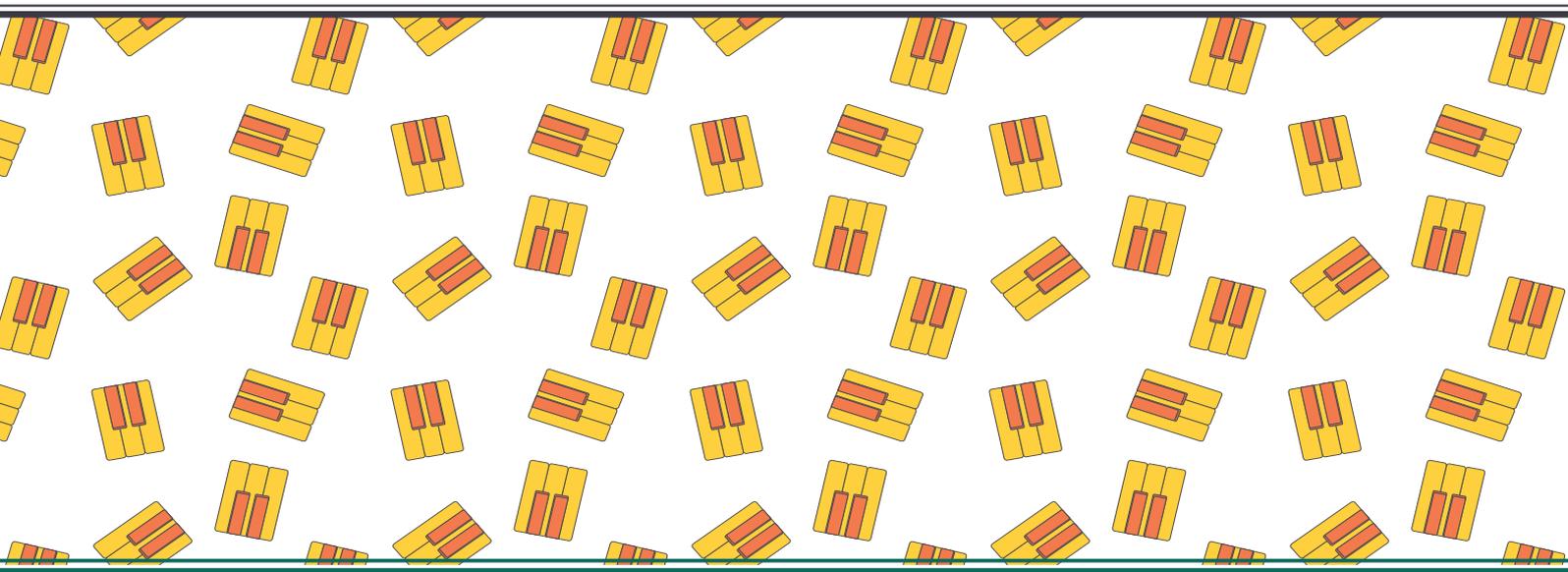




CONCEPTS COVERED: Piano keys

STUDENT LEVEL: Newbie



KEY

CLAMBER

KEY CLAMBER

HOW TO PLAY

- Choose to play with the C-D-E die or the F-G-A-B die.
- Place a game counter for each player at the lower end of the keyboard.
- Each player takes a turn to roll the die and jump forward to the next key with that letter name.
- The winner in the C-D-E version is the first to reach the top C on the piano.
- The winner in the F-G-A-B is the first to reach the top B on the piano.

ASSEMBLY

To assemble this game:

- Print out the letter dice (pages 3-4). Cut along the dotted black lines and then fold/crease along the gray lines.
- Fold the dice into shape and stick the tabs in place using double-sided tape or glue.
- Print out the paper keyboard (pages 5-6). You may wish to skip this if you have another paper or fabric keyboard you can use instead.
- Cut along the lines and tape the keyboard together (leave a little space between pages so that it will fold nicely to store away).
- You will also need a game token (eraser, button, paper-clip) for each player.

LEARNING OBJECTIVES

Key Clamber provides extra practice with piano key names, using the groups of black keys. Without this extra reinforcement many young students continue to count up from C for every key so this game and others like it can accelerate their keyboard navigation.

