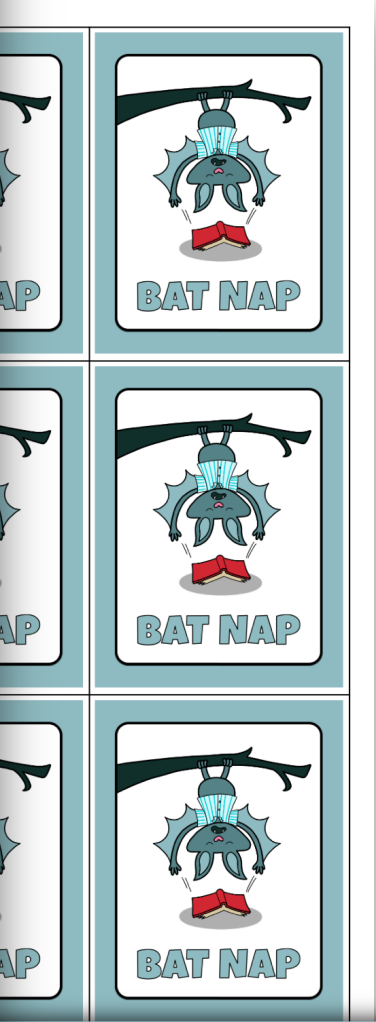
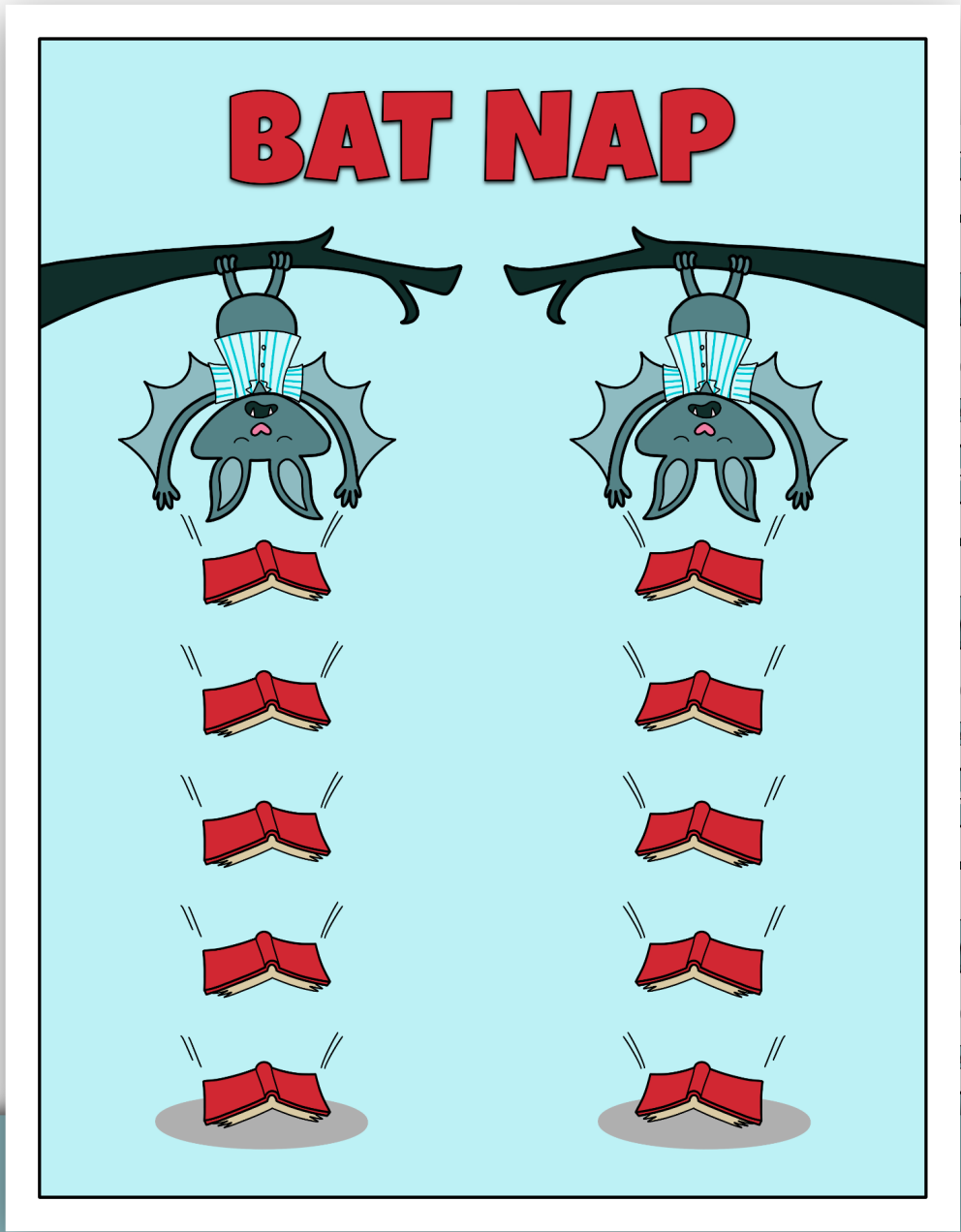


