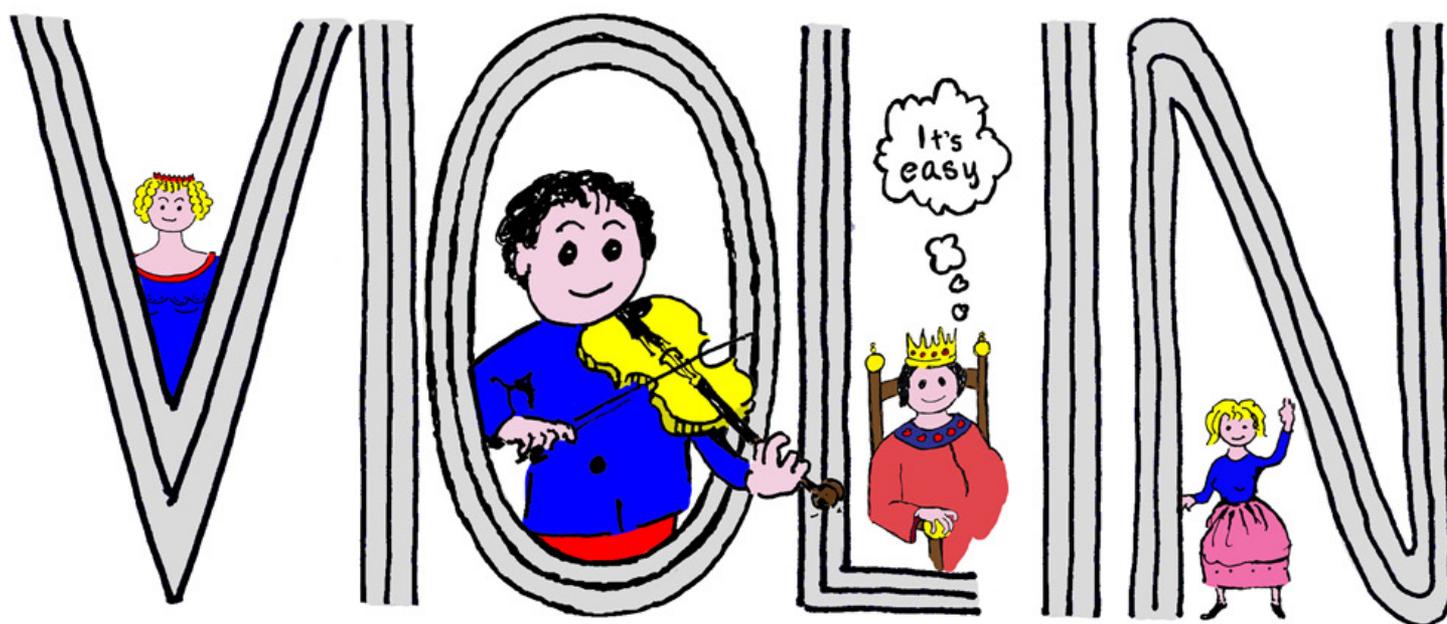


Teach
Yourself



Book 6

Theory for young



players

Bill
Davie



I wish to thank my friend
Kevin Stent
for his wonderful support
and inspired computer work.

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Easy for children Time saving for the teacher Fun for the parent

1

Time saving for the teacher

The lessons are presented in pupil, rather than teacher language, so you need only spend three to five minutes on theory during a practical lesson.

Only one concept is presented in each theory lesson so the books can be used for reference. Say you find, during a practical lesson, that a pupil has forgotten a note name that has previously been covered in a theory lesson, you can refer the pupil back to that lesson for further study during the week. This is made easy through the reference index on the last page of each book.

The system is based on child learning rather than teacher training so you need to remind the pupil, weekly, that the specified lesson should be read and understood each night.

Easy for children

Because the lessons are single concept, entertaining and easy to understand, children can teach themselves the theory. But to do this successfully they must read the lessons several times. Preferably nightly.

The theory is enjoyed by children aged eight (sometimes younger) to eighteen. Amazingly, my adolescent pupils tell me they think the stories 'cool' and the books far easier to learn from than other theory books I have inflicted on them.

Fun for the parent

Parents love reading the lessons. Encourage them to read through the lessons with their young violinists. Endorse their help in ensuring nightly study of the theory.

Important aspects of the system

- The system is designed specifically for young violinists.
- The system reduces theory teaching to three to five minutes per practical lesson.
- Because of this, pupils should read and/or play through the prescribed lesson every night.
- Parents should be encouraged to become involved with the pupil in theory learning if their violinist is young.
- The volumes can be used as reference books. Pupils can be referred back to forgotten concepts.
- The back page of each volume contains an indexed reference list.
- All volumes should therefore be retained. There is no doubt they will be used for reference in the future.
- Back pages of each volume contain manuscript for corrections or for additional homework.



