STAGE FOUR



Tunes using the notes Concert Bb, C, D and the new note A;

the values Semi-Breve (• = 4 counts) and its equivalent rest (--)

Minim ($rac{1}{2}$ or $rac{1}{2}$ = 2 counts), Crotchet ($rac{1}{2}$ or $rac{1}{2}$ = one count), and equivalent rests ($rac{1}{2}$ & $rac{1}{2}$)

Breath mark (breathe here only), the word "phrase", a musical thought. Double Barline.

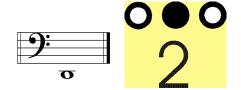
Ties, Slurs and, the terms Tutti (whole band or group), Soli (a smaller section of the Band or group), Solo (by yourself) and Tacet (don't play)

Lyrics (words) - sing, as well as play the tunes that have words.

The new concepts, Duet and or Divisi - two players or sections playing different notes or lines at the same time

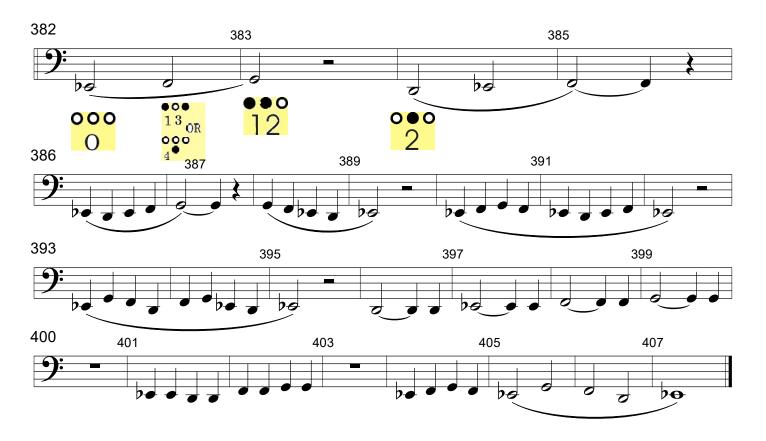
the sign • - Fermata (play the note for the length of time the conductor indicates), Kodaly & Sol-Fa. Body Percussion - Using your body as a percussion instrument

NO. 4.1 - NEXT NOTE - CONCERT D for Eb BASS



NO. 4.2 - WARM-UP 2 & REVISION

PHOTOCOPYING

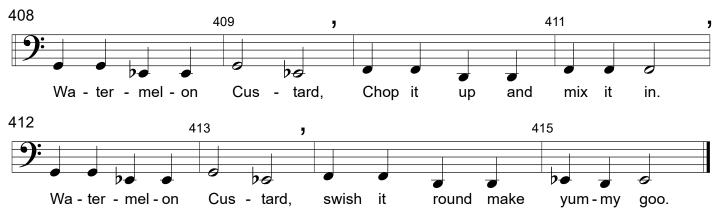


PRACTICE HINT

- BREATH CONTROL Notice that in "No 4.2 WARM-UP 2", there are no breath marks. As a
 development exercise, try and extend you breath control by playing as much as you can without
 taking and extra breath.
- 10. WARM-UP Previously, we talked about the importance of a warm-up. Now that we have learnt more, we should plan our warm-up some more. Lets say that in our last session or lesson or rehearal, we got to half way through this stage. Therfore we should start our next session by playing "WARM-UP 2". After this go back through the previous pages and play some of your favourite tunes and work your way back to this page. Now move into the next new tune.
- 11. COOL-DOWN As you get to the end of your session, bring it to a close by going back and playing a couple of easier tunes and play them softly. To end your session, play your favourite tune.

NO. 4.3 - WATERMELON CUSTARD

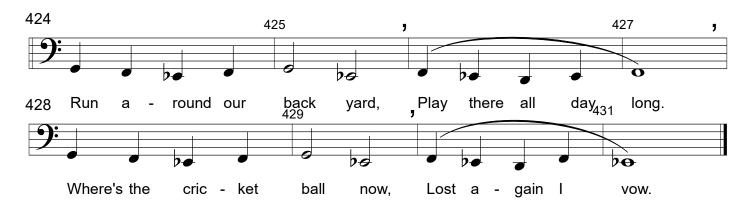




NO. 4.4 - LET'S ALL HIT THE FLOOR



NO. 4.5 - RUN AROUND OUR BACK YARD.



