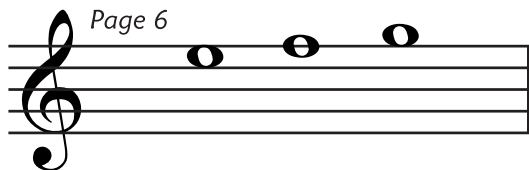


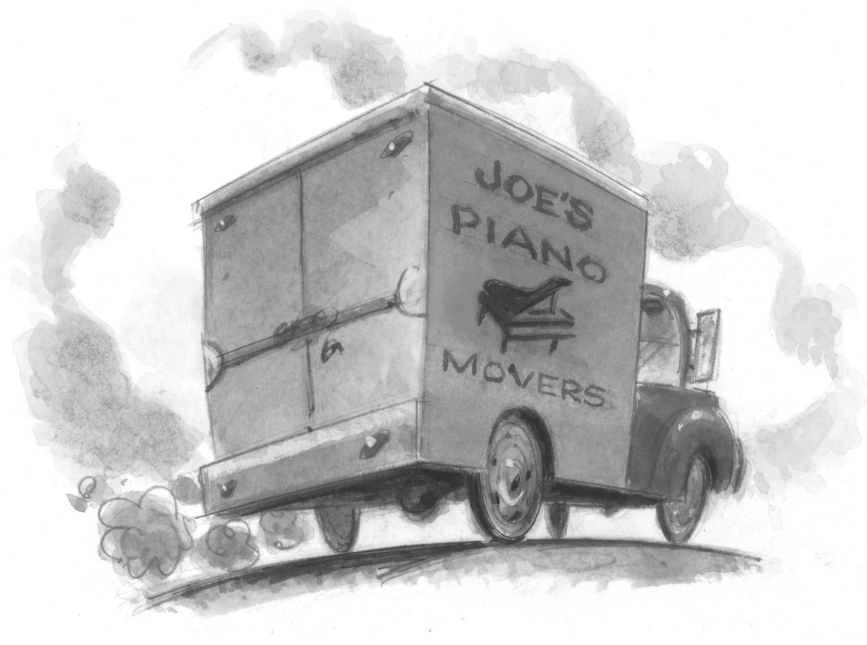
Overview of New Materials in Lesson Book 2A

Notes Introduced



Musical Terms and Symbols

- *crescendo*
- *diminuendo*
- *tempo, a tempo, allegro, moderato*
- accent sign >
- tonic (I) and dominant (V)
- I and V⁷ chords
- block chord and broken chord
- *mp*
- $\frac{2}{4}$ time signature
- 8va lower
- natural sign
- pedal sign
- whole steps and half steps
- transposition
- major 5-finger patterns (C, G, D, A)
- melodic and harmonic intervals of a 6th



Technique Principles

- Playing hands together (pages 6, 8, 35, 40)
- LH 2 over 1
- Cross LH over RH and back
- Moving the hand
- Legato and staccato
- Moving 6ths

Rhythm Patterns Introduced

1. $\frac{4}{4}$ || (Page 20)
2. $\frac{4}{4}$ || (Page 20)
3. $\frac{4}{4}$ || (Page 20)
4. $\frac{4}{4}$ || (Page 21)

On with the Show!



Lively

f

3

3*

1

5

3

2

* In this book, a red finger number indicates that the hand moves up or down.

Duet: Student plays one octave higher.

Lively

CD 1/2
GM 1

mf

**

3

2

5

1

9

3

3

5

1

13

1

2

1

17

4

4

5

21

1

2

1

25

1

2

3

1

mf

**Optional: The half notes in the left hand of measures 1–6 may be played as a tremolo.

QWERTY*



New Rhythm

4/4



Count: 1 + 2 + 3 + 4 +

Tap and count aloud 3 times each day.

CD 21/22 GM 11

Moderato

1

mf Q and W - E R - T - Y, as I type, my fin-gers just fly by!

3 1

5

But there's one thing that they can - not do: type a word that makes sense to you.

9

2

Ev-'ry time that I try, don't know how, don't know why, I can't find X or I, B or J!

p *mp* *mf* *f*

3

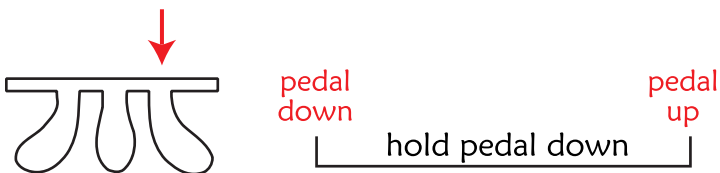
13

Could you teach me how to type to - day? Then my words will be A - O - K!

* QWERTY is the name for the layout of typewriter or computer keys; the first six keys of the top row of letters.

Pedal Sign

The pedal on the right is the damper pedal.
When it is held down, tones continue to sound
after the keys have been released.



The Gymnast

Reminder: When using the pedal, keep your heel on the floor. Adjust the bench if needed.

CD 35/36 GM 18

Gracefully

f Watch the gym-nast on the bal-ance beam as she stands up on her toes.

5 Pedal down

Hold pedal down

5

She has worked so hard on her rou-tine and it real-ly shows. *mf* For

Pedal up

9

nine-ty sec-onds she must turn and flip with-out a wob-ble or a slip. And *mp*

1/2

Pedal down Pedal up

Telling a Story with Music

Many things help pianists tell a story through music.

- The sentence at the beginning of each section of *King Arthur's Adventure* will help you use your imagination as you play.
- Changes in tempo and dynamics create new feelings and emotions.
- Pedal adds interest and color to the sound.
- Playing *staccato* and *legato* helps create different scenes and moods.



King Arthur's* Adventure

CD 51/52 GM 26

Moderato

(King Arthur meets with his knights at the Round Table.)

5

9

(King Arthur and his brave knights mount their horses.)

* King Arthur was a mythical English king who led the famous Knights of the Round Table.

13

17 (The horses and riders gallop faster and faster to rescue the fair young maiden.)
a tempo (Moderato) *gradually faster*

21 **Allegro**

25 (The fair maiden is now safe.)
 (King Arthur and his knights return to the castle, victorious.)
Moderato



Closer Look

Circle two tempo markings—allegro and moderato—in King Arthur’s Adventure. Observe them as you play.