



Use today's board game to reinforce ledger line note reading with your intermediate level piano students.

LEDGER LINE READING

LEDGER LINE
PALETTE PLAY

A		
B		
C		
D		
E		



DICE ROLL

A																			
B																			
C																			
D																			
E																			



DICE ROLL
LEGEND

2	3	4	5	6
7	8	9	10	11

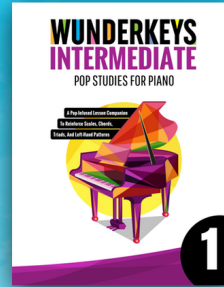
AY

5	6

10	11

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

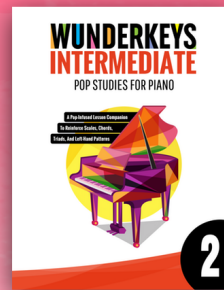
INTERMEDIATE LEVEL 1

BUY NOW

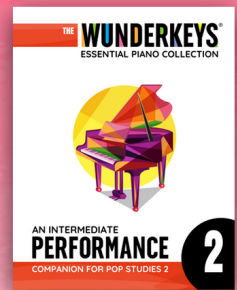
BUY NOW

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

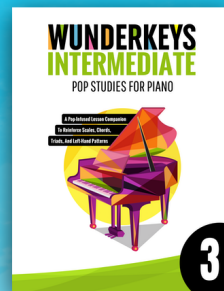
INTERMEDIATE LEVEL 2

BUY NOW

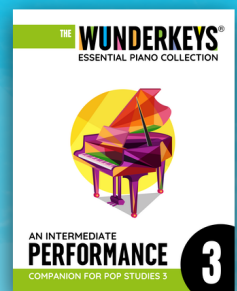
BUY NOW

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

LEDGER LINE

PALETTE PLAY

A															
B															
C															
D															
E															



2 3 4 5 6

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7 8 9 10 11

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DICE ROLL
LEGEND



LEDGER LINE PALETTE PLAY

Playing Instructions

Print the game board and instructions, and locate a timing device, two dice, and five pencil crayons that match the five colored letter boxes on the game board.

1. Start the timer.
2. Next, roll the dice and add the values (if you roll a 12, roll again).
3. In the Dice Roll Legend, locate and then name the ledger line note image that matches the number rolled in Step 2.
4. Find the colored box containing the named note in Step 3, and then color one square next to that box using a pencil crayon that matches the color of the box.
5. Repeat Steps 2 to 4 until all of the boxes in one *Note Name Row* are colored. When this occurs, stop the timer and record your time.
6. In future games, attempt to beat the time recorded in Step 5.

INSTRUCTIONS

