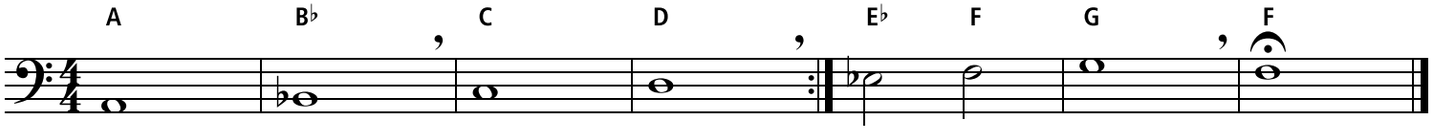
Level 1: Sound Review

DVD Please view the DVD for helpful information about practice and performance skills, refer to the glossary for any terms you may not remember from Book 1, and listen to track 1 on the CD for your tuning note.

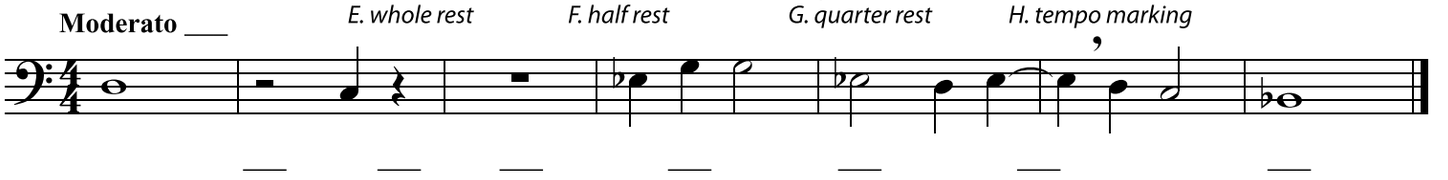
2 A NEW BEGINNING—*Play these notes you already know. Refer to the fingering chart if you need help. Name the key. Point to the following:*

- *bass clef*
- *fermata*
- *a measure*
- *a breath mark*
- *repeat sign*
- *time signature*
- *a bar line*
- *final bar line*
- *a whole note*
- *a half note*



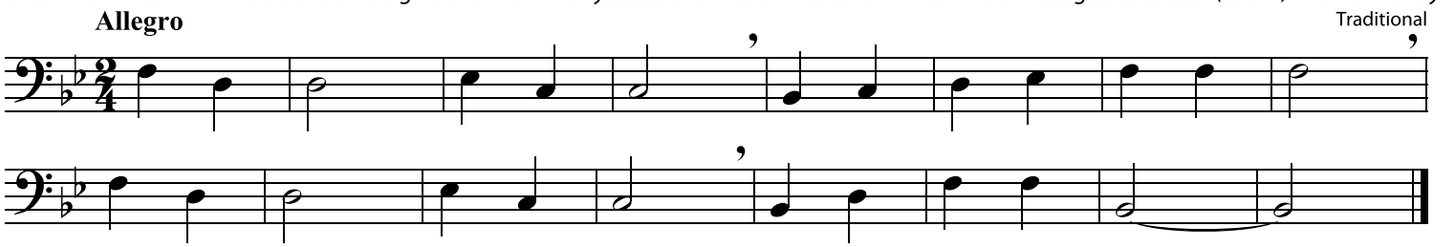
3 FAMILIAR PLACES—*Place the corresponding letter in the space nearest the appropriate note or symbol:*

A. whole note *B. half note* *C. quarter note* *D. tie*
E. whole rest *F. half rest* *G. quarter rest* *H. tempo marking*