NEW SIGN - FERMATA or PAUSE

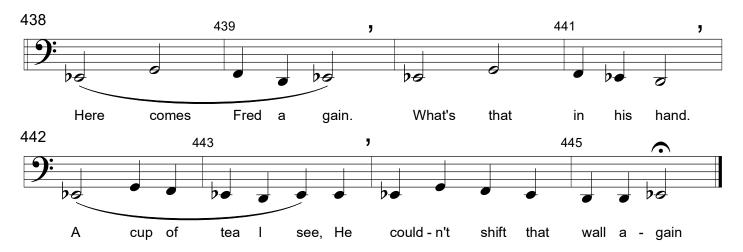
Play the note for the length of time the conductor indicates or as desired by a solo player.

The Fermata is used to pause, slow or hold the flow of the music by allowing us to make a note longer than normal. The sign is placed over the note whose length is to be changed. Note that if we take the first sentence above at "face value", we could use the fermata to make a note shorter.

NO. 4.6 - CHANGING LENGTH



NO. 4.7 - HERE COMES FRED.





KODALY (pronounced Ko-die)

An Hungarian Musician, Zoltan Kodaly invented a system of using vocal sounds to indicate note values and their sound length. The advantage is that once you have learnt the Kodaly method, as soon as the sound is made, you know for how long the note sounds. Also all the sounds start with the letter "T" which is very usefull for wind players who have to tongue the note being played. (There are some exceptions to the "T" rule which we will learn as we need them, e.g. the Semi-breve below.)

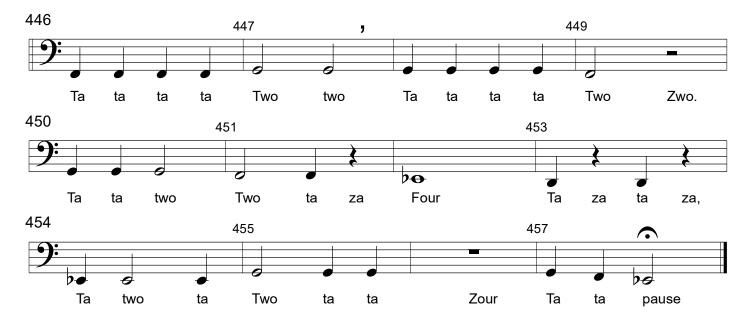
When a rest is required, change the first letter of the sound to a "z". Therefore "Ta" which means crotchet, changes to "za" for a crotchet rest.

Use these sounds -

Clap and sing, following rhythm in Koday. A rule to remember is that rests are silent, therefore rests are only mouthed (no noise) and the hands are open when clapping (palms move away from each other.)

No.4.8 - CLAPPING AND COUNTING IN KODALY

Note: Stems up or down does not change the meaning of the note but you can see in the example below that is easier to read when we stick to the rules.



NB: The last note does not start with "T" - this is one of the exceptions

DUET and DIVSI

So far we have only played one note or line at a time. If we want to play two things at a time we need two people or two sections. This is called a duet - meaning that two things are happening at the one time, played either by two players or two sections. We can show this on music by using two staves or writing two notes at a time on the one stave. Writing two notes at a time on the one stave has the additional name of "Divsi" which means to divide the notes amongst the players.

We will need two parts i.e. Part A and Part B. Piano students already have two parts.

Percussionists - Yes, we have already been doing this and more.

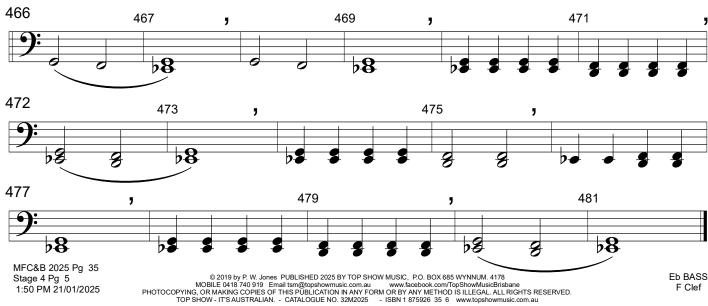
Eb Brass and Clarinet and, F Brass.

These instruments have made a different sound when playing all the previous tunes in unison. Now that there are two different notes to be played, that difference will become very ugly. To manage this, there is now a special Part B for the Eb Brass, Clarinet and, F Brass instruments when playing with the other instruments. These instruments may still play the nornal A and B parts when playing by themselves. The special part may not be very exciting at present but, as we learn more notes, it will become more interesting.

NO. 4.9 - HOT CROSS BUNS - Duet: To parts, A and B



NO. 4.10 - HOT CROSS BUNS - Using Divisi. -Who will play the upper or lower notes? If only one player, choose high or low notes.



NO. 4.11 - RAIN IS FALLING DOWN - Duet



TONIC-SOL-FA HAND SIGNS

Sol-far signs, are signs made by different hand positions to indicate the notes of a song. By using these signs, we don't have to know the name of a song or, the notes being used.