About the author

Bill Davie lives in Auckland, New Zealand. He is a violin teacher and maker. He is a graduate of Dunedin Teachers' College and spent thirty years of his life as a professional violinist. The drawings are his.

THEORY

LESSON 51

The music is horrible



Princess Amy, daughter of Queen Isabel, was practicing her violin, but stopped as Doctor Snorey entered the palace music room.

‘Good morning Doctor Snorey,’ said Princess Amy.

‘The music you gave me to practice is horrible. I don’t know how to count it.’

‘The time signature is the starting point,’ said Doctor Snorey.

‘Whenever you want to play a new piece of music you should first look at the time signature.’

‘Oh,’ said Princess Amy. ‘Why?’

The time signature tells us two things



‘Because the time signature tells us two things. The underneath number tells us what sort of beat to use and the upper number tells us the number of beats in a bar.’

‘Oh,’ said Amy quickly.

‘Now I understand.’

‘A four four ($\frac{4}{4}$) time signature says four quarter beats. So if I had looked at the time signature before I started playing I would have known what to do. I would have known to count four quarter notes in each bar.’

It's easy when there are four quarter notes in a bar

'Exactly,' said Doctor Snorey with a little smile on his face.

'That's all very well Doctor Snorey. It's easy when there are four quarter notes in a bar.'



'Then I can see exactly where the four beats are. But what about bars like this one?'



'How can I ever see where the beats start or finish?' asked Amy, pointing to her music.

Well, I think I do understand

'Yes, Princess Amy. I see your problem. It can only be solved if you understand how many eighth notes ($\frac{1}{8}$) or sixteenth notes ($\frac{1}{16}$) there are in a quarter note ($\frac{1}{4}$).'

'Well, I think I do. I do understand how many eighth notes ($\frac{1}{8}$) or sixteenth notes ($\frac{1}{16}$) there are in a quarter note ($\frac{1}{4}$).'

'There are two eighth notes with single tails ($\frac{1}{8}$) or four sixteenth notes with double tails ($\frac{1}{16}$) in a quarter note ($\frac{1}{4}$),' replied Amy quickly.

'And you must be aware that there are two sixteenth ($\frac{1}{16}$) notes in an eighth note ($\frac{1}{8}$).'

THEORY

LESSON 51

'I do know that,' said Amy.
'But I can't see what that has got to do with this crazy bar in my music.'

Amy's crazy bar →



'It's got everything to do with it,' said Doctor Snorey as he picked up his pen and began to rewrite the difficult bar.

'Now,' he said, 'we have to join the notes with tails together so you can see where the beats begin and where they finish. I'll join the tails of the first two together to make the first beat.'

Now, we have to join the notes together so you can see where the beats begin and where they finish



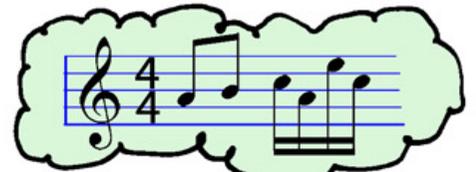
becomes



'And then the tails of the four sixteenth notes join together to make the next beat.'



becomes



'Oh yes,' said Amy excitedly.
'The next note is a quarter note. You don't need to change that. Just join the tails of the last two eighth notes and it's wonderfully easy to see where the beats are.'



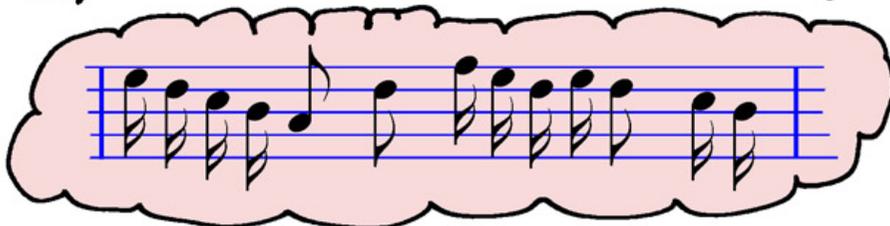
THEORY

LESSON 51

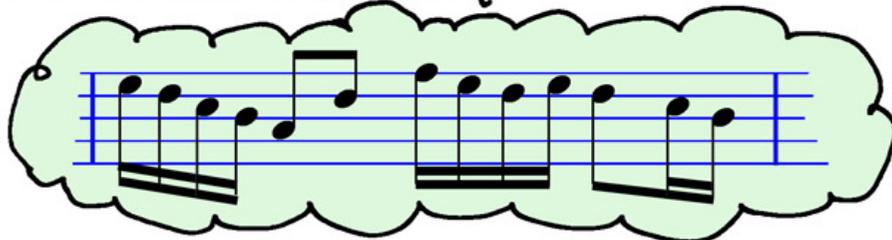
‘Yes,’ said Doctor Snorey, his face flushing with pride.
‘I’ve done it!’

