

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' name, a 'V.U. LEVEL C' badge, and the title. Below the title is a stack of sample pages from the book, including musical notation, keyboard diagrams, and activities. 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

GAME BOARD 1

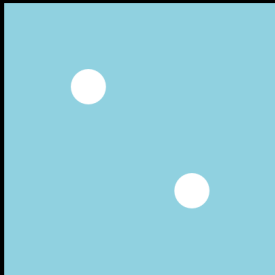
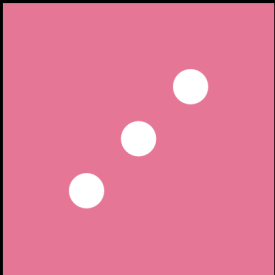
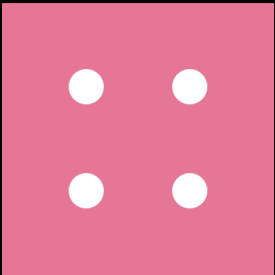
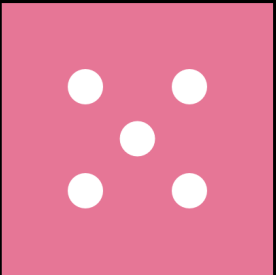
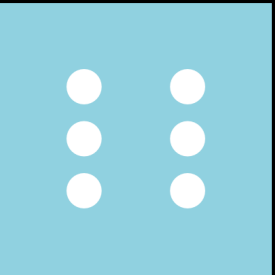
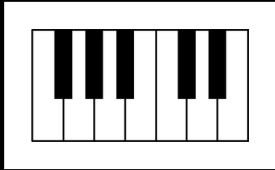
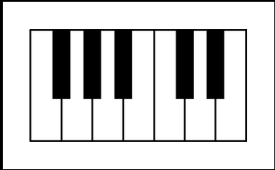
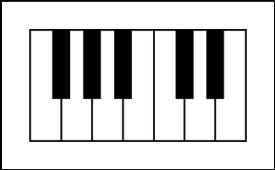
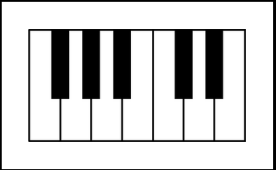
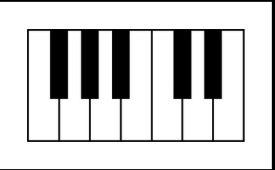
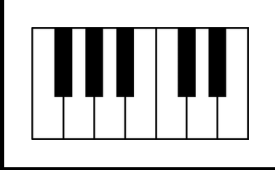
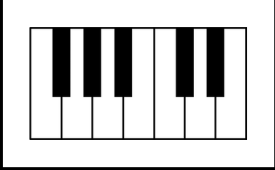
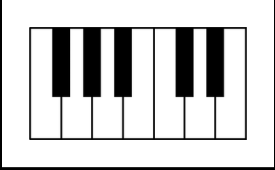
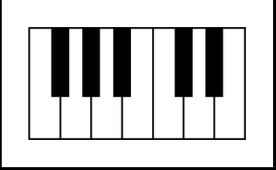
