

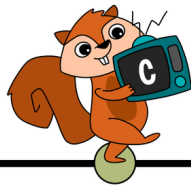
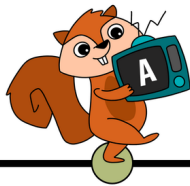
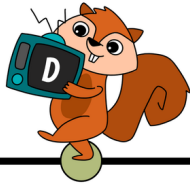
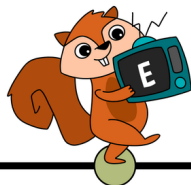
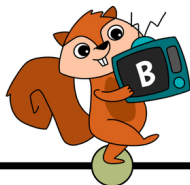


With today's activity your new primer students will have a blast building keyboard awareness.

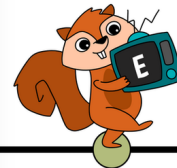
Note: This file must be printed double-sided.

KEYBOARD AWARENESS

SQUIRREL AWAY



EL AWAY



ALPHA NOTE MUSIC

Nuts For Alpha Notes is a pre-reading resource leveled for early primer students. Children using this book will build keyboard awareness while playing alpha notes in middle C position. Inside you will discover 7 piano solos with lyrics and duets, keyboard awareness games, rhythm reading practice, finger number exercises, a coloring activity, a practice tracker, and a certificate of achievement.



Andrea and Trevor Dow's
VERY USEFUL PIANO LIBRARY

V.U.
LEVEL
C

NUTS FOR ALPHA NOTES

PRE-READING SONGS AND ACTIVITIES FOR
EARLY PRIMER PIANO STUDENTS

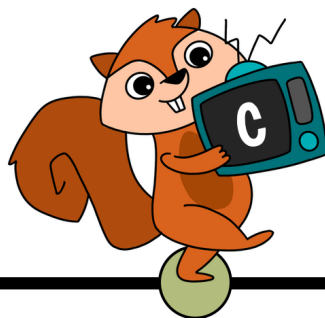
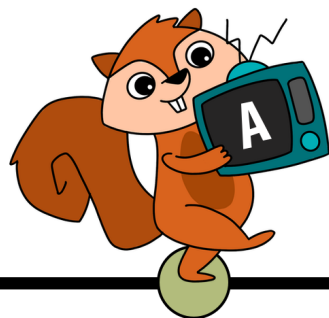
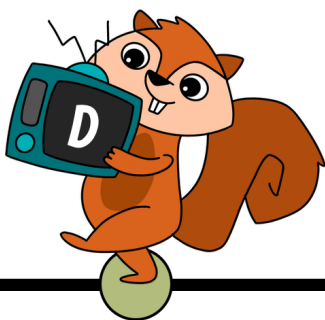
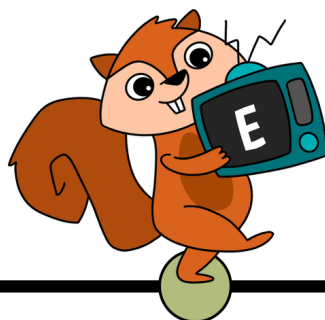
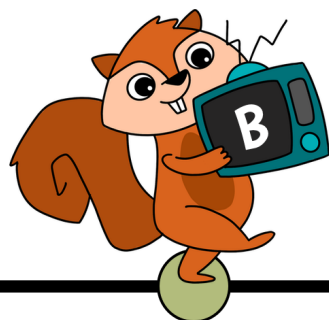
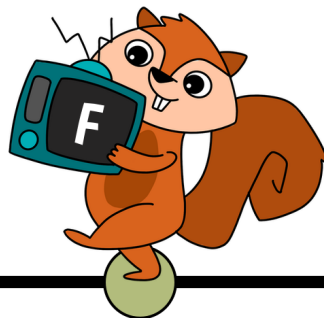
The complex block shows the book cover for 'Nuts For Alpha Notes'. It features the squirrel character, the authors' names, the 'V.U. LEVEL C' badge, and the title. Below the title is a stack of sample pages from the book, including a page titled 'WINTER' with musical notation and a 'KEYBOARD AWARENESS' page with a grid of keyboard diagrams. At the bottom, a white box contains the text 'PRE-READING SONGS AND ACTIVITIES FOR EARLY PRIMER PIANO STUDENTS'.

AVAILABLE ON AMAZON



Andrea and Trevor Dow's
VERY USEFUL PIANO LIBRARY

SQUIRREL AWAY



SQUIRREL AWAY GAME

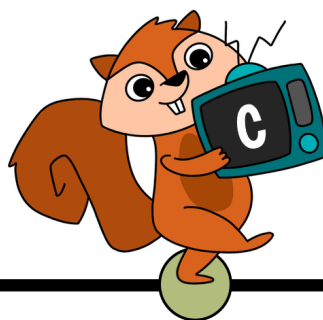
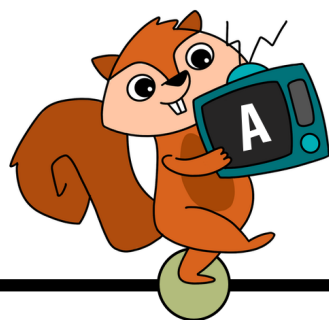
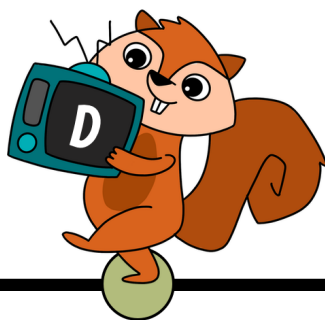
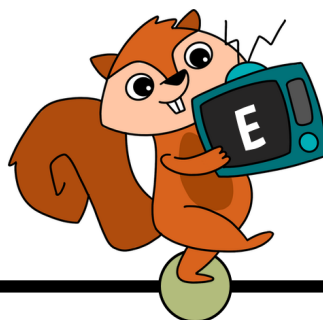
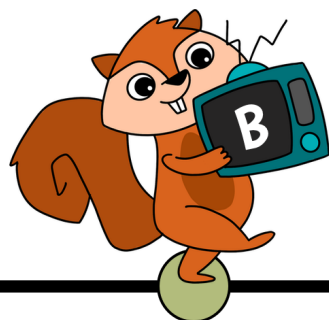


1. The student and teacher should each have a game board, a game marker, and 7 coins. On the game boards each player places one game marker over the black circle and one coin over each green circle. The deck of cards is shuffled and placed between the game boards.
2. To begin, the student removes the top card from the deck and flips it over to reveal a keyboard with a marked key. The student examines her game board and removes a coin below a squirrel that is carrying a TV displaying the corresponding key name. Note: During future turns, if the coin has already been removed the player's turn is over.
3. Next, the teacher repeats Step 2.
4. Players alternate turns until one player has removed all of the coins from her game board. At this point, the player slides her game marker along the path and to the stump, hereby winning the game.
5. If all cards have been removed from the deck before a player wins the game, the cards are shuffled again and play continues.



INSTRUCTIONS

SQUIRREL AWAY



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apply double-sided printing.

**SQUIRREL
AWAY**



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