‘I’ll do the next one,’ said Princess Amy as she borrowed the pen.

At first, the next bar looked like this,



but Amy quickly joined the notes with tails so it looked like this,



Amy quickly joined the notes with tails



Beaming notes into beats

Together she and Doctor Snorey went through the whole piece, beaming together the notes with tails, so the music could be counted easily.

‘That’s another idea people will thank me for,’ said Doctor Snorey.

‘What do you mean?’ asked Amy.

‘Beaming notes into beats.’

‘You might be right,’ Amy replied.



HOMWORK

LESSON 51

Just join the tails together to make beats

Princess Amy and Doctor Snorey rewrote the music to clearly show the four beats. Here is Amy's original music. Rewrite it on the next page using beams (joined tails) to group the notes into beats.



Amy quickly joined the notes with tails



HOMWORK LESSON 51

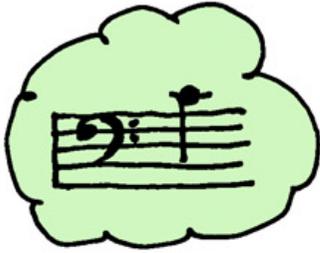


Now,
we have
to join
the notes
together
so you
can see
where the
beats begin
and where
they finish



HOMWORK

LESSON 51



Play the Last Note Game at least five times.



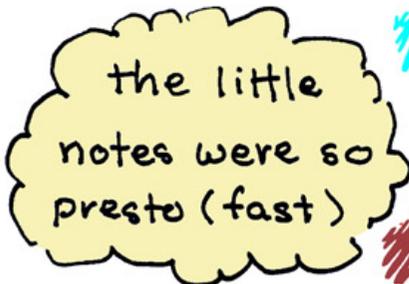
Play the Flats and Sharps Game at least five times.



Play the Rest Game at least five times.



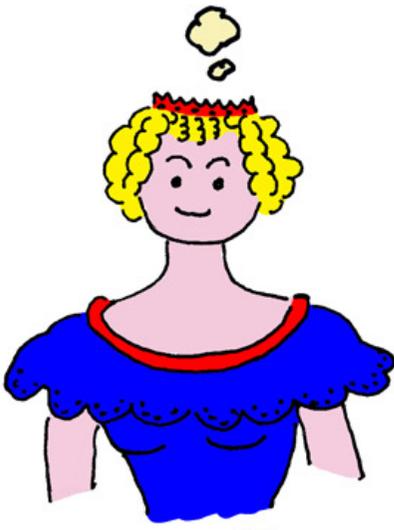
Play the Bass Note Game at least five times.



Play the Italian Word Game at least five times.



Write the word meanings onto a piece of paper. Put it on the fridge. Learn the word meanings before your next violin lesson.



simile (or sim) = in the same way

troppo = too much

sostenuto = sustained

maestoso = majestic

grazioso = graceful

THEORY

LESSON 52

Today
I'm
wearing
my
beads



So far we have learnt the order of the first three sharps,

F C G

Now it is time to learn the order of all the sharps.

All the sharps in order are,

F C G D A E B

Wow!

The new sharps in order are,

D A E B

Wow! That's a bit strange. The new sharps are just our old flats (B E A D) in reverse.

It's
just
BEAD
in
reverse

So that could be a good way to remember the sharps in order.

To the sharps we know, we just add B E A D in reverse,

F C G D A E B



Now stare at the sharp order for several seconds. Then close your eyes.

Even though your eyes are closed you will still see the picture of the sharp order.

THEORY

LESSON 52

I think you'll find the order of all the flats just as easy.

We know that the first four flats spell

B E A D

To see all the flats in order we just add



→ **G C F**

G C F? Wow! Isn't that the sharp order in reverse?
It is!

Let's add it on to the flats we know

B E A D G C F

That's the flat order.
Try looking at it for a few seconds.
Close your eyes.
You can see the flat order still,
even with your eyes closed.