Firstly, we will call your concert Bb (the note learnt in Stage One), "Do".

This is indicated by the strong fist which acts as a strong base upon which to build the other signs.

When ever this sign is shown, it means to sing or play, concert Bb. Some will play Bb but others might have to sing or play, C or G.

F and Eb Brass and Eb Clarinets, remember that your note will sound different.

The next sign is "Re" note).

which means to sing or play Concert C (the Stage two

Next is "Me"



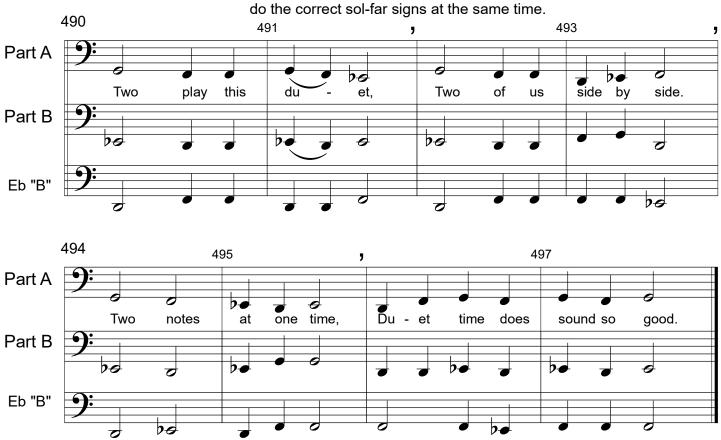
sing or play concert D (the Stage Three note)

Now add low "Ti"



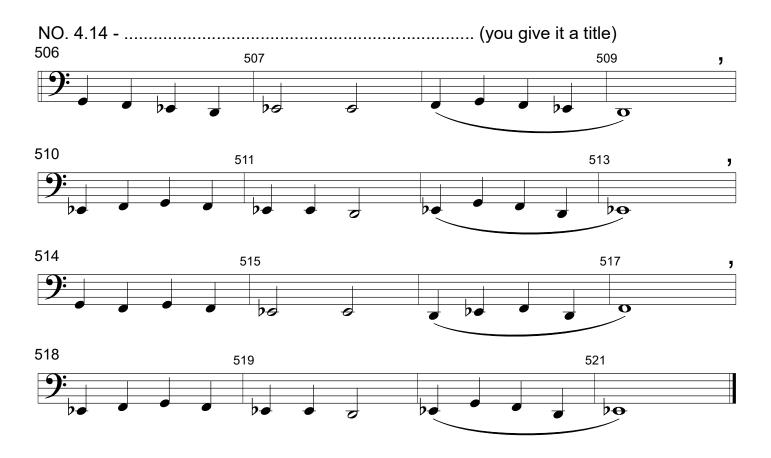
Sing or play concert A (our new Stage Four note)

NO. 4.12 - DUET TIME - While one or more players play this tune,

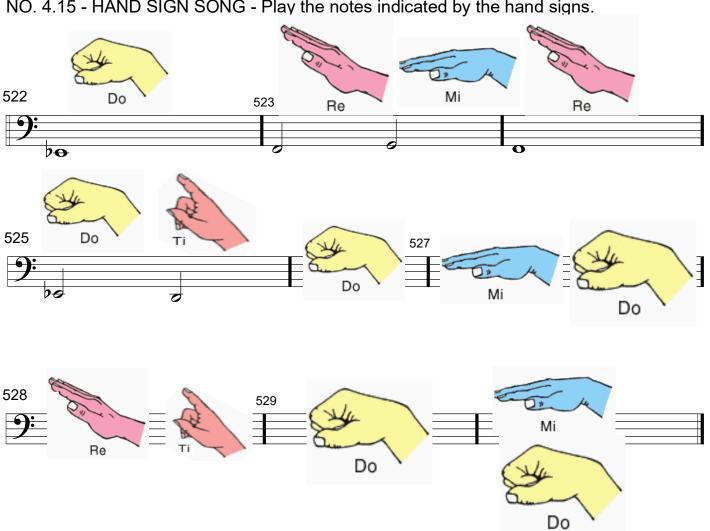


NO. 4.13 - DO RE ME - While one or more players play this tune, do the correct sol-far signs at the same time.





NO. 4.15 - HAND SIGN SONG - Play the notes indicated by the hand signs.



FOLLOWING THE CONUCTOR

You may have gotten some idea now, on how to follow the conductor. What the conductor is doing, is showing exactly where each beat (count) begins.