In this piano game, sleepy bats nod off and send books tumbling as players race to name notes and reach the bottom first!

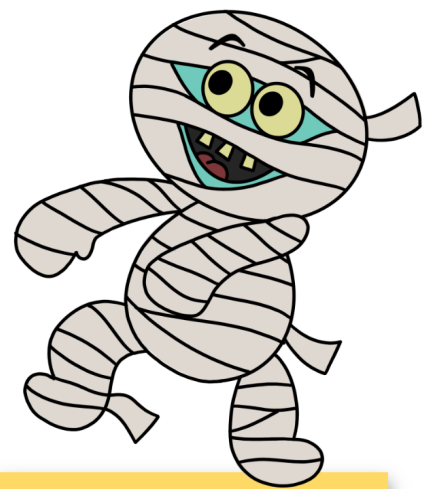
**EARLY NOTE READING**



TREAT YOUR STUDENTS

# PIANO RESOURCES FOR Halloween

Bring a little seasonal fun into your studio with our Halloween piano books. They're filled with engaging music that keeps students motivated and excited to practice.

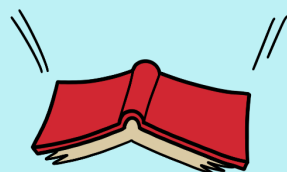
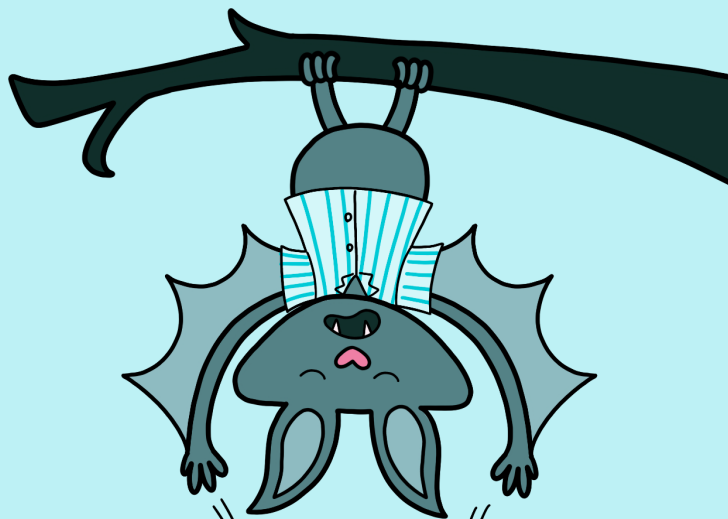
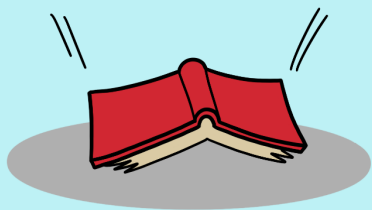
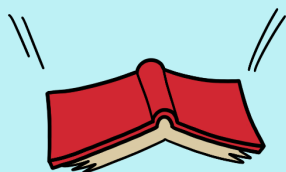
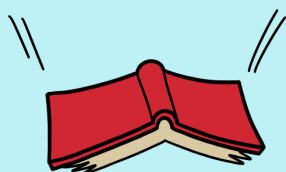
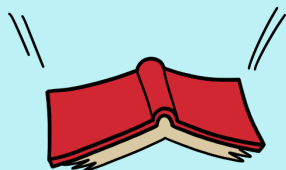
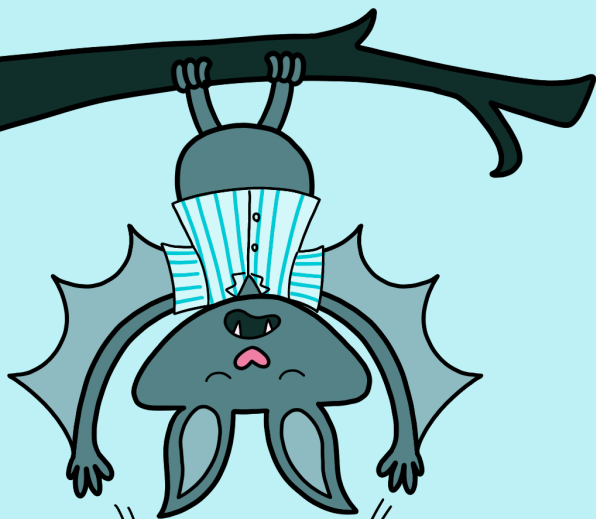


