



In this piano game, students flip cards, name notes, and compete to pull off the ultimate Easter egg heist.

MIDDLE C POSITION



EASTER UPROAR

Player 1

A grid of cards for Player 1. The cards are arranged in a 3x3 grid. The top row contains three cards with letters B, F, and G. The middle row contains a card with letter E on the left, a sad rabbit in the center, and a card with letter G on the right. The bottom row contains three cards with letters G, D, and A. Each card features a cartoon chicken holding a colorful Easter egg.

A vertical stack of three cards for Player 1. Each card features a cartoon chicken holding a colorful Easter egg. The text "PLAYER 1" is printed at the bottom of each card.

HOW TO PLAY

Easter Uproar | V. U. Level F

Players

Two players

Materials

- Two laminated game boards
- 16 markers (coins)
- 18 Player 1 cards
- 18 Player 2 cards

Game Objective

Musical Objective: To reinforce recognition of notes in Middle C Position.

Game Objective: To place game markers over all note names (on the chickens).

Setting It Up

Players must first decide who will be Player 1 and who will be Player 2, then sit opposite each other. Each player should have one game board, 8 markers (coins), and 18 playing cards. Each player lays out their 18 cards face down in two rows below their game board.

Playing the Game

1. This is a fast-paced race! Steps A-D below describe Player 1's actions, but both players perform these actions at the same time.
 - A) On the word "Go!", Player 1 flips over the first card, names the note, and places a coin over the corresponding note name on the game board.

- B) Player 1 then flips the next card, names the note, and places a second coin over the correct note name.

- C) Player 1 continues flipping cards and placing coins until all 8 note names are covered.

- D) If a card corresponds to a note name that is already covered, Player 1 places that card in a discard pile and flips the next card.

2. But there's an exciting twist! Each player has two cards that say "Switch!". If a player flips over a "Switch!" card at any point during the game, that player yells "Switch!", and both players leap up, switch places (and game boards), and continue the game.
3. If a player has flipped a card but has not yet placed the coin when their opponent yells "Switch!", the card is flipped back over.
4. The first player to cover all 8 note names on the game board in front of them wins. (*Thanks to the "Switch!" cards, the winning board may not be the one a player started with!*)

THE NEW PRIMER 1

We've taken everything you loved about the original book and made it even better! Here's what's new in the 2nd Edition:

Almost twice as much music: Yep, 1.74 times more measures to keep students progressing!

Fresh pre-reading notation and illustrations: Units 1-4 have a polished, updated look.

Page numbers and unit numbers: No more hunting for pages.

Updated illustrations and visuals.



STORY-BASED • REPERTOIRE • DUETS • ACTIVITIES • EXERCISES

WUNDERKEYS®

PRIMER PIANO BOOK ONE



2nd Edition

ANDREA & TREVOR DOW

AVAILABLE ON AMAZON

BUY NOW

Andrea and Trevor Dow's
VERY USEFUL PIANO LIBRARY

This page has been left blank for teachers wishing to
apply double-sided printing.



EASTER UPROAR

Player 1



This page has been left blank for teachers wishing to
apply double-sided printing.



EASTER UPROAR

Player 2



This page has been left blank for teachers wishing to
apply double-sided printing.



PLAYER 1



PLAYER 1



PLAYER 1



PLAYER 1



PLAYER 1



PLAYER 1



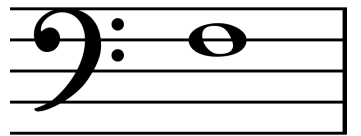
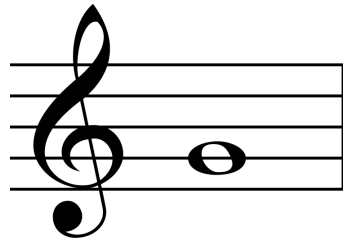
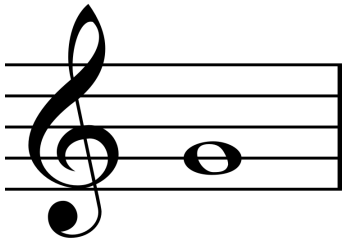
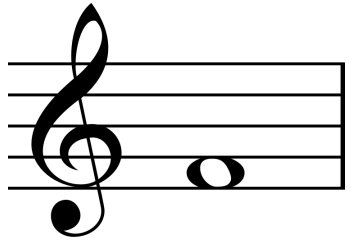
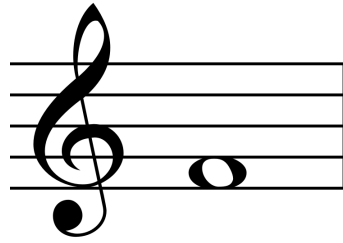
PLAYER 1