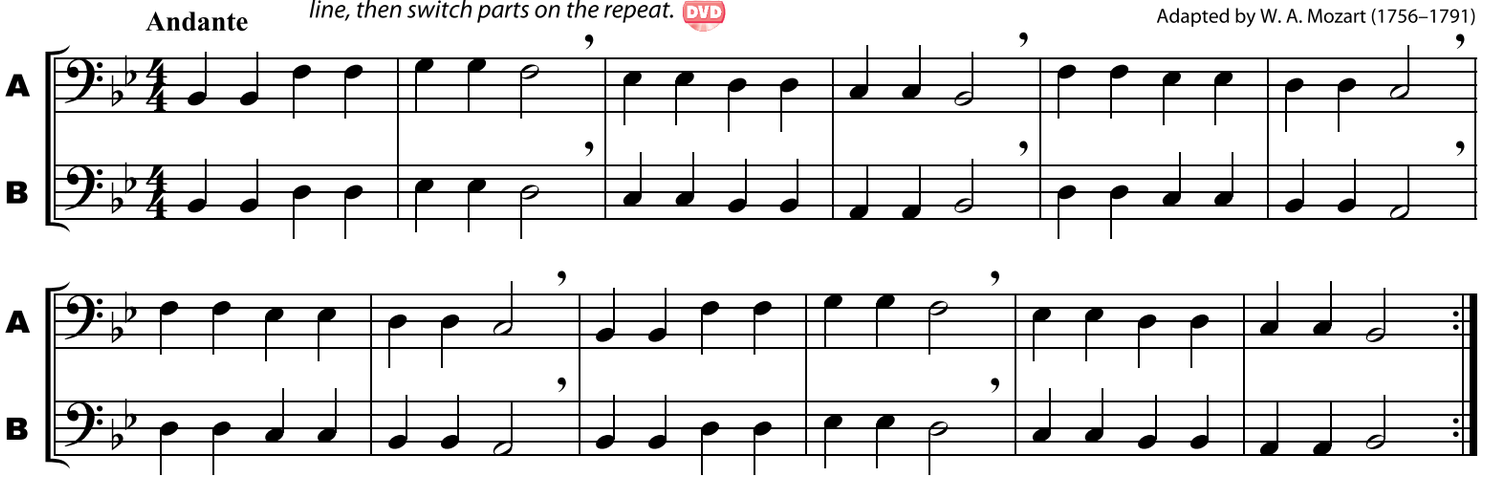


___ ___ ___ ___ ___ ___ ___

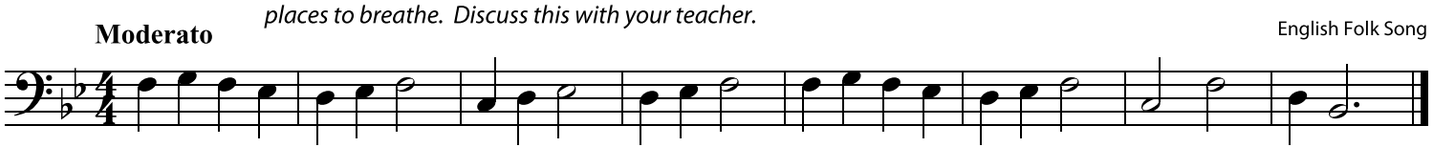
4 LIGHTLY ROW—*What is the time signature? How many beats are in each measure? What kind of note gets one beat (count)? Name the key.*



5 STARLIGHT DUET—*What is a duet? Can you name the piece on which this duet is based? Choose to play either the top line or the bottom line, then switch parts on the repeat.* DVD

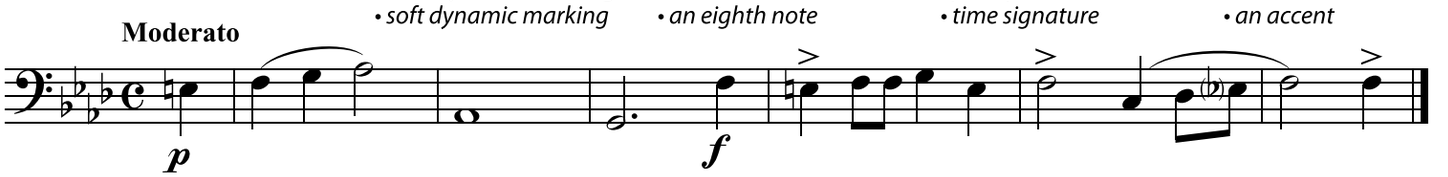


6 LONDON BRIDGE—*Clap the rhythm as you count the beats, then sing the piece before you play. As in book 1, you can determine appropriate places to breathe. Discuss this with your teacher.*



