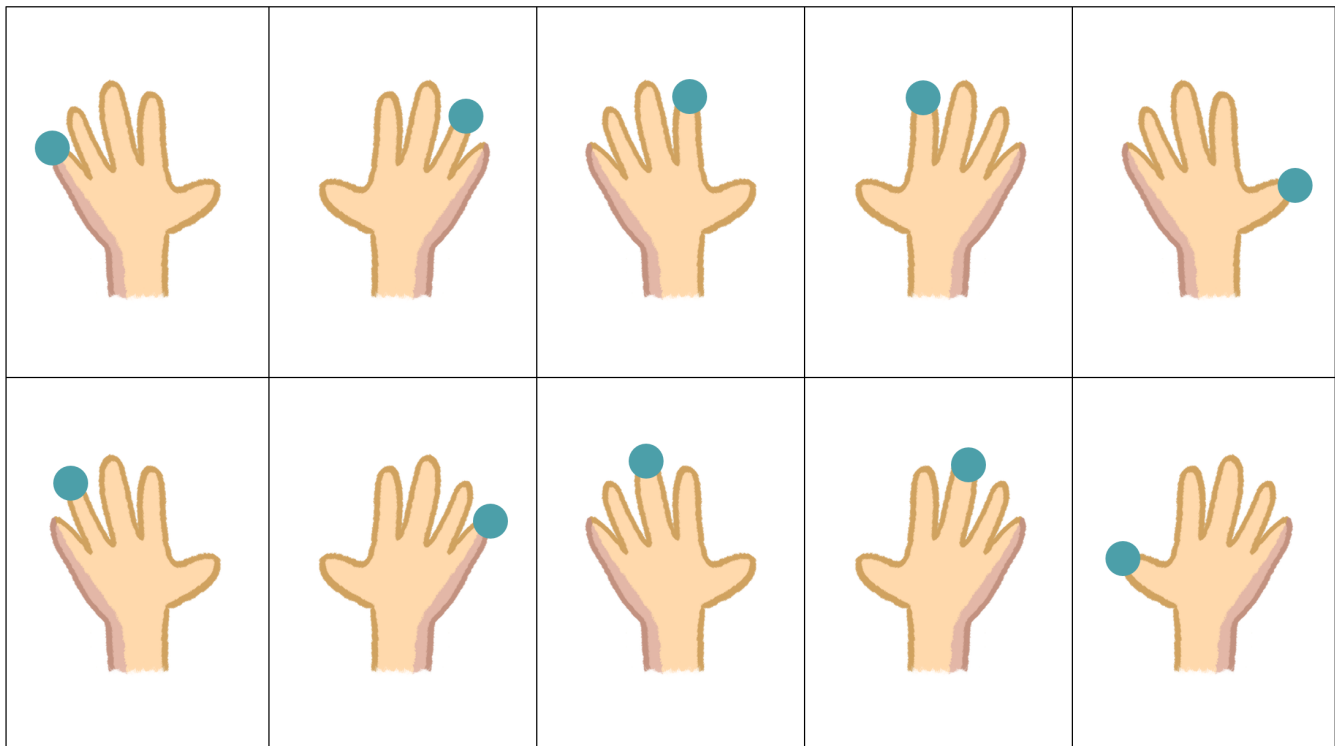
Print, cut, and laminate the card sets below.

WunderKeys Card Sets

 A Grand Adventure	 A Grand Adventure	 A Grand Adventure	 A Grand Adventure	 A Grand Adventure
 A Grand Adventure	 A Grand Adventure	 A Grand Adventure	 A Grand Adventure	 A Grand Adventure

 Aching For Acorns	 Aching For Acorns	 Aching For Acorns	 Aching For Acorns	 Aching For Acorns
 Aching For Acorns	 Aching For Acorns	 Aching For Acorns	 Aching For Acorns	 Aching For Acorns






WunderKeys Card Sets











Print, cut, and laminate the card sets below.

WunderKeys Card Sets

				
Happy In Hard Hats	Happy In Hard Hats	Happy In Hard Hats	Happy In Hard Hats	Happy In Hard Hats


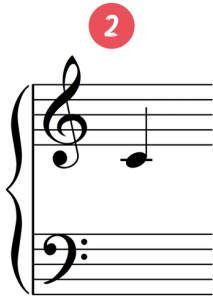

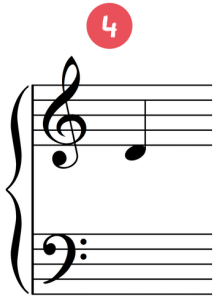

				
Flying Squirrel	Flying Squirrel	Flying Squirrel	Flying Squirrel	Flying Squirrel






				
Flying Squirrel	Flying Squirrel	Flying Squirrel	Flying Squirrel	Flying Squirrel

				
Campfire Cookout	Campfire Cookout	Campfire Cookout	Campfire Cookout	Campfire Cookout

WunderKeys Card Sets

				
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