Do the same thing again. But
this time, when you close your
eyes, say

B E A D G C F

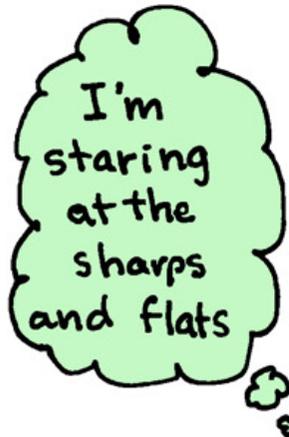


HOMWORK LESSON 52

 Draw the sharp names in order.
Make them very large on some paper.



F C G D A E B



Put the sharp order on the fridge.
Several times each day, stare at it
for several seconds.

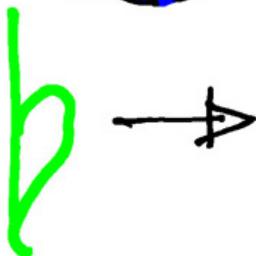
Retain the picture so you can still
see F C G D A E B in your head.
Then read the letters in the correct
order.

What a trick!

When you go to school, see if you
can remember the sharps in order.



 Draw the flat names in the correct
order. Make them very large on
a piece of paper.



B E A D G C F

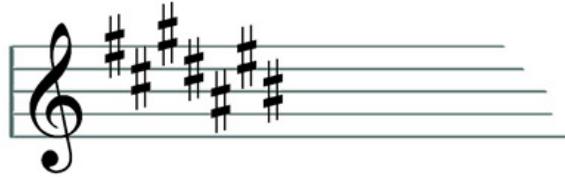
Put the flat order on the fridge.
Do the staring and eye closing trick.
Say the letters in order.

See if you can remember them
when you get to school.

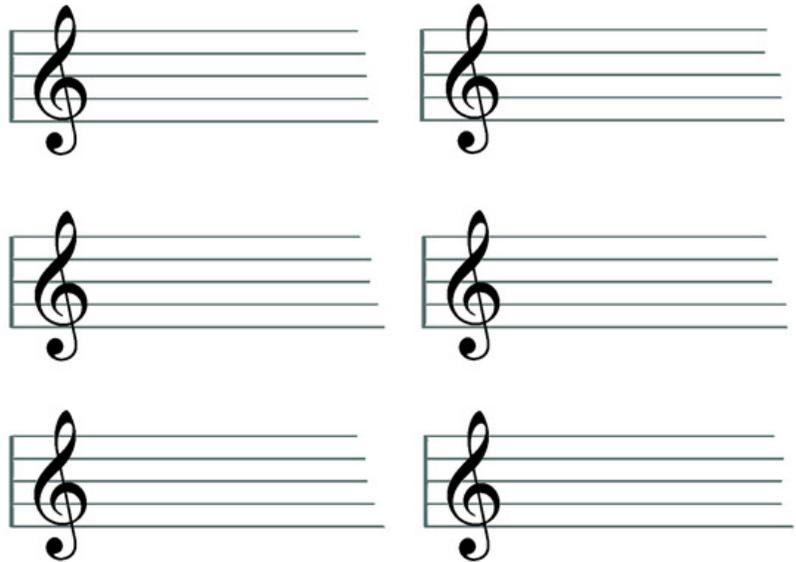
HOMWORK LESSON 52



This is the way we show the sharps on the staff.



Practice drawing them on these staves.



The sharps are so easy!
Just FCG plus BEAD in reverse

To give FCGDAEB



Write the sharps in these boxes.



Write the flats in these boxes.

HOMWORK LESSON 52

That's right,
BEAD
G C F



This is the way we show the flats on the stave~



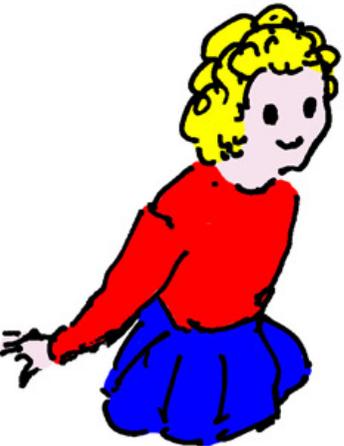
Practice drawing them on these staves~



Now I can see them
in my mind



Write the flats in these boxes.