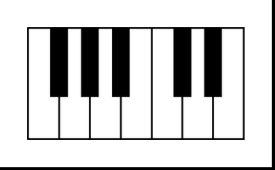
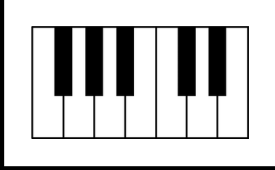
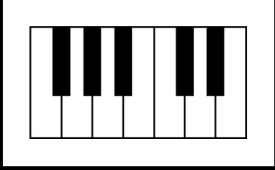
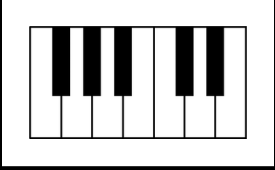
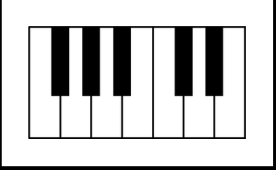
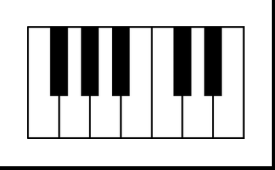
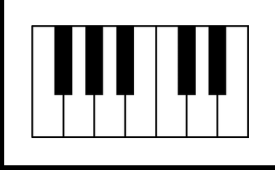
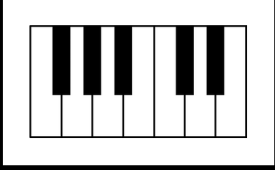
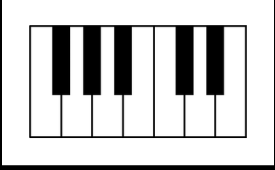
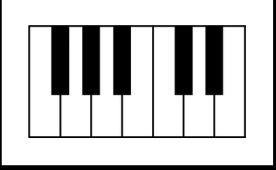
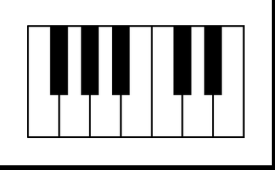
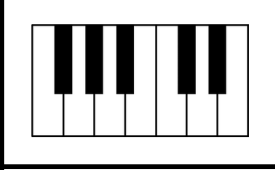
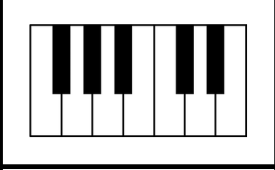
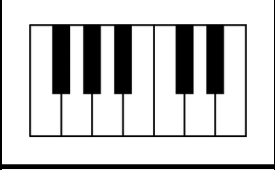
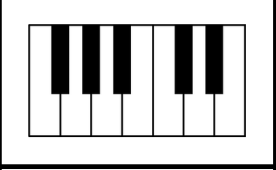
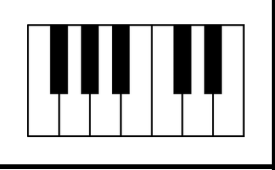
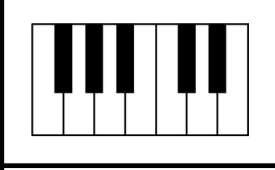
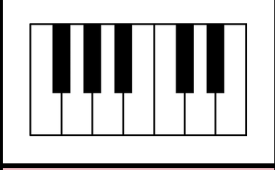
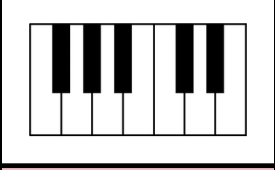
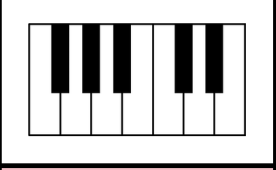
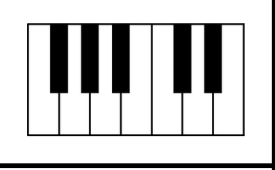
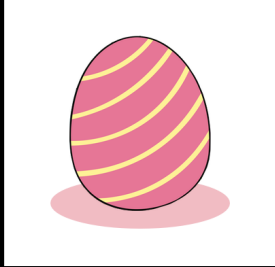



