

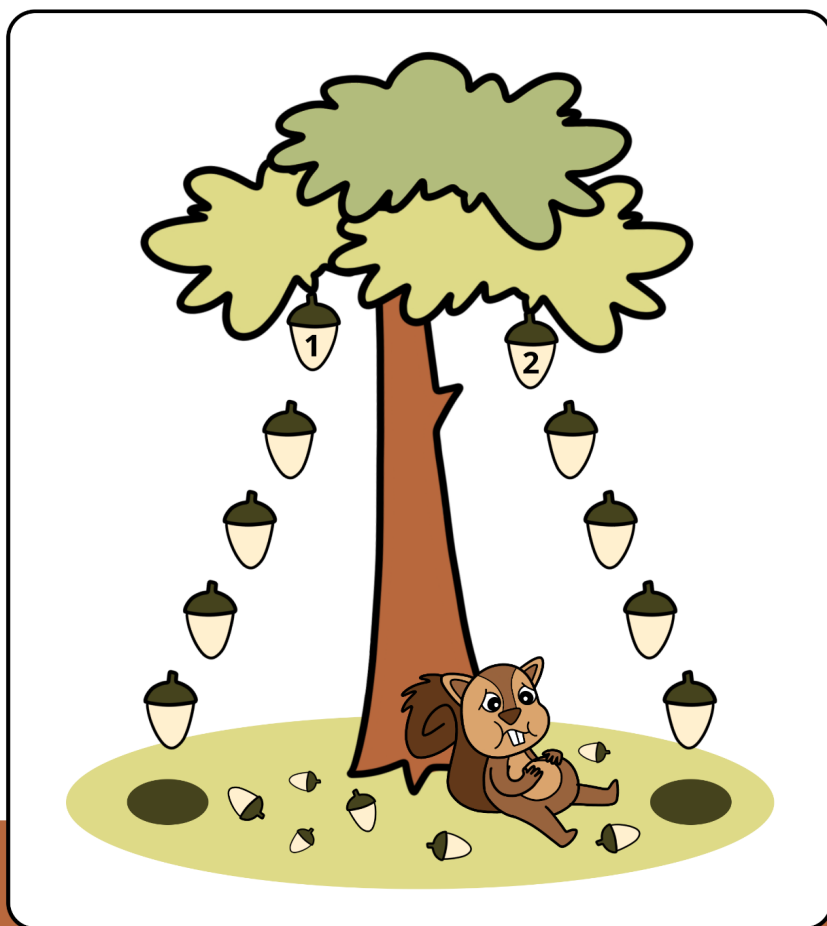


With this game, students race down a trail of acorns as they sharpen white key recognition (C–D–E), turning keyboard awareness into a fast-paced, squirrel-themed challenge they’ll beg to play.

KEYBOARD AWARENESS

OAK-Y DO-KEY

KEYBOARD AWARENESS



HOW TO PLAY

Oak-y Do-key | Book 1, Unit 3

Players

2 players

Materials

- One laminated game board
- Two game markers (e.g., buttons)
- 18 playing cards
- Two dice

Game Objective

Musical Objective: To reinforce recognition of white keys C–D–E.

Game Objective: To move your game marker down the column of acorns to the finish.

Setting It Up

Players sit beside one another with the game board and deck of cards placed in front of them. Each player chooses a game marker and takes one die.

Player 1 places their game marker on the acorn marked with a “1,” and Player 2 places their game marker on the acorn marked with a “2.”

Playing the Game

1. One player flips over the top card of the deck to reveal a marked key and a key name.
2. As soon as the card is revealed, both players examine the card at the same time and compare the marked key to the key name.
3. Each player races to roll their die repeatedly, following this rule:
 - If the key name matches the marked key, the correct roll is 1.
 - If the key name does not match the marked key, the correct roll is 2.
4. When the first player rolls the correct number (1 for a match or 2 for a non-match), the game is paused. That player chooses one of the following actions:
 - Move their own marker one space down the column of acorns, or
 - Move their opponent’s marker one space up the column of acorns (*This option may only be used if the opponent’s marker has already moved off their first acorn.*)
5. Players continue flipping cards and racing to roll the correct number (*Steps 1-4*) until one player’s marker reaches the green dot below the final acorn.
6. Note: If all cards are used before the game is over, shuffle the deck and continue playing.

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apply double-sided printing.



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OAK-Y DO-KEY
KEYBOARD AWARENESS

C?



D?



E?



C?



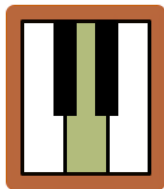
C?



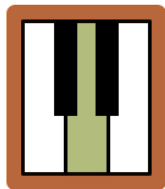
E?



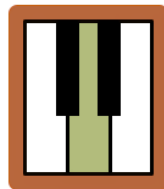
C?



D?



E?





OAK-Y DO-KEY
KEYBOARD AWARENESS



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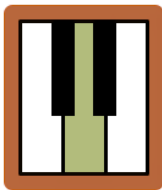


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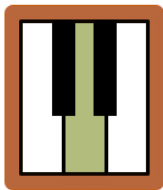


OAK-Y DO-KEY
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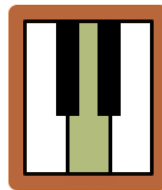
D?



D?



E?



C?



D?



E?



E?



E?



D?