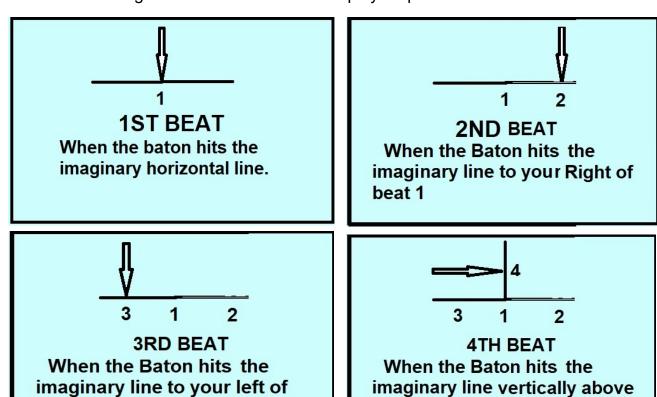
At this level of playing, the most important beat is the 1st beat of a bar. All of your music so far, starts on beat one and, we must all start the beat together. To start the music, the conductor will raise the baton to show that it is time to breath before playing the first note on beat one. Different conductors will do this in different ways. The conductor will lift the baton and then bring it down again at the same speed as the music is to be played.

Now imagine that there is a horizontal line just above the conductor's stand. When the batton hits that imaginary line, is when all instruments make there sound. Imagine that you can hear the batton hitting that line, like a drumstick hitting a drum. Your instruments sound at that exact same time.

Beats 2, 3, and 4 will be be played exactely at the same time as the batton hits that line again but, for beat four, imagane that there is now a verticle line.

The diagrams show an arrowhead hitting the lines, when the arrowhead hits and bounces off the line, your instrument should sound at the exact point.

NOTE: These diagrams are as seen from the players position.



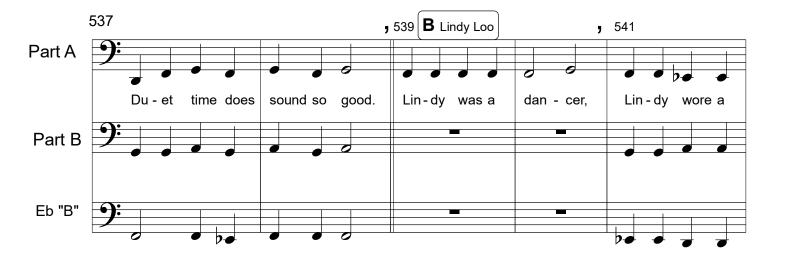
The point at which the batton hits is called the "Ictus" Different conductors will have slightly different ways of connecting the Ictus to the next one so always watch for the ictus. Watch for the other hand's signals such as "stop", "play stronger" and, "play gentler".

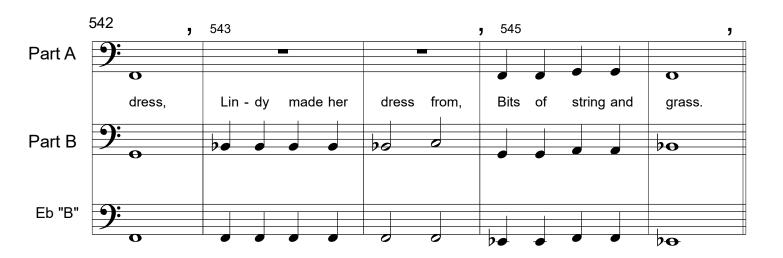
beat 1

beat 1

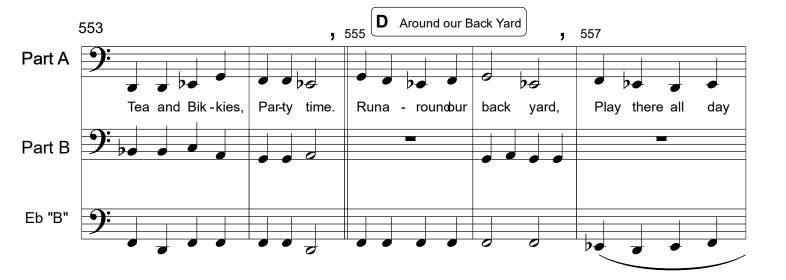
NO. 4.16 - CONCERT TIME DUET 1, (MEDLEY 3)