7 A MINOR ADJUSTMENT—*Play these notes you already know. Refer to the fingering chart if you need help. Notice the key signature. Point to the following:*

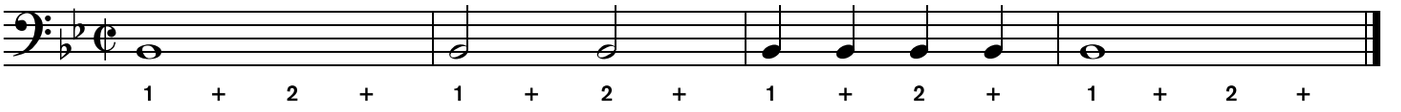
- *loud dynamic marking*
- *soft dynamic marking*
- *dotted half note*
- *an eighth note*
- *pickup note*
- *time signature*
- *a slur*
- *an accent*



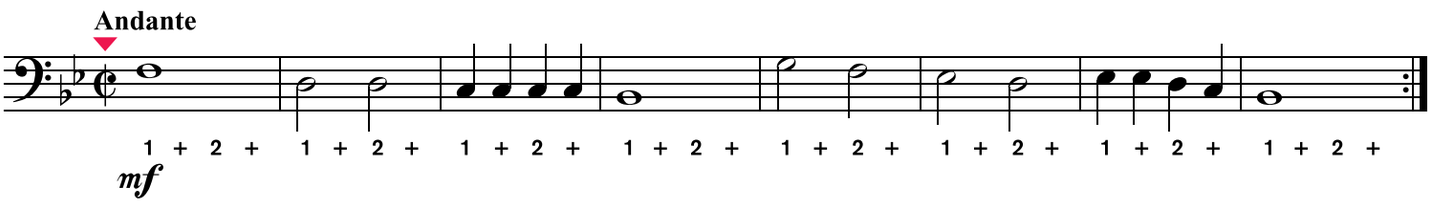
Level 2: Sound Fundamentals

CUT TIME is a meter in which there are two beats per measure and the half note receives one beat. Cut time is also called **ALLA BREVE**.

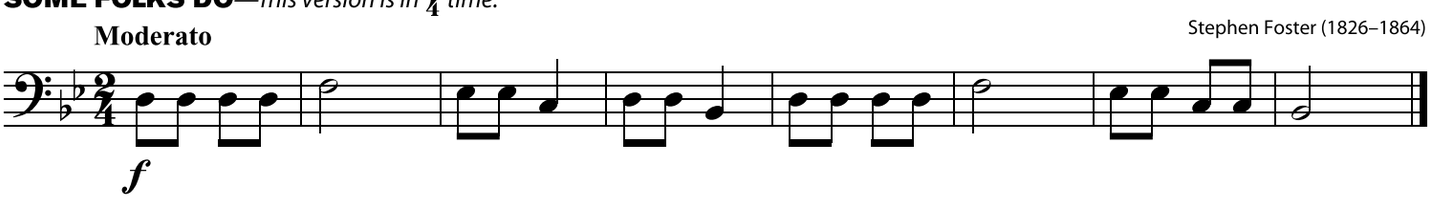
¢ = $\frac{2}{2}$ = Two beats (counts) per measure.
= A half note receives one beat (count).