PLAYER 1



PLAYER 1





PLAYER 1



PLAYER 1



PLAYER 1



PLAYER 1



PLAYER 1



PLAYER 1



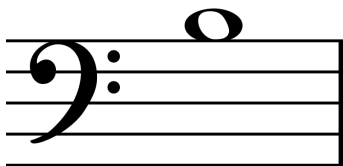
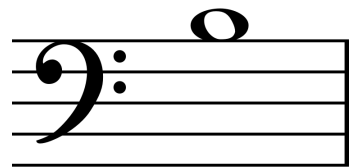
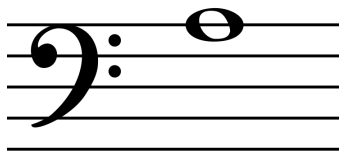
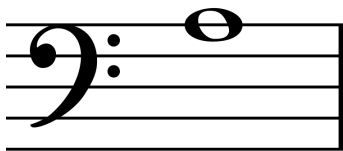
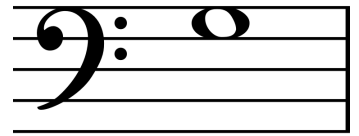
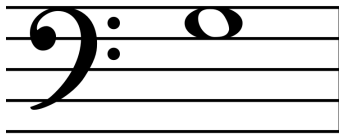
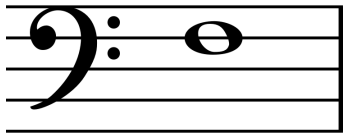
PLAYER 1



PLAYER 1



PLAYER 1



SWITCH!

SWITCH!



PLAYER 2



PLAYER 2



PLAYER 2



PLAYER 2



PLAYER 2



PLAYER 2



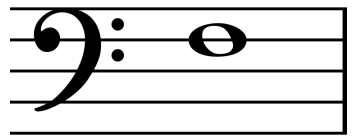
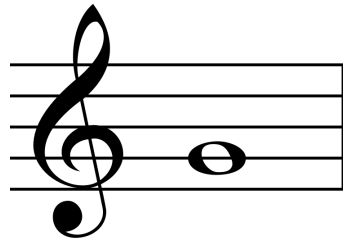
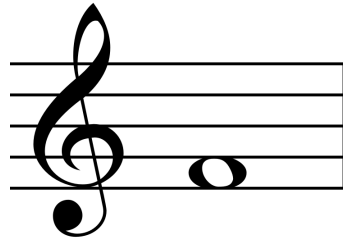
PLAYER 2



PLAYER 2



PLAYER 2





PLAYER 2



PLAYER 2



PLAYER 2



PLAYER 2



PLAYER 2



PLAYER 2



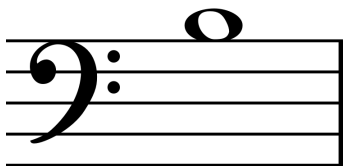
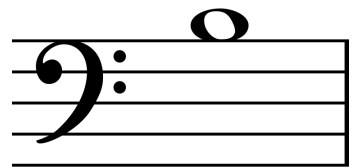
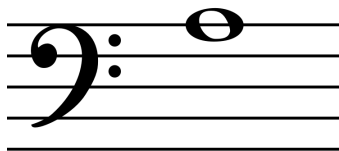
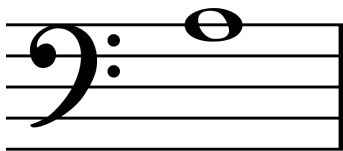
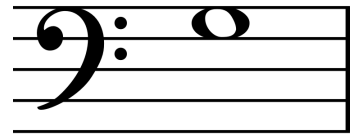
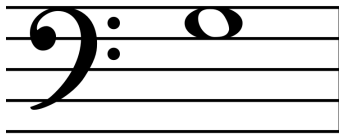
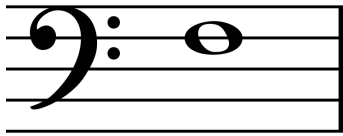
PLAYER 2



PLAYER 2



PLAYER 2



SWITCH!

SWITCH!