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BUY NOW

BUY NOW

# BAT NAP



# HOW TO PLAY

## Players

2 players

## Materials

- One laminated game board
- Two game markers (e.g., buttons)
- 10 coins
- 18 playing cards
- Two dice

## Game Objective

Musical Objective: To reinforce recognition of A-B-C-D-E in Middle C Position.

Game Objective: To move game markers down the book paths.

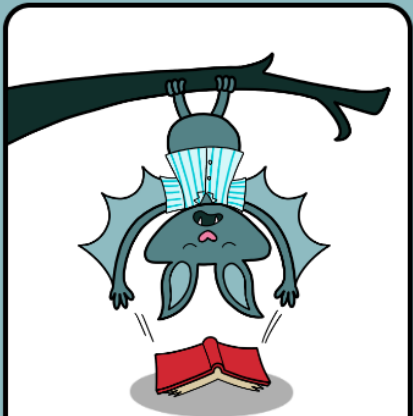
## Setting It Up

Players sit side by side with the game board placed in front of them. The deck of cards and the coins should be placed between them.

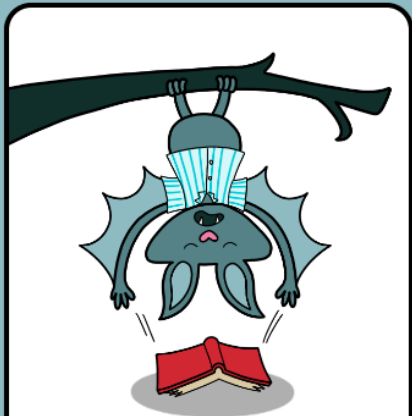
Player 1 places their game marker on a bat and Player 2 places their game marker on a bat.