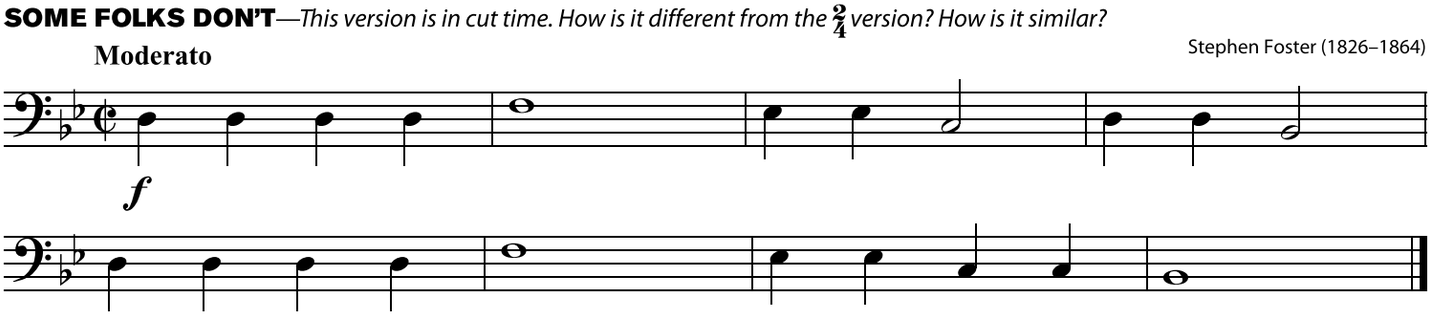
51 **MAKING THE CUT**—*Clap and count before you play.*



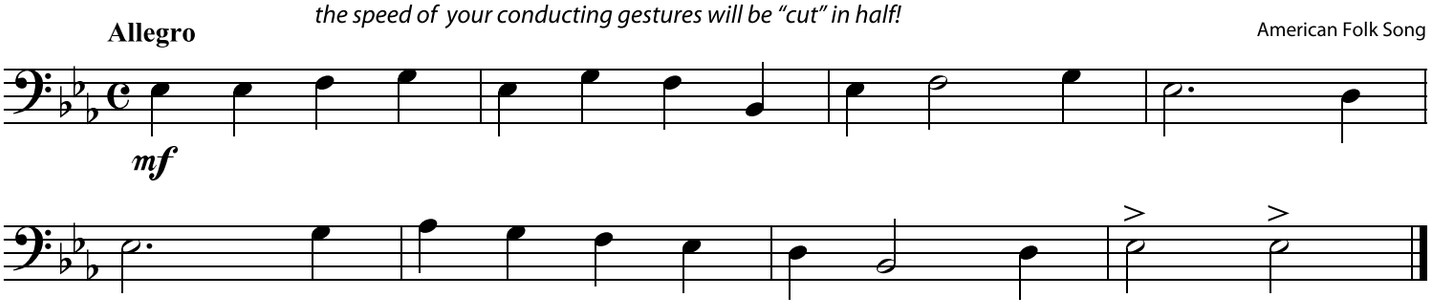
52 **SOME FOLKS DO**—*This version is in* $\frac{2}{4}$ *time.*



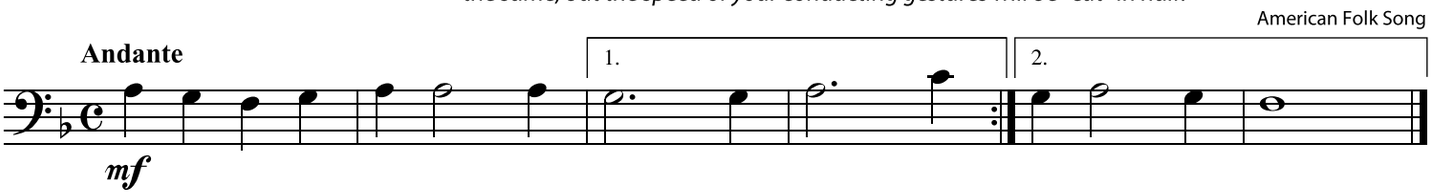
53 **SOME FOLKS DON'T**—*This version is in cut time. How is it different from the* $\frac{2}{4}$ *version? How is it similar?*



54 **DOO-DLE IN TWO-DLE**—*Play and conduct* Yankee Doodle *in common time, then change the meter to cut time by drawing a vertical line through the* C (¢). *Now play and conduct in "two" (cut time). Both versions should sound exactly the same, but the speed of your conducting gestures will be "cut" in half!*