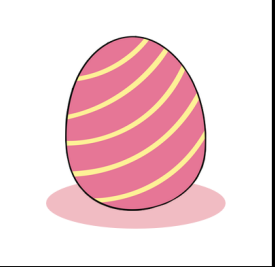
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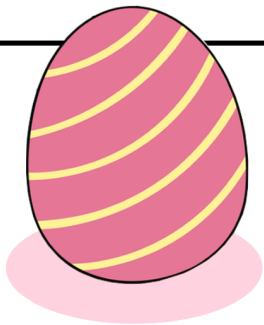
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EASTER

KEYBOARD COLORING



1. Sit at a table with the game board, a pencil crayon, and a die.
2. To begin, the student rolls the die and then locates the key name on the game board that matches the number rolled. If a “1” is rolled, the student rolls again.
3. Next, on any keyboard below the key name located in Step 2, the student colors the key that matches the key name.
4. The student repeats Steps 2 and 3 until each keyboard in a column below one key name contains a colored key.
5. If the first completed column is above a bunny, the student wins the game. If the first completed column is above an egg, the student loses the game.
6. If the student loses the game she must color the correct keys on any remaining keyboards. If the student wins the game, the teacher must color the correct keys on any remaining keyboards.



INSTRUCTIONS

GAME BOARD 2

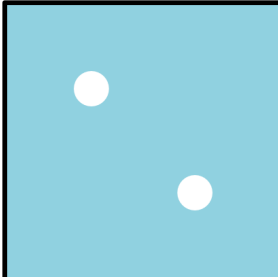
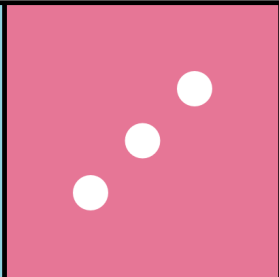
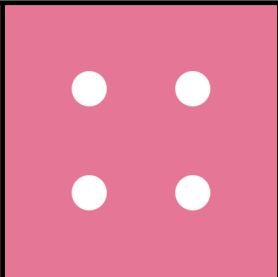
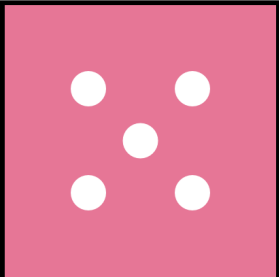
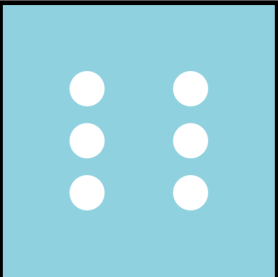
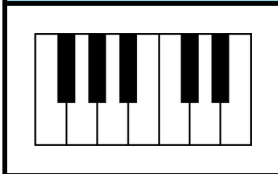
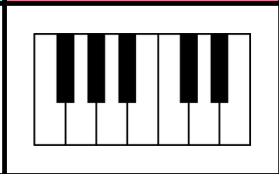
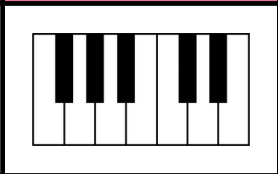