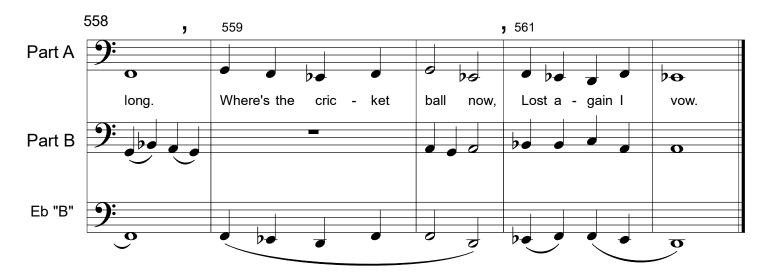








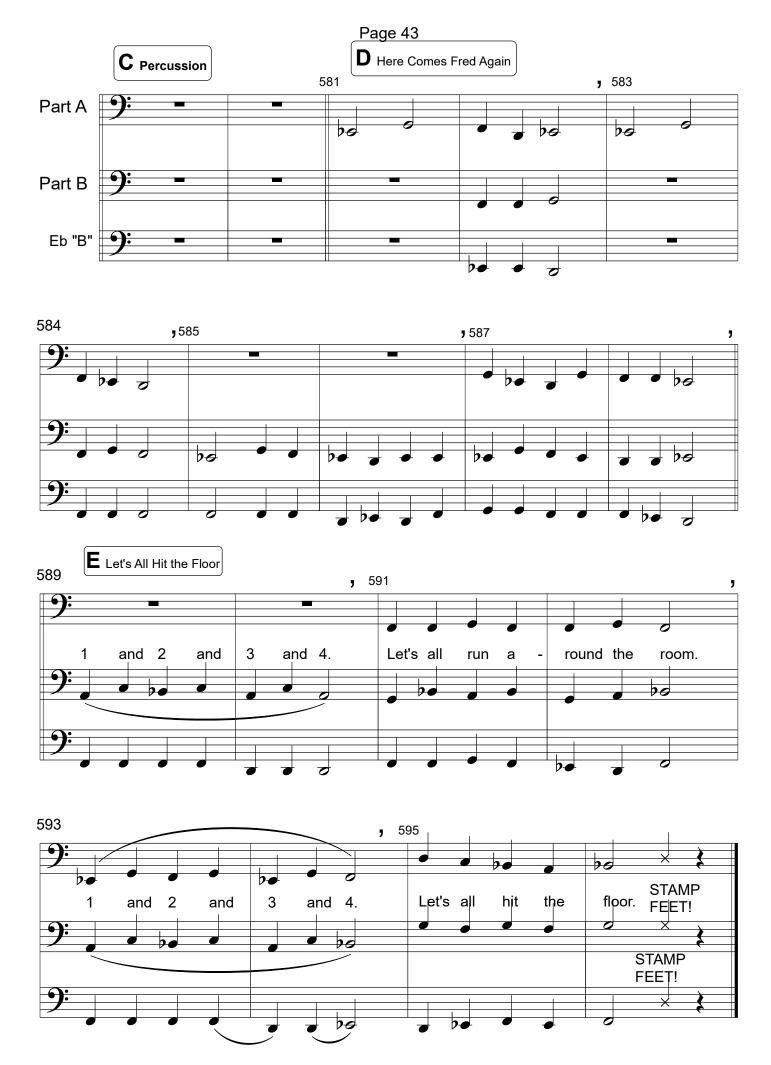




Page 42 NO. 4.17 - CONCERT TIME DUET 2, (MEDLEY 4)

Watermelon Custard, On the Beach, Here Comes Fred Again, Let's All Hit the Floor NB: The part A and B titles are now only shown on the first stave.