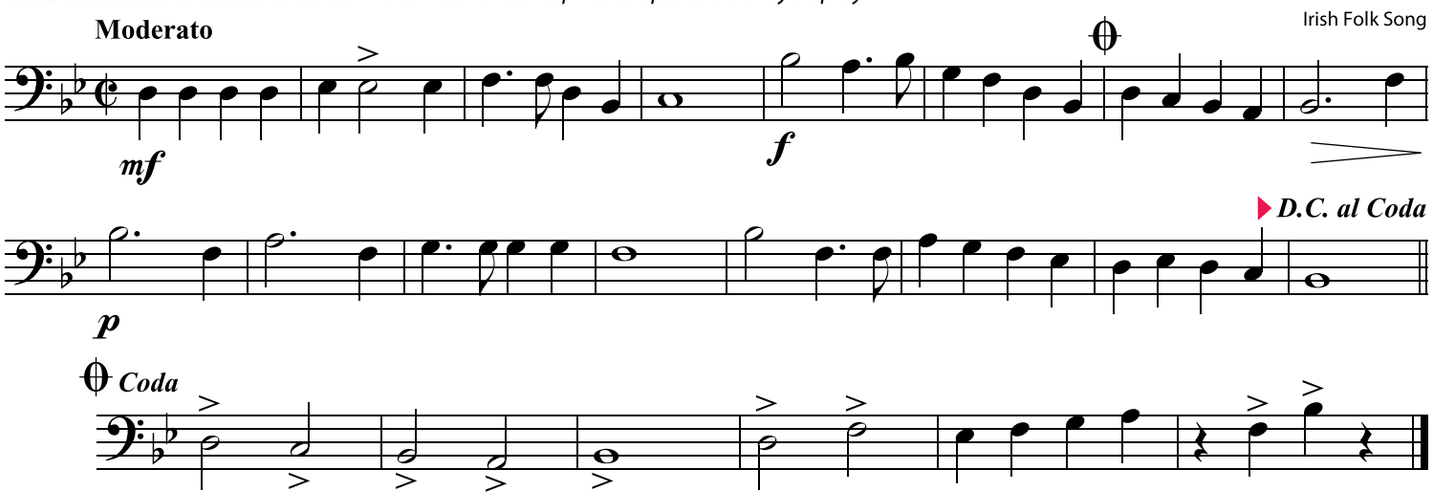


55 **MERRILY, THIS IS HOW WE ROLL**—*Play and conduct in common time, then change the meter to cut time by drawing a vertical line through the* C (¢). *Now play and conduct in "two" (cut time). Both versions should sound exactly the same, but the speed of your conducting gestures will be "cut" in half!*



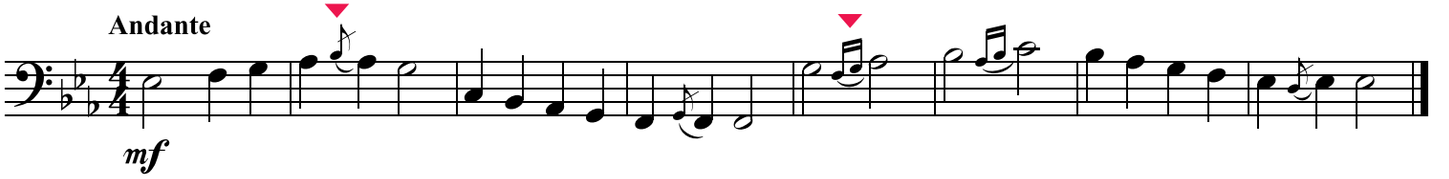
D.C. AL CODA means to repeat from the beginning (*da capo* or "head") and then play the *coda* (the "tail") where indicated.

