



See reverse for Game Instructions.

Bear Hug Brunch



Note: The playing cards for *Bear Hug Brunch* are found at the end of this book.

Players: two players

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

Game Objectives:

Musical Objective: To reinforce recognition of hands-together and hands-separate notes

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

How To Play:

- 1 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 five pennies. Player 2 should have a die and five dimes.
- 2 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.
- 3 At this point the game becomes a race. While explained for Player 1 only, both players will perform Step 4 (below) simultaneously.
- 4 As soon as the card in Step 2 is revealed, Player 1 determines if the notes on the grand staff should be played hands together or hands separate and then attempts to roll a "2" on her die if the notes should be played hands together or a "1" if the notes should be played hands separate.
- 5 The player winning the round places one coin over any heart on the game board displaying a number that matches the value rolled in Step 4.
- 6 Players repeat Steps 2 to 5 until all cards have been removed from the deck. 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.

Catch A Comet



Note: The playing cards for *Catch a Comet* are found at the end of this book.

Players: two players

Materials: one laminated game board, one coin, ten playing cards, two dice

Game Objectives:

Musical Objective: To reinforce recognition of steps and skips on the grand staff

Game Objective: To land the coin on the red dot or the green dot

How To Play:

- 1 Players should sit beside one another with the deck of cards placed between. Each player should have a die. The coin should be placed over the star with the blue dot.
- 2 During the game, the teacher attempts to move the coin toward the star marked with the green dot, and the student attempts to move the coin toward the star marked with the red dot.
- 3 To begin, one player removes the top card from the deck and flips it over to reveal a musical excerpt.
- 4 At this point, the game becomes a race. While explained for Player 1 only, both players will perform Step 5 (below) simultaneously.
- 5 As soon as the card in Step 3 is revealed, Player 1 examines the musical excerpt and determines if the notes on the grand staff are stepping or skipping and then attempts to roll a "2" on her die if the notes are stepping and a "3" on her die if the notes are skipping.
- 6 The first player to roll the correct number on her die wins the round. If the winner is the student, the coin is moved one space (one star) toward the star marked with the red dot. If the winner is the teacher, the coin is moved one space (one star) toward the star marked with the green dot.
- 7 Players repeat Steps 2 to 5 until the coin lands on the star marked with the green dot (the teacher wins the game) or the star marked with the red dot (the student wins the game).
- 8 If all cards have been removed from the deck and the coin has not landed on a star marked with a red or green dot, players analyze the location of the coin on the game board. If it is closer to the star marked with the green dot, the teacher wins. If it is closer to the star marked with the red dot, the student wins.



See reverse for Game Instructions.

Hunting For Honey



Hunting For Honey

Game Instructions

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

Players: one player

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

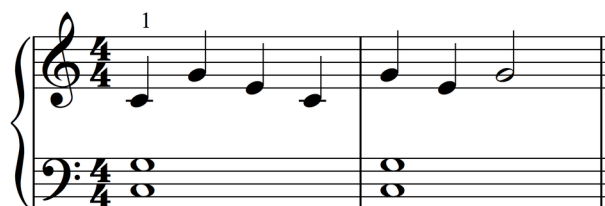
Game Objectives:

Musical Objective: To reinforce aural recognition of ties

Game Objective: To cover all the bees on the game board with coins

How To Play:

- 1 The student should sit on the floor with the game board placed in front. The ten playing cards should be spread out around the game board with the word images facing up. Five coins should be placed over any five bees on the game board.
- 2 To begin, the teacher plays one of the two musical excerpts at the bottom of this page. Note: The teacher may vary the right-hand melody during subsequent rounds.
- 3 The student determines if the musical excerpt played by the teacher in Step 2 did or did not contain tied notes on the bass staff and then flips over any playing card containing the corresponding label.
- 4 On the back of the selected card in Step 3 will be a number indicating how many coins should be added or removed from the game board. For example, if the card says, "Add 2," the student uses two coins to cover two bees on the game board.
- 5 The card from the previous round is removed from the playing area. Next, Steps 2 to 4 are repeated until all bees have been covered with coins (the student wins), all coins have been removed from the game board (the student loses) or all cards have been removed from the deck (if five or more coins remain on the game board, the student wins).





See reverse for Game Instructions.