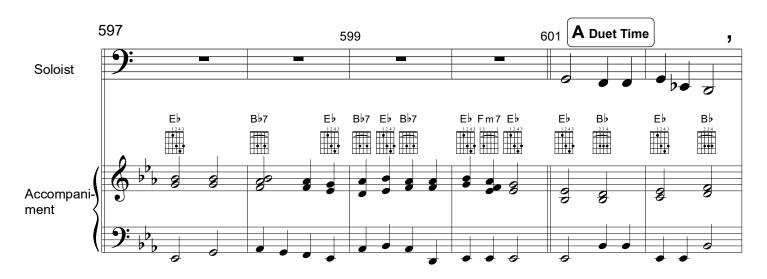


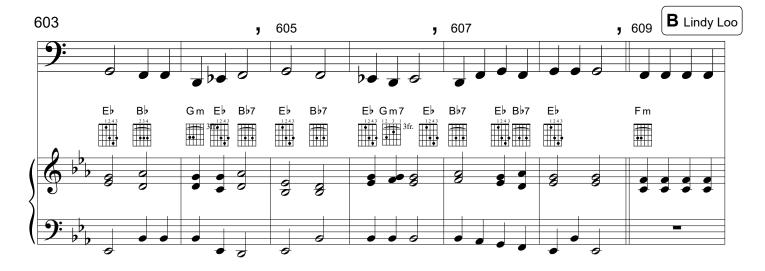


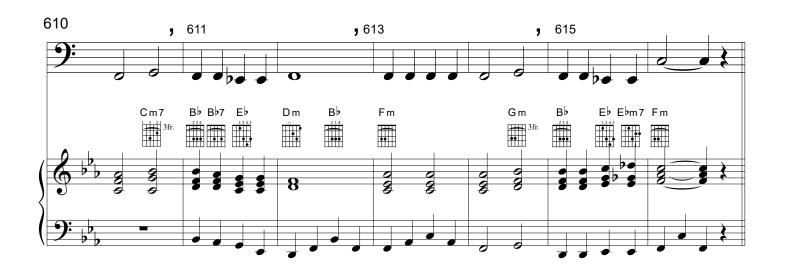
SOLO FIVE

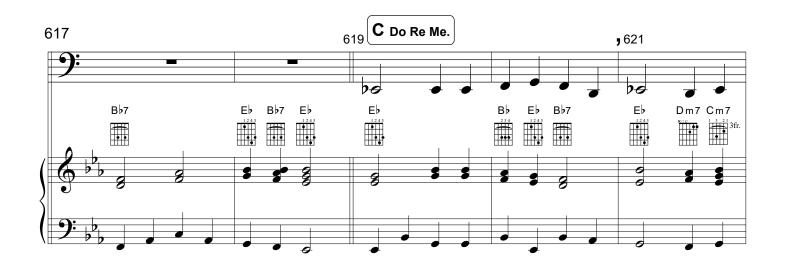
NO. 4.18 - Solo Medley with Piano Accompaniment (Medley 3)

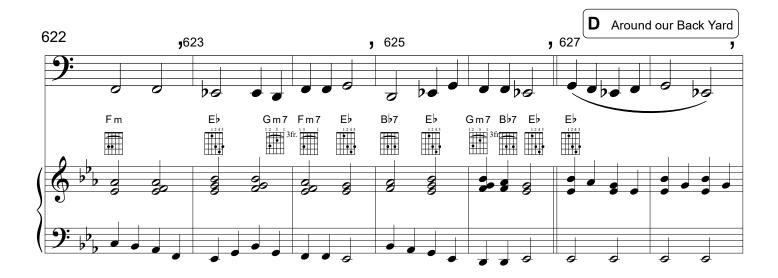
Duet Time, Lindy Loo, Do Re Me, Round our Back Yard