## Playing the Game

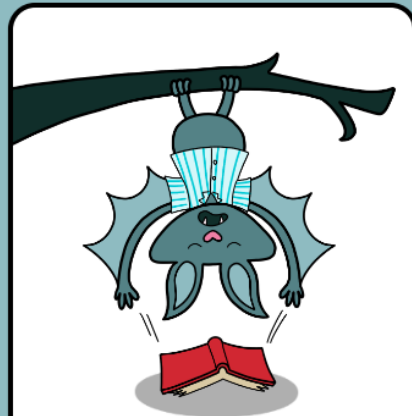
1. Either player flips over the top card of the deck to reveal a note image and a note name. At this point, the game becomes a race. Step 2 (described below for Player 1) will be performed by both players simultaneously.
2. Player 1 decides whether the note name correctly matches the note image. If it does, they roll until they get a '1.' If it does not, they roll until they get a '2.'
3. When the first player rolls the correct number, the game is paused. That player then chooses one of the following actions:
  - Move their marker one space down their book path.
  - Place a coin (blocker) directly on the next empty book square below their opponent's marker, blocking their path.
  - Remove a coin previously placed below their own marker. Note: This option is only available after the first round and only if a blocker has already been placed.
4. Players continue repeating Steps 1–3 until one player's marker reaches their final book square. That player wins the game.
5. Note: If all cards are used before the game is over, collect the discard pile, shuffle it, and continue playing.



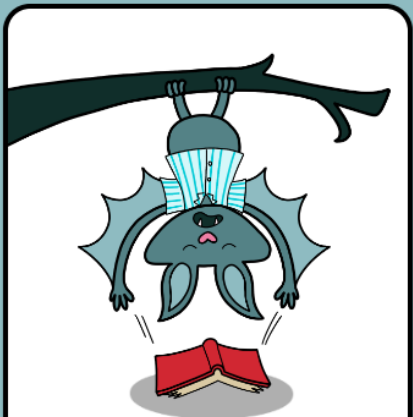
**BAT NAP**



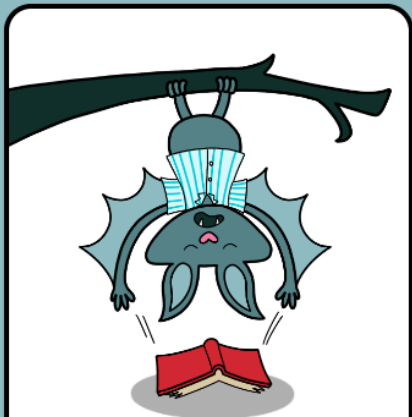
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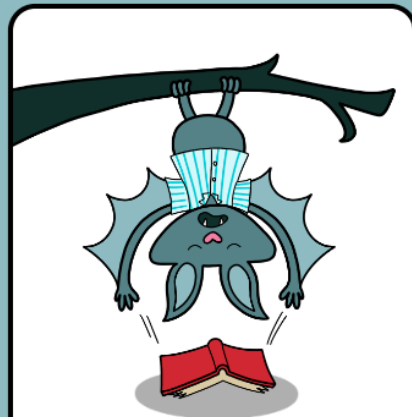
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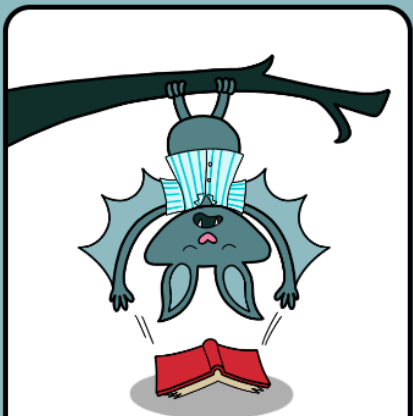
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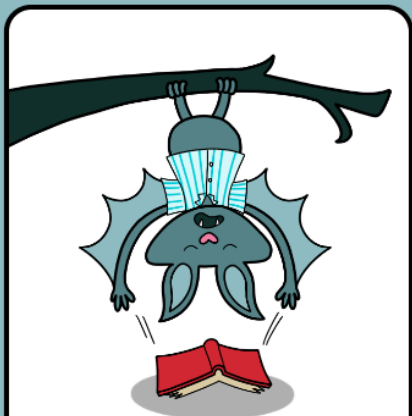
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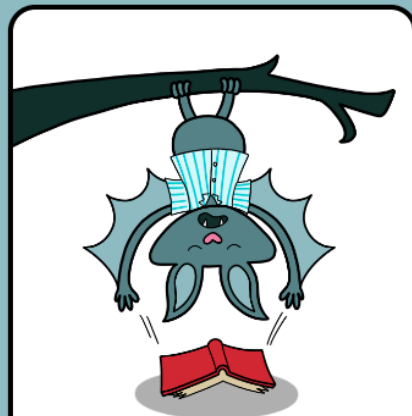
**BAT NAP**



