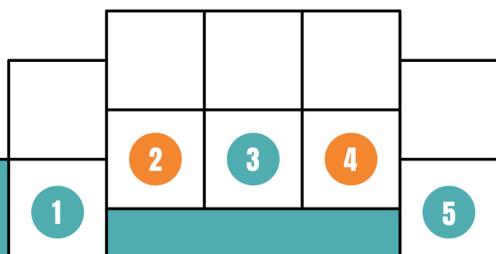
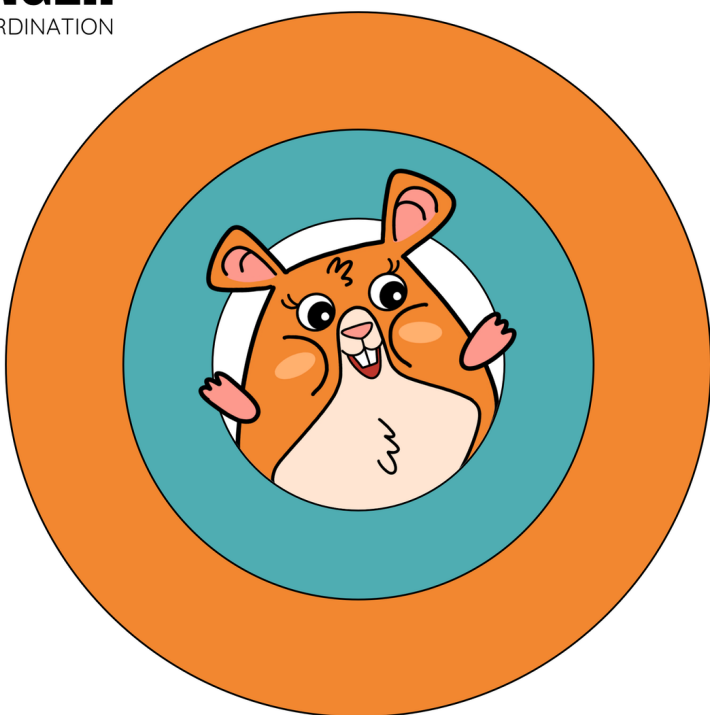


Use today's hamster-themed printable to improve finger coordination and reinforce recognition of finger numbers.

FINGER COORDINATION

FINGER COORDINATION

WUNDERKEYS



HIDE ATION



by boxes (one per box) above the colored circles.

nger numbers on the colored circles and then
n the appropriate circles.

number (1 through 5).

the finger number named in Step 3, the student
ly above, pulls the coin backward, and then flicks
s must remain planted on their colored dots.

oins have been flicked at the target. At this point
student receives 1 point for any coins touching
ns touching the green circle, and 5 points for any
the hamster. If a coin is touching two circles, the

dent's left hand.

MID-PRIMER MUSIC

Hildegard Needs A Happy Tune is jam-packed with mid-primer piano pieces, note reading games, warm-up exercises, sight reading and rhythm activities, a practice tracker, and a certificate of achievement.

The music in this book will help young students gain confidence playing stepping notes in middle C position.