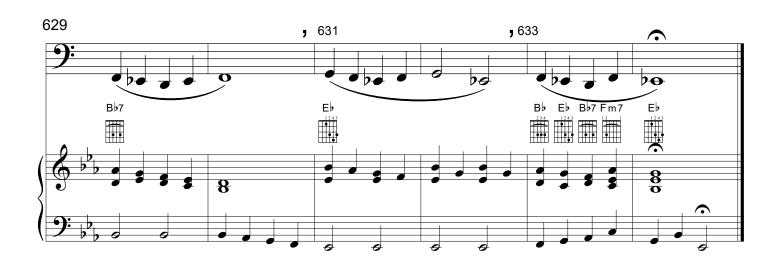








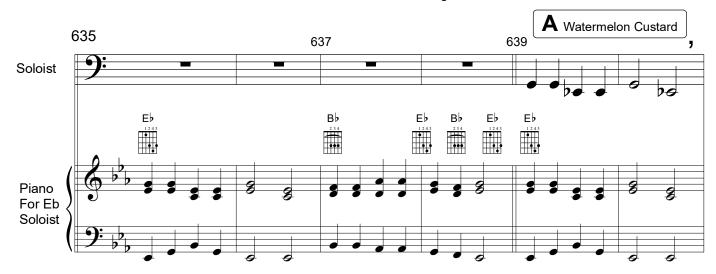


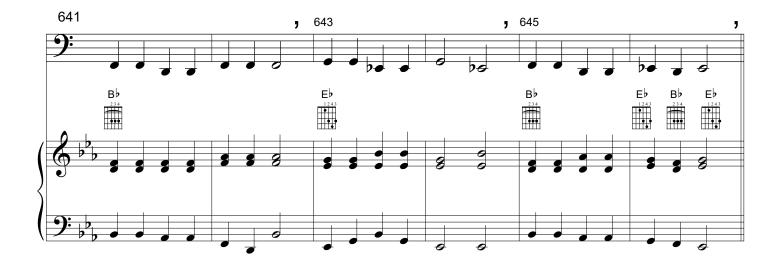


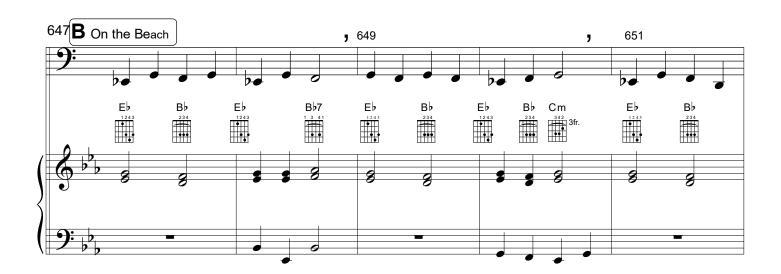
SOLO SIX

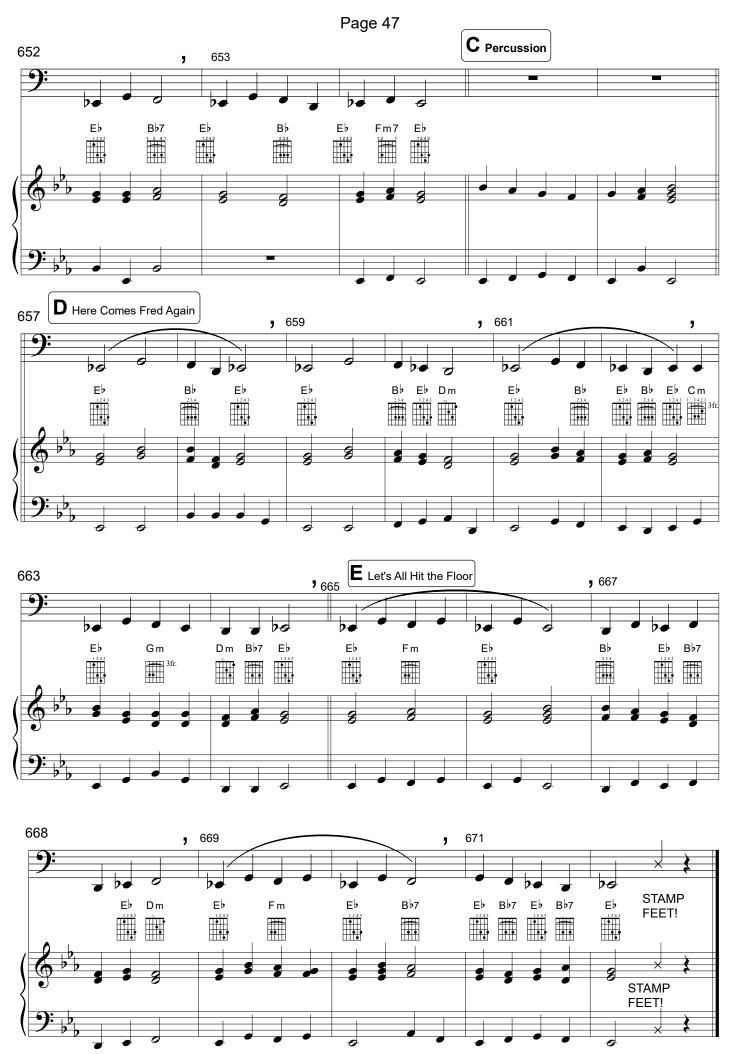
NO. 4.19 - Solo Medley with Piano Accompaniment (Medley 4)

Watermelon Custard, On the Beach, Here Comes Fred Again, Let's All Hit the Floor











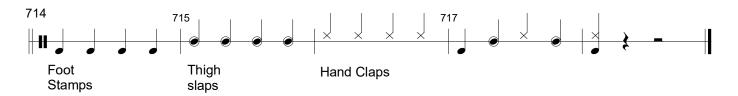
BODY PERCUSSION

Another form of music and percussion, is to use your body as a percussion instrument. When you clap your hands, you are performing body percussion. When you stamped your feet in the previous duet or solo, you were using body percussion, So, when you clap, slap, stamp etc., different parts of your body, you are using multi body percussion.

On music, we can use different signs and different stave positions to represent different body percussion notes.

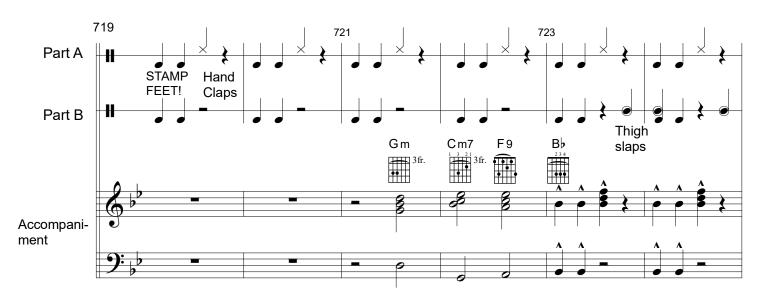
No 4.21 below shows the three body percussion notes we will use first.