**BAT NAP**



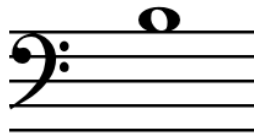
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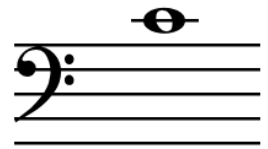
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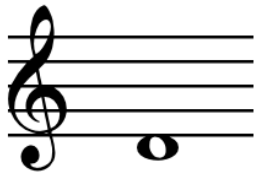
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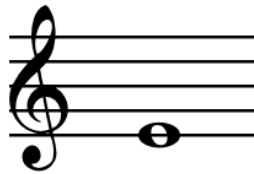
**B?**



**C?**



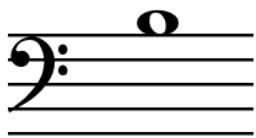
**D?**



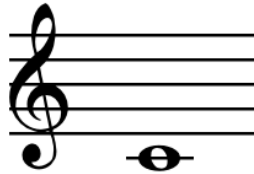
**E?**



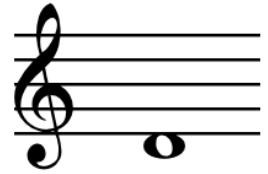
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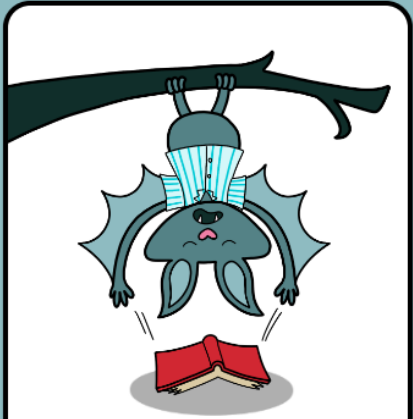
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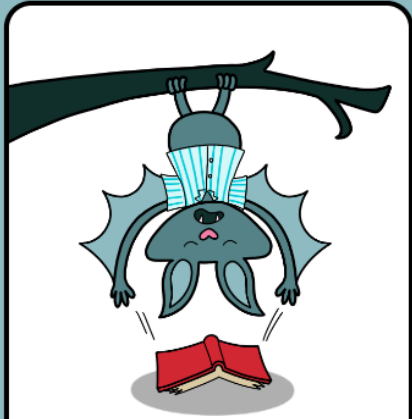
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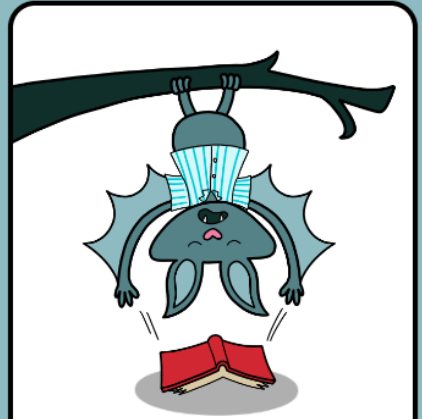
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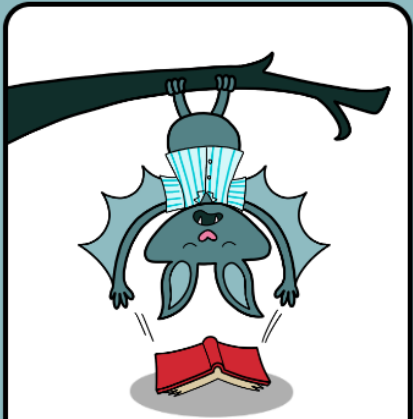
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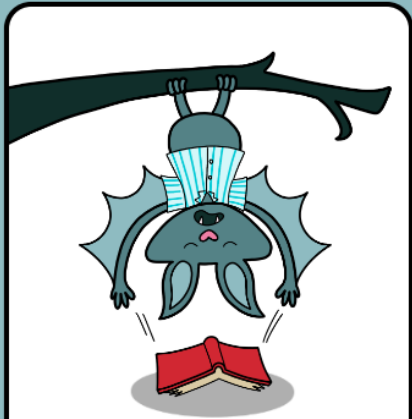