158 **THE IRISH JAUNTING CAR**—*Trace the "roadmap" of the piece before you play.*

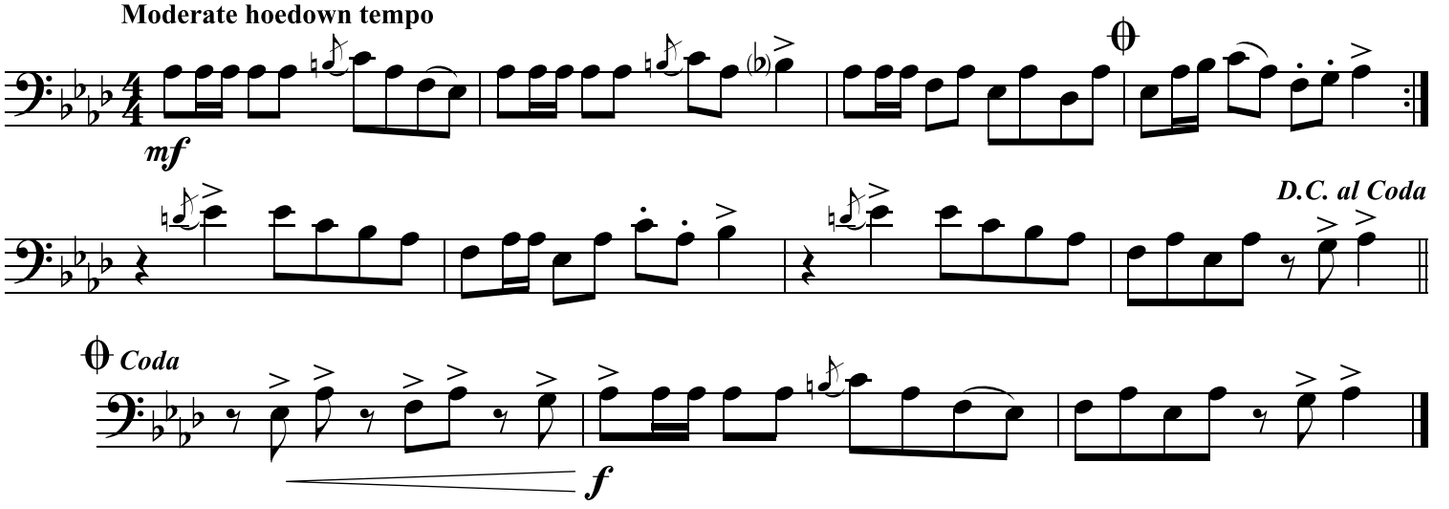
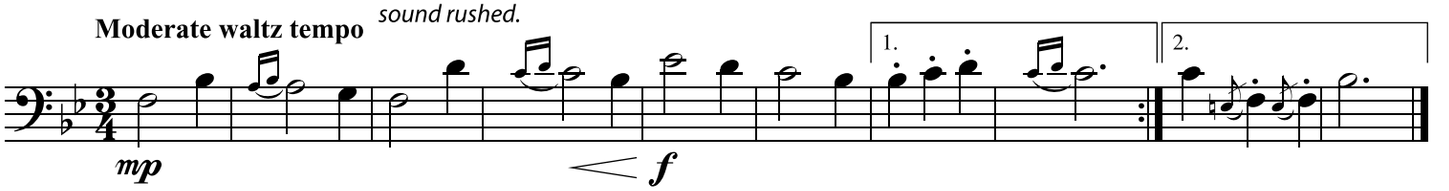


GRACE NOTES are a type of musical ornamentation. They are placed prior to and are slurred to the note they enhance, and appear smaller in size. Grace notes usually are single notes, either with or without a slash through the stem and flag, but can also include two or more notes. Rhythmically they are placed immediately prior to the beat, but in music of the Baroque and Early Classical periods they are sometimes played on the beat.

159 **GOODNESS, GRACE NOTES!**—*Try out your grace notes. Make sure they feel relaxed and not forced.* DVD



160 **TRAVELIN' TO ARKANSAS**—*A hoedown is an American folk dance. Play the grace notes lightly and just before the beat of the note they precede.*



161 **GRACEFUL GRACE NOTES**—*Here are more grace notes to practice. Make sure they have a natural and relaxed feel to them and never sound rushed.*