



See reverse for Game Instructions



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

**Players:** two players

**Materials:** one laminated game board, ten playing cards, nine pennies, nine dimes, two dice

### Game Objectives:

Musical Objective: To reinforce recognition of Bass F, Middle C, and Treble G

Game Objective: To place more coins over iceberg 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 nine pennies. Player 2 should have a die and nine 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 an 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 iceberg image on the game board 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

# Gobble Up The Garden



Note: The playing cards for *Gobble Up The Garden* are found at the end of this book.

**Players:** two players

**Materials:** one laminated game board,  
twelve coins, ten playing cards

### Game Objectives:

Musical Objective: To reinforce recognition of Bass G and Treble F

Game Objective: To remove five 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 carrots, 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 note on the grand staff.
- 2 Player 1 determines the name of the note and then removes any coin from a carrot image on the game board.
- 3 If the letter revealed by the coin removed in Step 2 matches the note image 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 carrot 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 five 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 five coins, the cards are shuffled and play is continued.



See reverse for Game Instructions

**Rooftop POP**



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

**Players:** two players

**Materials:** one laminated game board, twelve coins, two dice, ten playing cards

### **Game Objectives:**

Musical Objective: To reinforce recognition of Cs on the grand staff

Game Objective: To wake up the neighbors

### **Setting It Up:**

Players should sit beside one another with the deck of cards placed between. Each player should have a die. Six coins should be placed over six windows (one per window) on the game board.

### **How To Play:**

- 1 To begin, one player removes the top card from the deck and flips it over to reveal an image of notes on the grand staff.
- 2 At this point, the game becomes a race. While explained for Player 1 only, both players will perform Step 3 (below) simultaneously.
- 3 As soon as the card in Step 1 is revealed, Player 1 determines the number of Cs on the grand staff and then attempts to roll the corresponding number on her die.
- 4 The first player to roll the correct number on her die wins the round. If the winner is the student, a coin is placed over a window image on the game board for each C on the grand staff. For example, if two Cs were on the grand staff, two windows are covered with coins. If the winner is the teacher, a coin is removed from a window for each C on the grand staff.
- 5 Players repeat Steps 1 to 4 until every window is covered with a coin (the student wins), every coin is removed from every window (the teachers wins), or all cards are removed from the deck.
- 6 If all cards have been removed from the deck, players count the number of coins on the game board. If there are six or fewer coins on the game board, the teacher wins. If there are more than six coins on the game board, the student wins.

See reverse for Game Instructions



Note: The playing cards for *Soccer Ball Storm* are found at the end of this book.

**Players:** two players

**Materials:** one laminated game board, three pennies, three dimes, two dice, five playing cards

### Game Objectives:

Musical Objective: To reinforce recognition of notes on the bass staff

Game Objective: To place coins over more soccer balls than an opposing player

### Setting It Up:

Players should sit beside one another with the deck of cards placed between. Each player should have a die. Player 1 should have three pennies. Player 2 should have three dimes.











### How To Play:

- 1 To begin, one player removes the top card from the deck and flips it over to reveal an image of three notes on the bass staff.
- 2 At this point, the game becomes a race. While explained for Player 1 only, both players will perform Step 3 (below) simultaneously.
- 3 As soon as the card in Step 1 is revealed, Player 1 determines the names of the notes on the bass staff and then attempts to roll a number on her die that matches the number on the soccer ball image on the game board that displays the three matching note names.
- 4 The first player to roll the correct number on her die wins the round. The player winning the round uses a coin to cover the soccer ball with the note names matching the note images displayed on the card revealed in Step 1.
- 5 Players repeat Steps 1 to 4 until all soccer ball images on the game board have been covered with coins.
- 6 At this point the game is over and the player with the most coins on the game board wins the game.

Cut and laminate the card sets below.

**wunderkeys** Card Sets

 <b>Cool Cousins</b>	 <b>Cool Cousins</b>	 <b>Cool Cousins</b>	 <b>Cool Cousins</b>	 <b>Cool Cousins</b>
 <b>Cool Cousins</b>	 <b>Cool Cousins</b>	 <b>Cool Cousins</b>	 <b>Cool Cousins</b>	 <b>Cool Cousins</b>

 <b>Gobble Up The Garden</b>	 <b>Gobble Up The Garden</b>	 <b>Gobble Up The Garden</b>	 <b>Gobble Up The Garden</b>	 <b>Gobble Up The Garden</b>
 <b>Gobble Up The Garden</b>	 <b>Gobble Up The Garden</b>	 <b>Gobble Up The Garden</b>	 <b>Gobble Up The Garden</b>	 <b>Gobble Up The Garden</b>











# Wunderkeys Card Sets











1 2 3 4 5

1 2 3 4 5

Cut and laminate the card sets below.

**Wunderkeys** Card Sets

 <p>Rooftop Pop</p>	 <p>Rooftop Pop</p>
 <p>Rooftop Pop</p>	 <p>Rooftop Pop</p>
 <p>Rooftop Pop</p>	 <p>Rooftop Pop</p>
 <p>Rooftop Pop</p>	 <p>Rooftop Pop</p>
 <p>Rooftop Pop</p>	 <p>Rooftop Pop</p>

 <p>Soccer Ball Storm</p>	 <p>Soccer Ball Storm</p>
 <p>Soccer Ball Storm</p>	 <p>Soccer Ball Storm</p>
 <p>Soccer Ball Storm</p>	 <p>Soccer Ball Storm</p>
 <p>Soccer Ball Storm</p>	 <p>Soccer Ball Storm</p>
 <p>Soccer Ball Storm</p>	 <p>Soccer Ball Storm</p>

# Wunderkeys Card Sets

