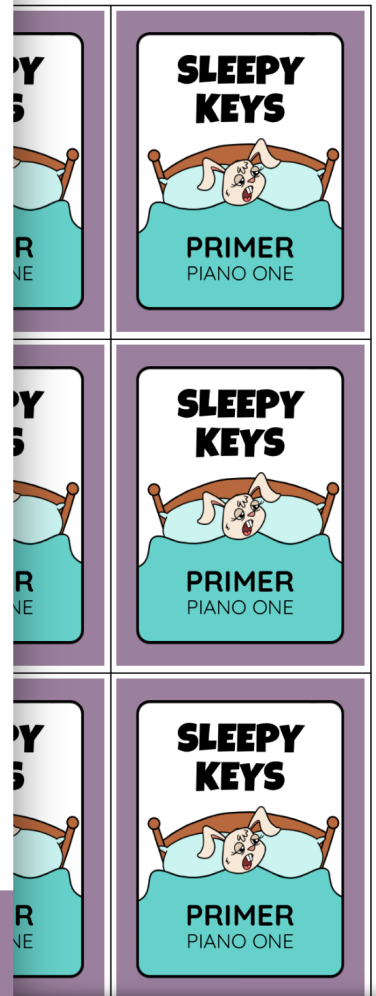
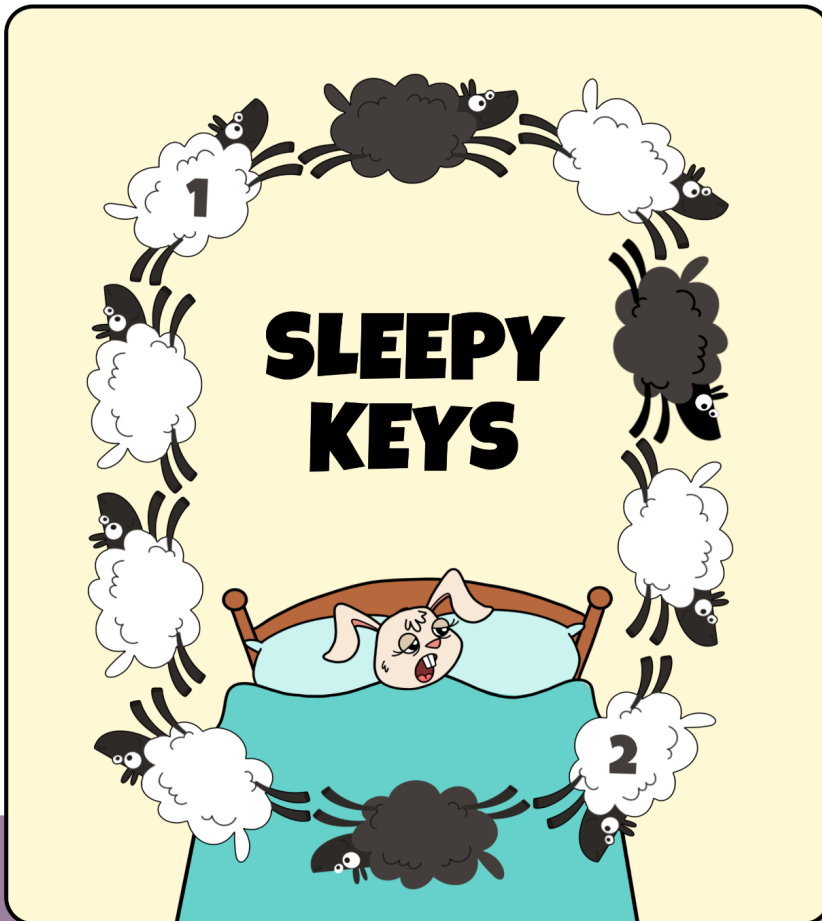




A tired bunny just finished babysitting—can students use their awareness of white keys on the keyboard to help her finally catch a break?

