

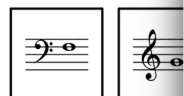
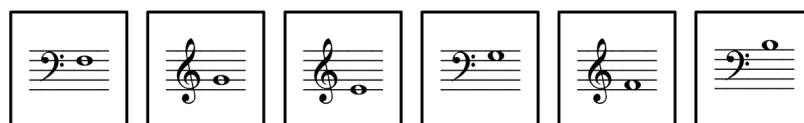


Use today's Ham-Rock Board Game to to reinforce note reading in middle C position with your mid-primer piano students.

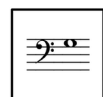
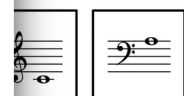
NOTE READING GAME



**HAM-ROCK
NOTE READING**



**ROCK
READING**



SET 1

A E D C

SET 1

A E D C F G B

SET 2

D C A C G E G

C G E G

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

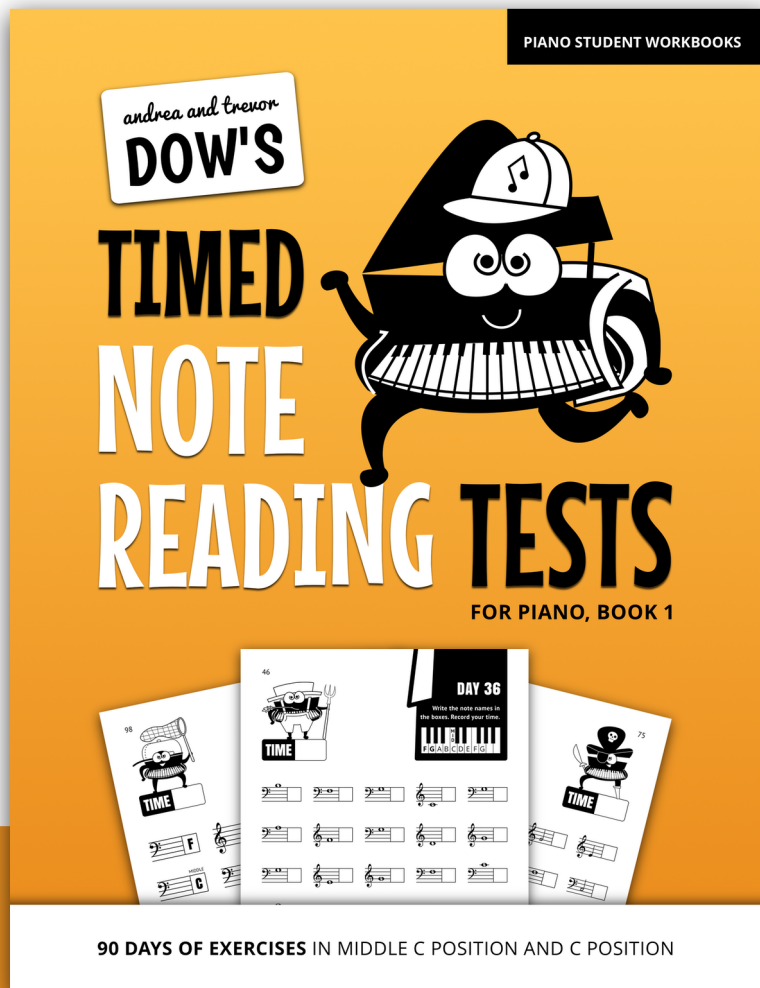
SUPPLEMENTARY SONGS AND ACTIVITIES
FOR MID-PRIMER PIANO STUDENTS

TIMED NOTE READING TESTS

There are 10,080 minutes in a week. You teach each of your piano students for only 30 of these minutes.

Do you really want to waste precious lesson minutes reviewing note reading over and over? Of course not.

Andrea and Trevor Dow's Timed Note Reading Tests For Piano, Book 1 contains 90 days of note reading exercises. Each exercise contains approximately 30 note reading questions; making it approachable for your young piano students and your teen beginners.



AVAILABLE ON AMAZON

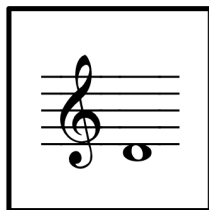
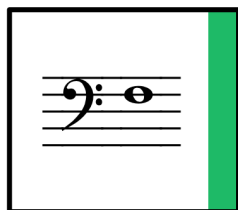
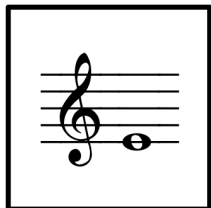
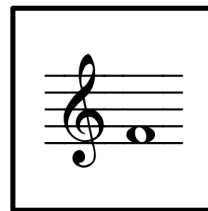
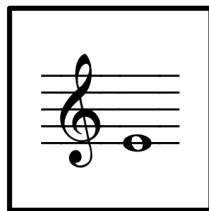
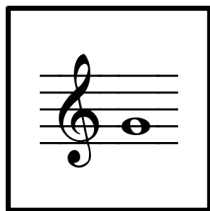
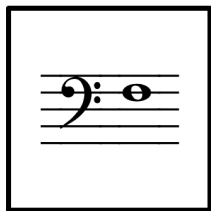
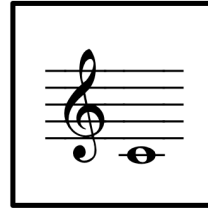
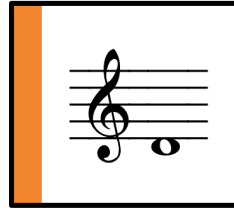
BUY NOW

Andrea and Trevor Dow's
PIANO STUDENT WORKBOOKS



HAM-ROCK

NOTE READING



SET 1

A E D C F G B

SET 2

D C A C F E G

HAM-ROCK NOTE READING



1. **Required materials:** one game board, one pencil crayon, and one die.
2. To begin, the student places the game marker on the hamster.
3. Next, the student rolls a die and moves the marker along the squares.
4. The student analyzes the game square where the marker comes to a rest and crosses out a note name in Set 1 that corresponds to the note image.
5. **Steps 3 - 4 are repeated** until the marker reaches the pot of gold (the student wins) or the game marker lands on a note image that does not have an available corresponding note name in Set 1 (the student loses).
6. Play again using the second note name set.



INSTRUCTIONS