AVAILABLE ON AMAZON



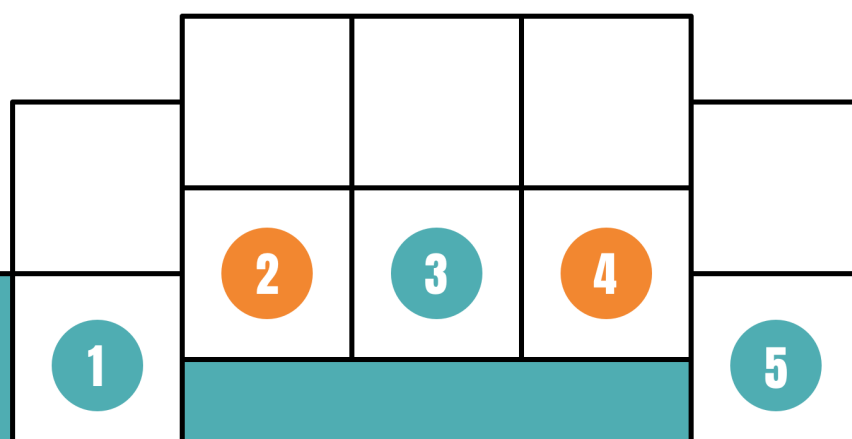
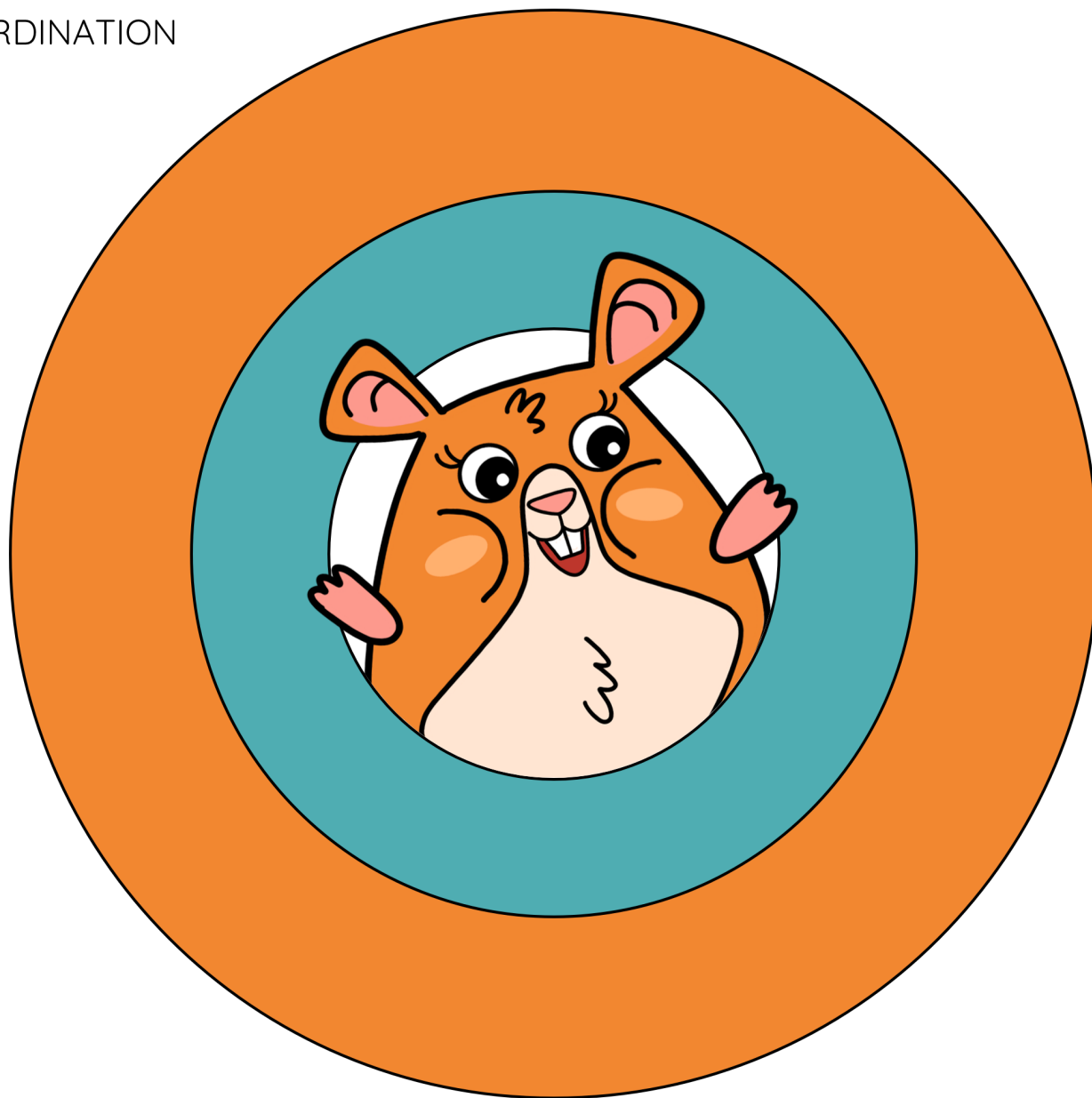
Andrea and Trevor Dow's
VERY USEFUL PIANO LIBRARY

