



Use today's Cover The Key Board Game to help intermediate students reinforce their recognition of major key signatures.

KEY SIGNATURE GAME



COVER THE KEY

See reverse for instructions.



G MAJOR	F MAJOR

G MAJOR	F MAJOR	D MAJOR	Bb MAJOR	A MAJOR	Eb MAJOR



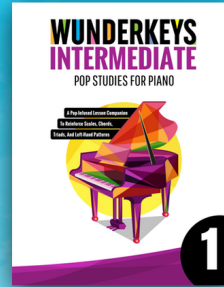
KEY

See reverse for instructions.



Intermediate Pop Studies For Piano 1 contains pop-infused studies to reinforce scales, chords, triads, and left-hand patterns in C Major, A Minor, G Major, E Minor, F Major, and D Minor.

Performance 1 supports Pop Studies 1 with piano pieces inspired by Mozart, Beethoven and more, thundering Celtic solos and original pop solos.



POP STUDIES 1



PERFORMANCE 1

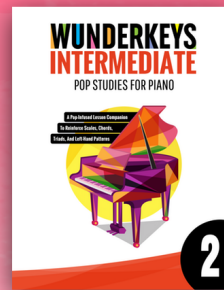
INTERMEDIATE LEVEL 1

BUY NOW

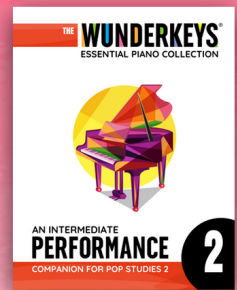
BUY NOW

Intermediate Pop Studies For Piano 2 contains pop-infused studies to reinforce scales, chords, triads, and left-hand patterns in D Major, B Minor, Bb Major, G Minor, A Major, and F# Minor.

Performance 2 supports Pop Studies 2 with piano pieces inspired by Mozart, Beethoven and more, thundering Celtic solos and original pop solos.



POP STUDIES 2



PERFORMANCE 2

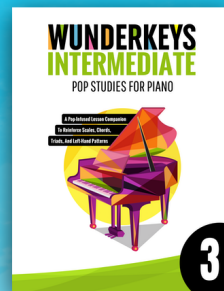
INTERMEDIATE LEVEL 2

BUY NOW

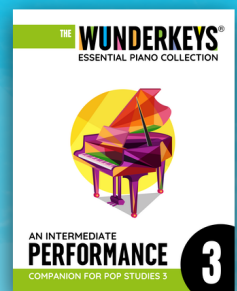
BUY NOW

Intermediate Pop Studies For Piano 3 contains pop-infused studies to reinforce scales, chords, triads, and left-hand patterns in Eb Major, C Minor, E Major, C# Minor, Ab Major, and F Minor.

Performance 3 supports Pop Studies 3 with piano pieces inspired by Mozart, Beethoven and more, thundering Celtic solos and original pop solos.



POP STUDIES 3

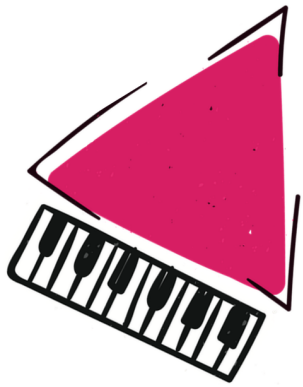


PERFORMANCE 3

INTERMEDIATE LEVEL 3

BUY NOW

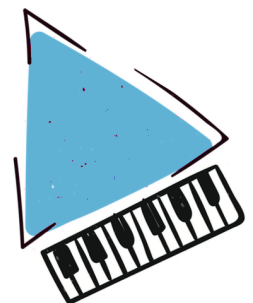
BUY NOW



COVER THE KEY

See reverse for instructions.

G MAJOR	F MAJOR	D MAJOR	Bb MAJOR	A MAJOR	Eb MAJOR





COVER THE KEY

1. 20 coins should be placed in a container beside the game board.
2. To begin, the student places three coins (heads up) over any three squares on the game board. Next, the teacher places three coins (tails up) over any three squares on the game board.
3. Either player rolls a die and then, in the legend, locates the key signature name that corresponds to the number rolled.
4. The student analyzes the game squares where her coins (heads up) were placed in Step 2. If the key signature image beneath a coin matches the key signature name selected in Step 3, she keeps the coin. Any coins that do not match are returned to the container.
5. Step 4 is repeated by the teacher.
6. After all coins are removed from the game board, Steps 2 - 5 are repeated until a player collects 10 coins and wins the game.

INSTRUCTIONS