KEYBOARD AWARENESS

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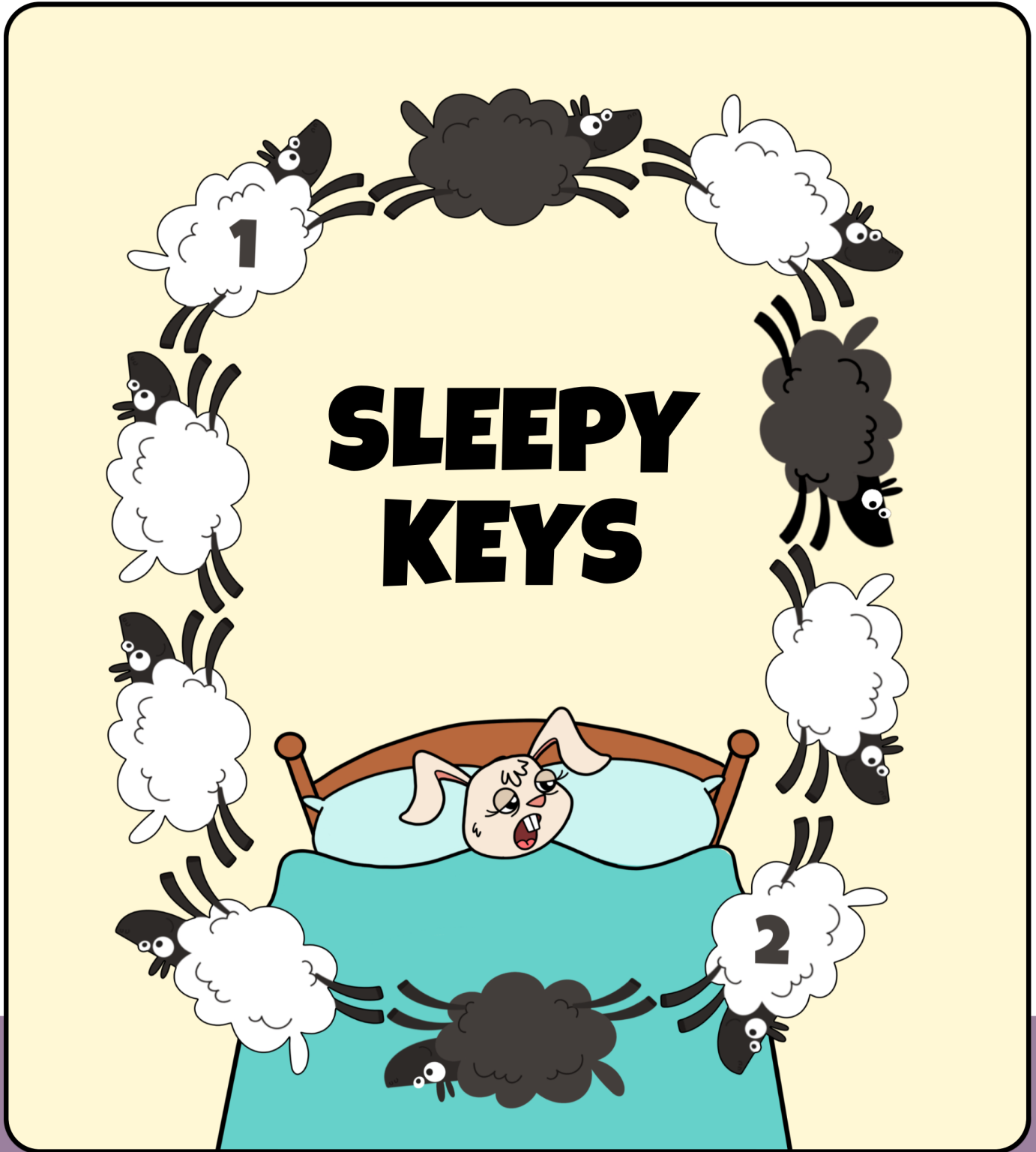
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HOW TO PLAY

Players

2 players

Materials

- One laminated game board
- 18 playing cards
- Two game markers
- Two dice

Game Objective

Musical Objective: To reinforce understanding of keyboard awareness.

Game Objective: To avoid landing on the black sheep.

Setting It Up

Players should sit beside one another with the game board placed in front of them and the deck of cards set to the side. Each player should have one die.

Player 1 places their marker on the sheep marked “1,” and Player 2 places their marker on the sheep marked “2.”

Playing the Game

1. On the count of three, either player flips over the top card of the deck to reveal the letter name of a white key.
2. At this point, the game becomes a race. Step 3 is explained for Player 1 only but will be performed by both players at the same time.
3. Player 1 examines the white key name on the back of the card revealed in Step 1, then rolls a 2 if the named white key is touching a group of two black keys, or a 3 if it is touching a group of three black keys. For example, if the card displays a D, the player rolls a 2, because D is located between a group of two black keys.
4. The first player to roll the correct number wins the round.
5. The player who loses the round rolls their die again and moves their game marker clockwise around the game board according to the number rolled. If the game marker lands on a white sheep, the player is safe, and the next round begins with Steps 1 to 5. If the marker lands on a black sheep, Game 1 is over, and that player loses.
6. Play four more games. The player who wins the most games is the overall winner.

SLEEPY KEYS



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