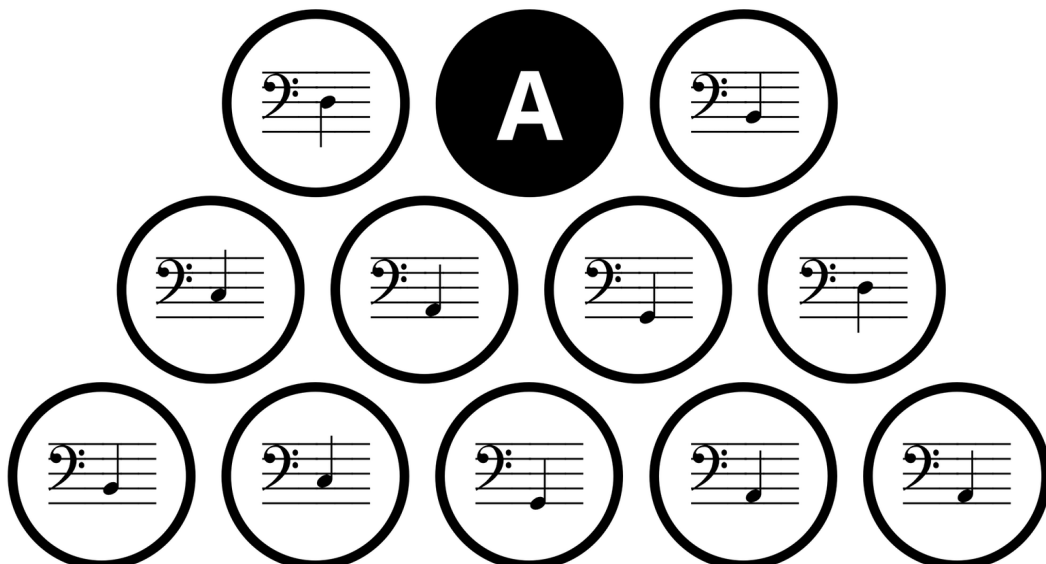


Designed for piano students working in a level 1B method book, today's printable game pack includes activities to reinforce note reading in the Low G, Bass G, and Treble G 5-Finger Scales.

G 5-FINGER SCALES

**DOT-TO-DOT
PATHWAYS**

Beginning at the "A" and ending at the "B", draw a line that passes through seven note circles. In Box 1 at the bottom of the page, write the name of each note in each circle that rests on your path. Next, draw a new path and write the note names in Box 2. Finally, play one last time.



ELEMENTARY PIANO LEVEL 1

Level 1 is loved by teachers for its all-in-one approach that delivers “out of this world” lessons packed with “pick-a-path” sight-reading modules, technical exercises, “lap and clap” rhythmic duet experiences, game-based ear training, enjoyable teacher duets, and of course... a ton of exciting piano solos.

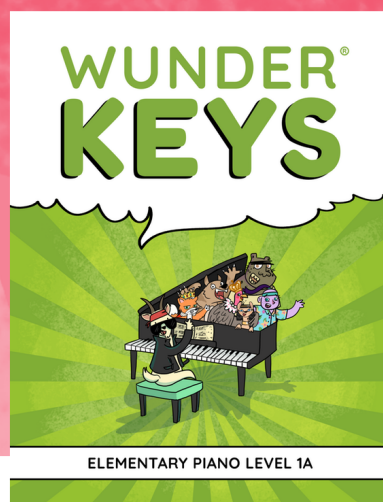
It is also loved by students for its hilarious, story-based approach, its unique game-based learning activities, its shared teacher/student music-making experiences, and its, “Can I please play this one more time!” piano pieces.

Click on a button to learn more.



In Level 1A students will continue their exploration of note reading on the grand staff, add expression using staccato, legato, crescendo, diminuendo and pedal, identify and play harmonic and melodic intervals of a 2nd, 3rd, 4th, and 5th, improve coordination, gain confidence playing “out of position,” explore mid-piece hand movement, reinforce rhythmic accuracy, gain a sense of pulse, and explore rest values.

BUY LEVEL 1A



In Level 1B students will gain an understanding of accidentals by identifying and playing notes affected by sharps and flats, reinforce note reading in C five-finger scales and G five-finger scales, explore major chords and minor chords in blocked and broken forms, improve bilateral abilities and explore mid-piece hand movements, and continue an exploration of rhythm with an introduction to eighth notes.

BUY LEVEL 1B



**DOT-TO-DOT
 PATHWAYS**

Beginning at the "A" and ending at the "B", draw a line that passes through seven note circles. In Box 1 at the bottom of the page, write the name of each note in each circle that rests on your path. Next, draw a new path and write the note names in Box 2. Finally, play one last time.

1

2

3

**DOT-TO-DOT
 PATHWAYS**

Beginning at the "A" and ending at the "B", draw a line that passes through seven note circles. In Box 1 at the bottom of the page, write the name of each note in each circle that rests on your path. Next, draw a new path and write the note names in Box 2. Finally, play one last time.

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**DOT-TO-DOT
 PATHWAYS**

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