Sandcastle Scurry



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

Players: two players

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

Game Objectives:

Musical Objective: To reinforce hands-together note reading











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











How To Play:

- 1 Players should sit beside one another with the deck of cards placed between. Each player should have a die. Player 1 should have five pennies. Player 2 should have five dimes.
- 2 To begin, one player removes the top card from the deck and flips it over to reveal a measure of music with two notes on the grand staff.
- 3 At this point, the game becomes a race. While explained for Player 1 only, both players will perform Step 4 (below) simultaneously.
- 4 As soon as the card in Step 2 is revealed, Player 1 determines the names of the notes on the grand staff and then attempts to roll a number on her die that matches the number on the crab on the game board that displays the two matching note names.
- 5 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 crab with the note names matching the note images displayed on the card revealed in Step 2.
- 6 Players repeat Steps 2 to 5 until all crabs on the game board have been covered with coins. 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

 Bear Hug Brunch	 Bear Hug Brunch
 Bear Hug Brunch	 Bear Hug Brunch
 Bear Hug Brunch	 Bear Hug Brunch
 Bear Hug Brunch	 Bear Hug Brunch
 Bear Hug Brunch	 Bear Hug Brunch

 Catch A Comet	 Catch A Comet
 Catch A Comet	 Catch A Comet
 Catch A Comet	 Catch A Comet
 Catch A Comet	 Catch A Comet
 Catch A Comet	 Catch A Comet

Cut and laminate the card sets below.

wunderkeys Card Sets

<p>No Tie</p>  <p>Hunting For Honey</p>	<p>No Tie</p>  <p>Hunting For Honey</p>	<p>No Tie</p>  <p>Hunting For Honey</p>	<p>No Tie</p>  <p>Hunting For Honey</p>	<p>No Tie</p>  <p>Hunting For Honey</p>
<p>Tie</p>  <p>Hunting For Honey</p>	<p>Tie</p>  <p>Hunting For Honey</p>	<p>Tie</p>  <p>Hunting For Honey</p>	<p>Tie</p>  <p>Hunting For Honey</p>	<p>Tie</p>  <p>Hunting For Honey</p>

 <p>Sandcastle Scurry</p>	 <p>Sandcastle Scurry</p>	 <p>Sandcastle Scurry</p>	 <p>Sandcastle Scurry</p>	 <p>Sandcastle Scurry</p>
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Wunderkeys Card Sets

Add

1

Remove

1

Add

2

Remove

1

Remove

2

Add

1

Remove

2

Add

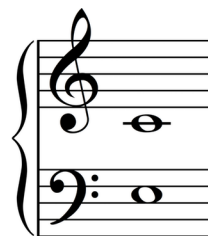
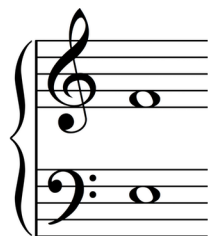
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Remove

1

Add

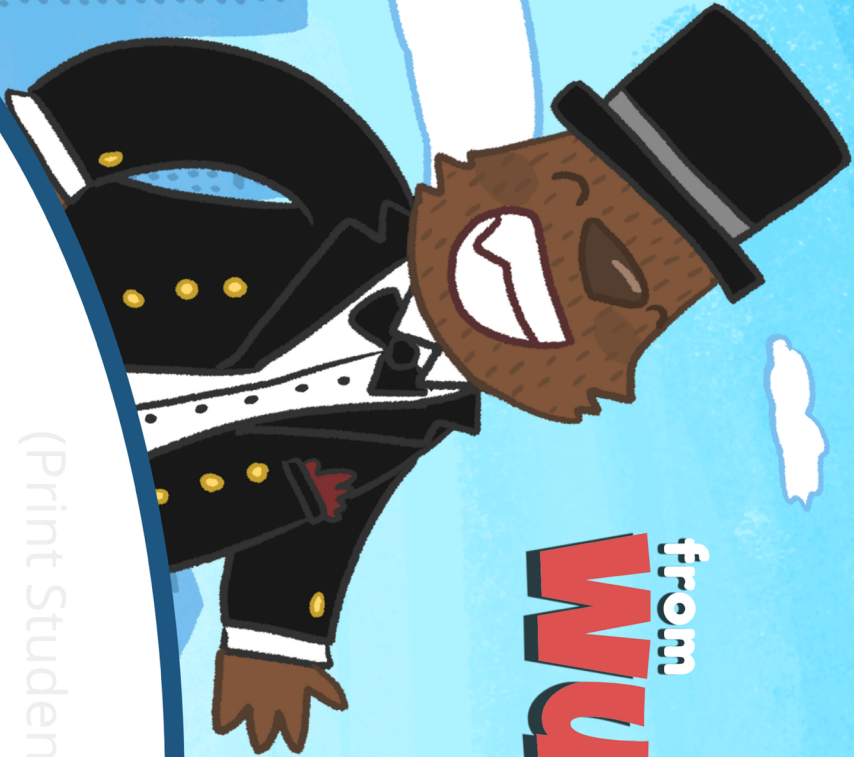
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CONGRATULATIONS

from
WUNDERKEYS



(Print Student's Name Here)

has completed WunderKeys Primer Piano Book Three