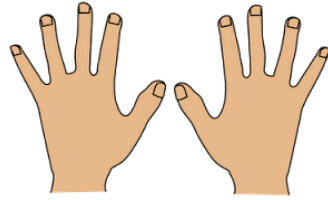


SOS TEACHING TIP

WRISTS UP GETS THE PRIZE GAME



Purpose: To encourage good wrist and hand posture at the keyboard in a fun way. The coin will only stay on the wrist if the wrist stays flat as the piano is played.

You need:

A student, at the piano keyboard. Ready to play a scale or a short easy piece.

A Nickel or coin



(A nickel is a good choice; it's thick and won't fall between the keys.)

*A prize (if you give a prize each time, keep it small, a balloon, or small candy) or a tally sheet to earn a future reward and a stamp or small stickers. (See download) (*5 tally's for a pencil or a fun size candy for example.)*



To Play:

Place a nickel or coin on the student's wrist. See if they can play a scale or simple piece without the coin falling off. Start with short simple music to engage interest and success. Give the student several tries at first and be encouraging. Reward the student for success and keep a tally if desired.





Wrists up for the Prize Tally Sheet

Name _____



<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>



Wrists up for the Prize Tally Sheet

Name _____



<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>