SUPPLEMENTARY SONGS AND ACTIVITIES
FOR MID-PRIMER PIANO STUDENTS

FINGER

COORDINATION

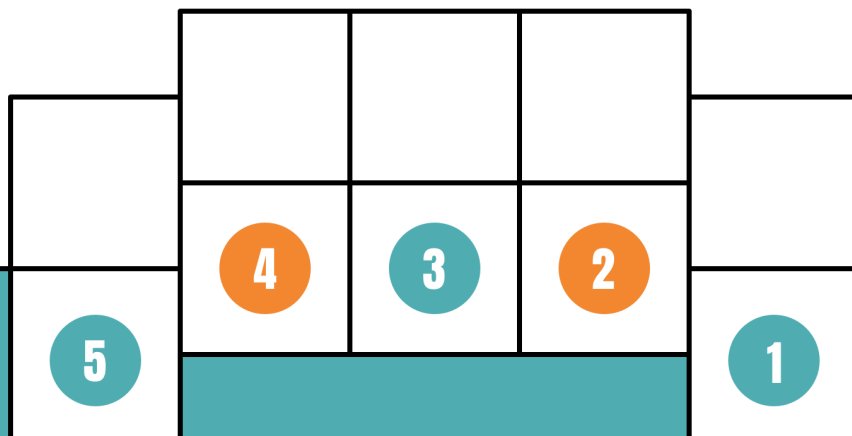
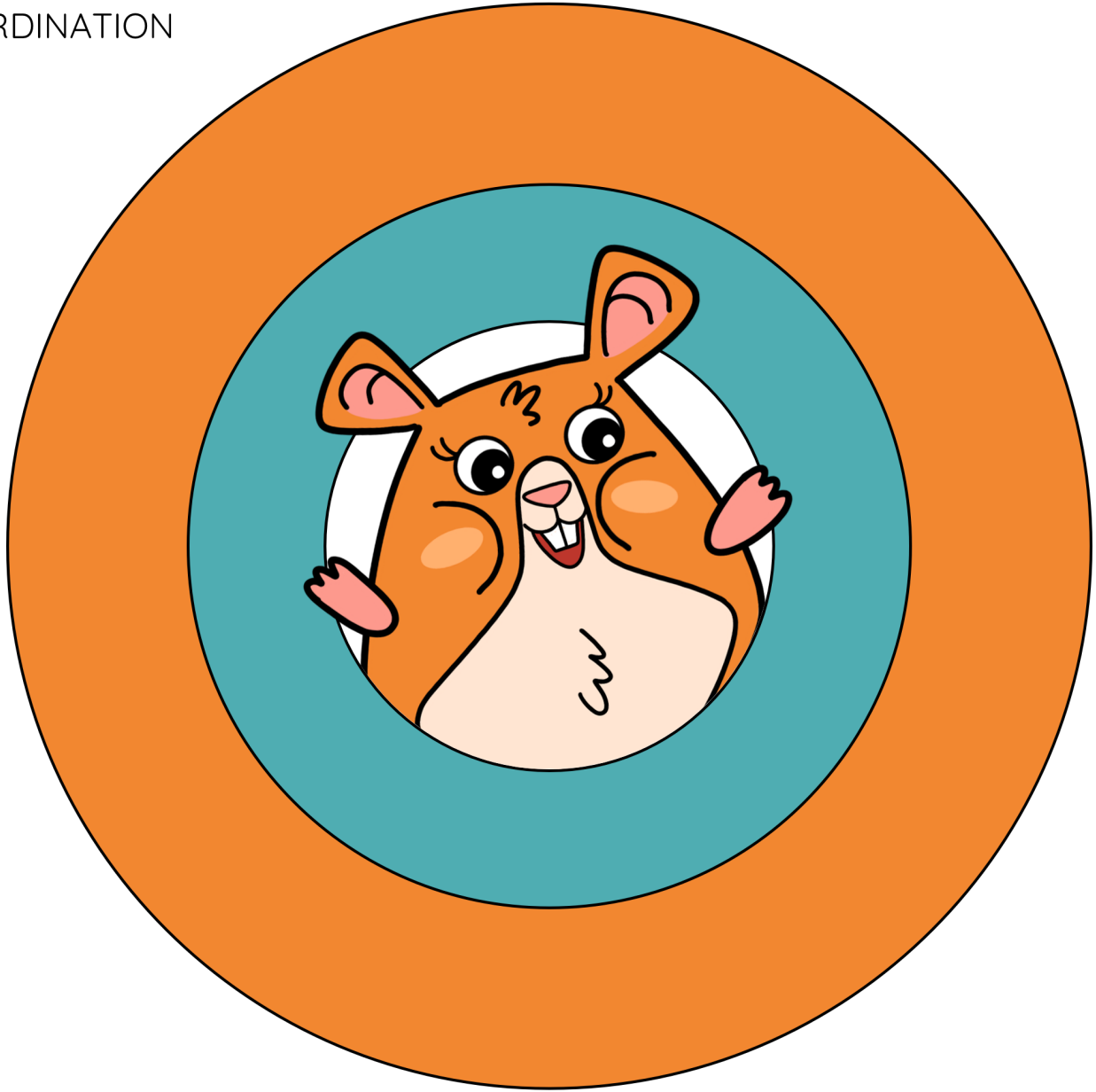
RIGHT HAND



FINGER

COORDINATION

LEFT HAND



HAMSTER SLIDE

FINGER COORDINATION



1. On the Right Hand Game Board, 5 coins should be placed in the empty boxes (one per box) above the colored circles.
2. To begin, the student examines the finger numbers on the colored circles and then places the fingers of her right hand on the appropriate circles.
3. Next, the teacher calls out any finger number (1 through 5).
4. Using the finger that corresponds to the finger number named in Step 3, the student reaches for the coin in the box directly above, pulls the coin backward, and then flicks the coin at the target. All other fingers must remain planted on their colored dots.
5. Steps 3 and 4 are repeated until all coins have been flicked at the target. At this point the student's score is calculated. The student receives 1 point for any coins touching the orange circle, 3 points for any coins touching the green circle, and 5 points for any coins touching the center circle with the hamster. If a coin is touching two circles, the lower number of points is recorded.
6. Repeat the entire game using the Left Hand Game Board.



INSTRUCTIONS