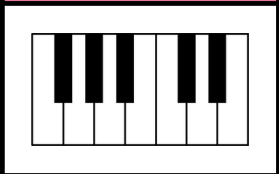
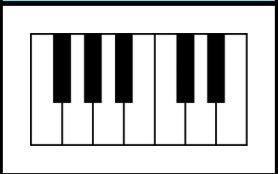
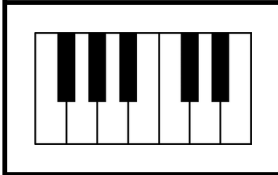
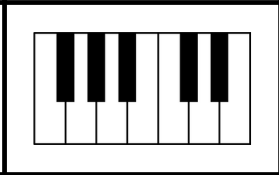
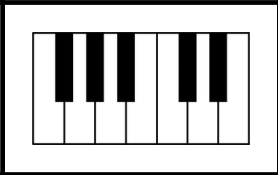
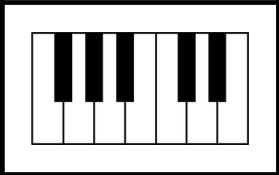
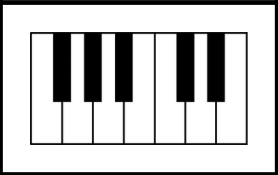
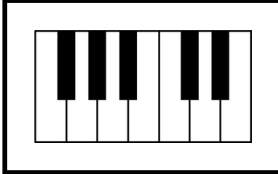
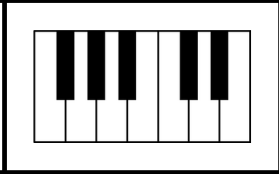
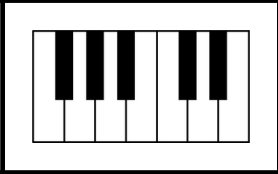
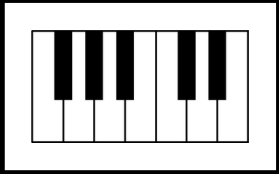
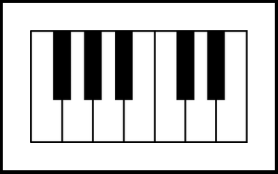
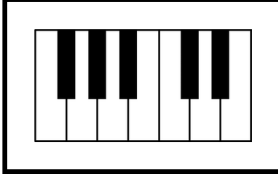
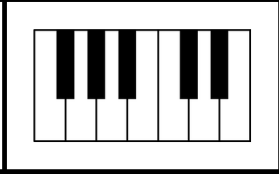
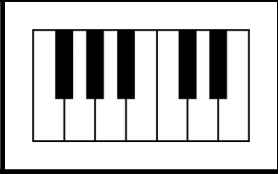
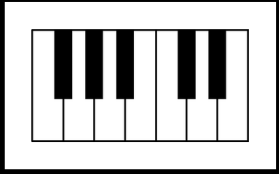
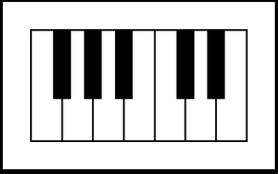
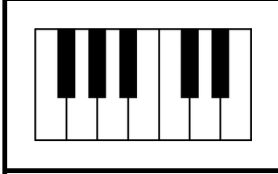
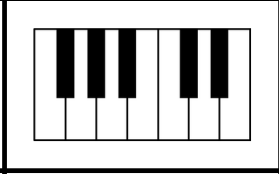
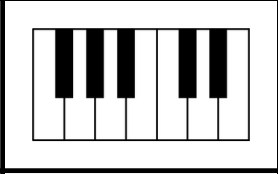
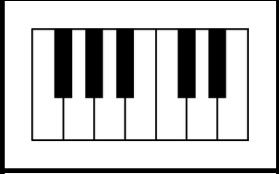
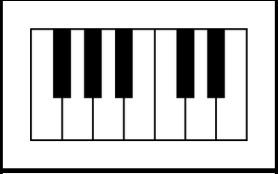
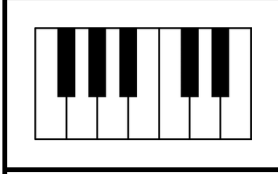
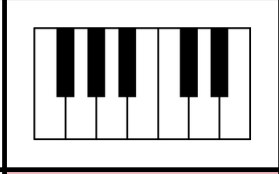
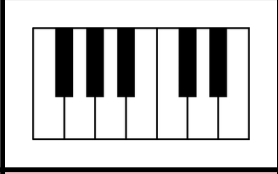
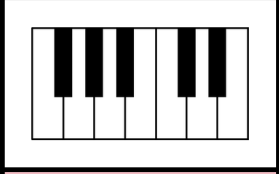
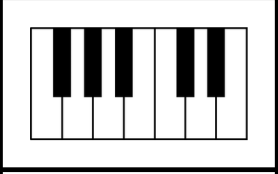
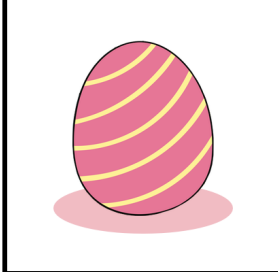



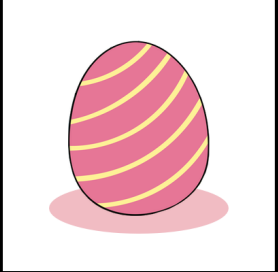
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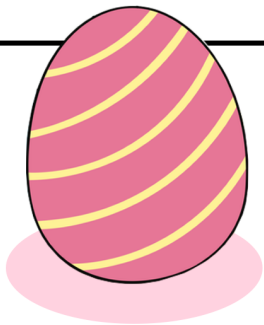
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EASTER

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INSTRUCTIONS