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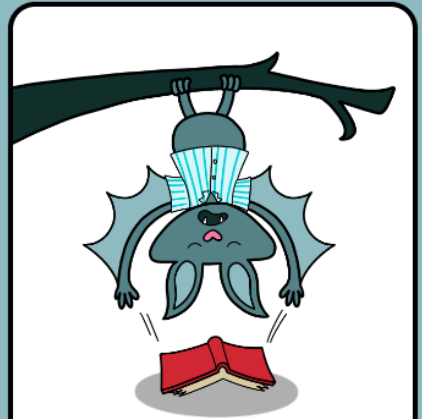
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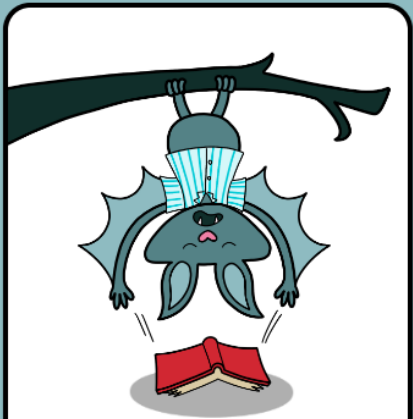
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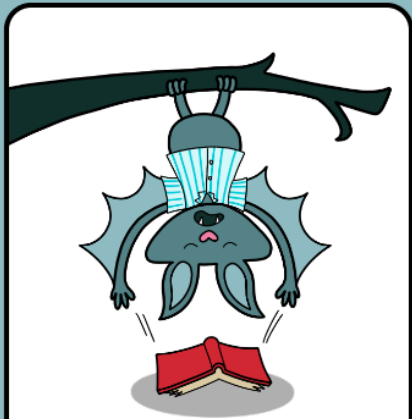
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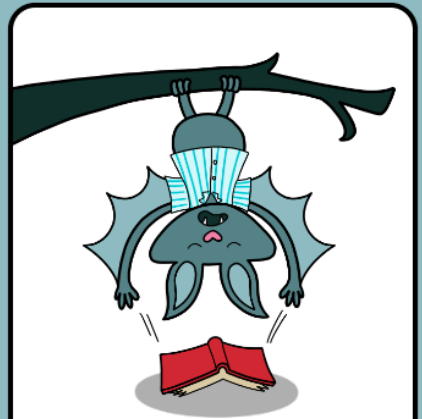
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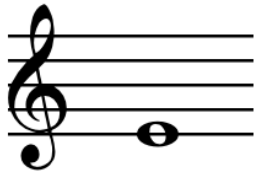
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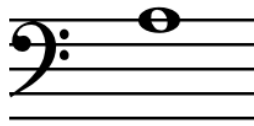
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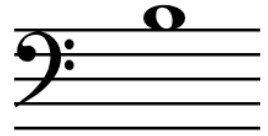
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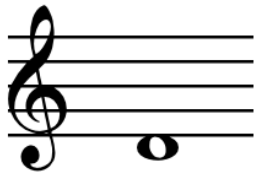
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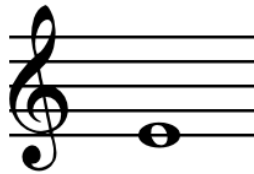
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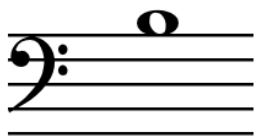
**B?**



**A?**



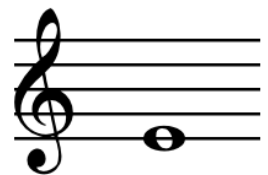
**A?**



**B?**



**E?**



**D?**