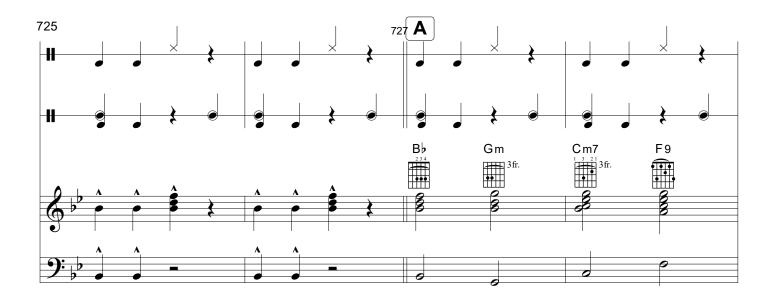
NO. 4.21 - BODY PERCUSSION NOTES

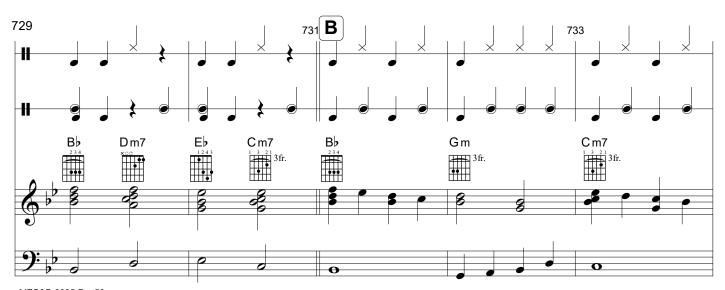


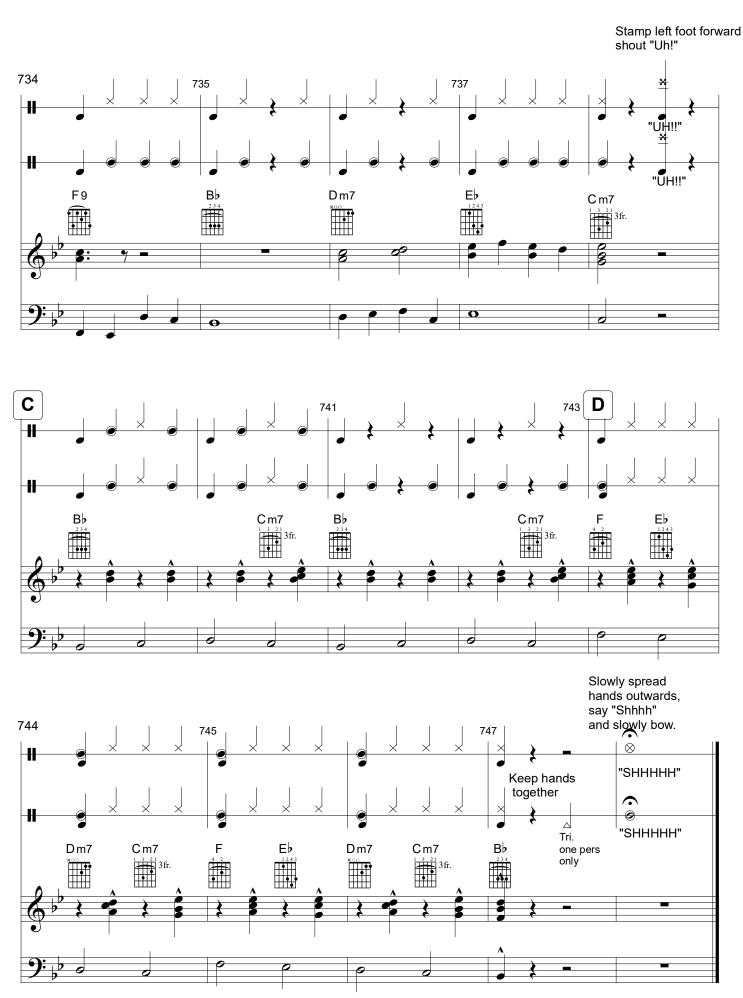
BODY PERCUSSION ONE

Using your body as a percussion instrument NO. 4.22 - SLAP IT!! - Duet with or without Piano Accompaniment









NO. 4.23 - COMPOSITION Using the stave with the clef you use, write a short composition.

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STAGE FOUR ASSESSMENT

- 1. Composition above
- 2. Play one single song or tune from memory.
- 3. Perform a duet medley with an ensemble
- 4 . Perform a piano accompanied solo.
- 5. Perform "Slap-it" in an ensemble