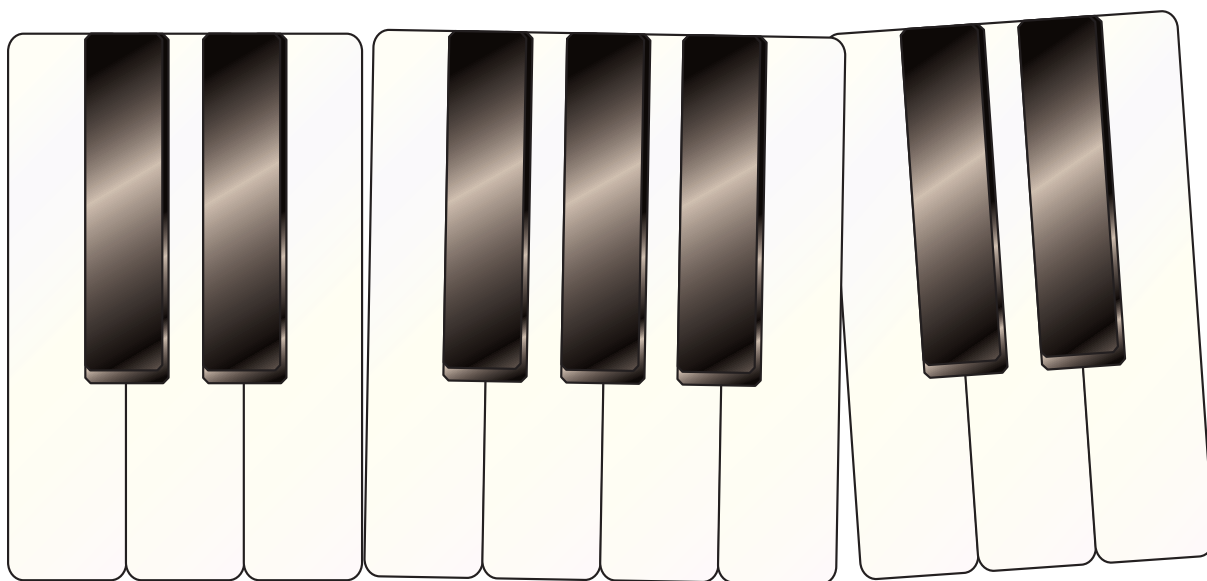
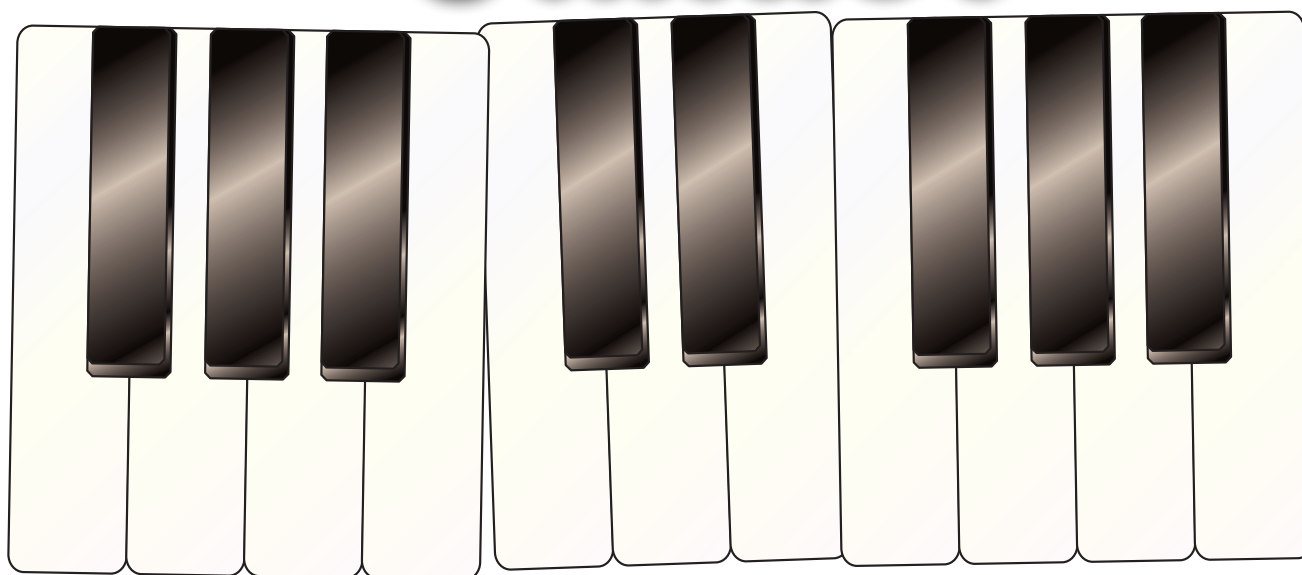


CONCEPTS COVERED: Keyboard geography

STUDENT LEVEL: Newbie



Keyboard Builder



Keyboard Builder

HOW TO USE

- Sit on the floor facing your student.
- Hold up a group of two black keys and three black keys and ask them which they would like to start with.
- Place this card down, then ask which goes next.
- Help them as much as you need to until the keyboard is assembled with the cards in a row on the floor.
- Over several lessons they may be able to do this independently.
- Combine this activity with the *Dogs and Gates* (also in the VMT Library) to extend the activity and for more reinforcement of these groups.

ASSEMBLY

To assemble this game:

- Print the keyboard cards (pages 3-7).
- Cut along the dotted lines.
- Laminate if desired.

LEARNING OBJECTIVES

Keyboard Builder is a great activity to use in preschool and young beginner lesson to help them grasp the pattern of the black keys on the piano.

This game is the perfect complement to the [Thinking Theory Books](#) and the Thinking Theory flipped learning videos which you can find on YouTube.