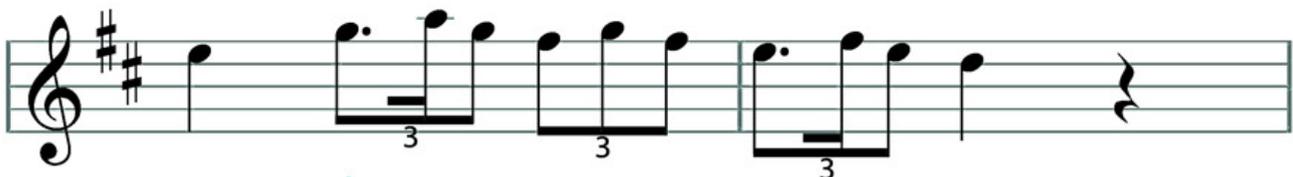
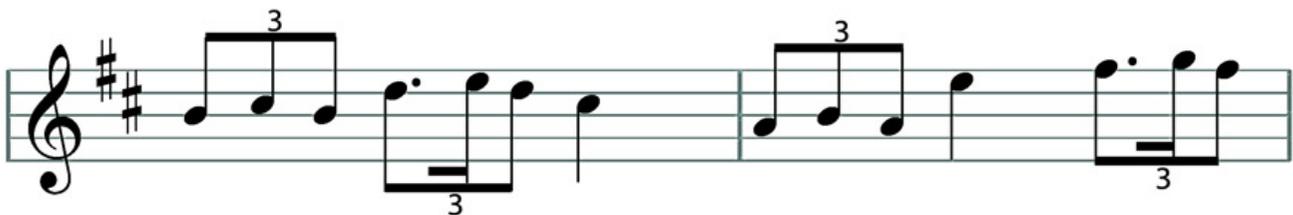
Write the sharps in these boxes.

HOMWORK

LESSON 52

 Play The Rest Game at least seven times.

 Write the counting under this music.



 Play the Last Note Game seven times.

Oh dear,
what
about
beaming
for

$\frac{3}{8}$ time,
 $\frac{2}{2}$, $\frac{3}{4}$
and
 $\frac{4}{2}$
?



The next Tuesday morning, while having morning tea with Queen Isabel, Doctor Snorey suddenly remembered something.

He had talked to Princess Amy about grouping notes for $\frac{2}{4}$, $\frac{3}{4}$ and $\frac{4}{4}$ time, but he had forgotten completely about the other Simple Times - $\frac{3}{8}$, $\frac{2}{2}$, $\frac{3}{2}$ and $\frac{4}{2}$. He must have been dreaming (as usual).

So immediately after morning tea he went to the music room where Amy was practicing.

'Princess Amy,' he said, 'I'm extremely sorry, but I forgot to talk to you about beaming $\frac{3}{8}$ time, $\frac{2}{2}$, $\frac{3}{2}$ and $\frac{4}{2}$ time.'

'Oh,' said Amy, putting down her violin.

'Are they different to $\frac{2}{4}$, $\frac{3}{4}$ and $\frac{4}{4}$ when it comes to beaming?'

'Well, they are and they aren't,' said Doctor Snorey in his dreamy way.

'They're different because the beat note is different.'



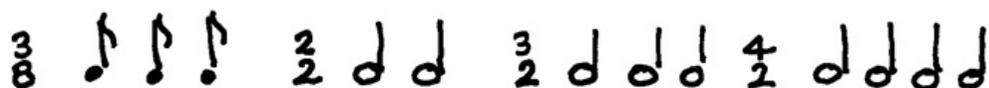
THEORY

LESSON 53

In $\frac{3}{8}$ time, the beat note is an eighth note

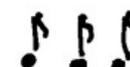


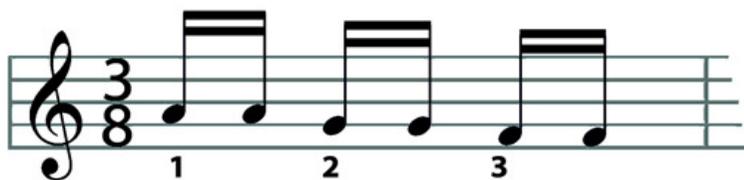
'In $\frac{3}{8}$ time the beat note is an eighth note and in $\frac{2}{2}$, $\frac{3}{2}$ and $\frac{4}{2}$, the beat note is a half note,' said Snorey, writing them down as he spoke.



'Yes,' said Amy. 'I know that.'

'But they're the same,' said Doctor Snorey, 'because you still beam small length notes together to show where the beats are.'

'So with $\frac{3}{8}$ time ~  you can beam sixteenth notes together to show the three counts ~



'Or beam them (sixteenth notes) over a full $\frac{3}{8}$ bar to look like this ~



'Both ways make counting easy.'

'They do,' said Amy.

'You're so clever.'

'If we beam notes to the beats it makes counting so much easier.'

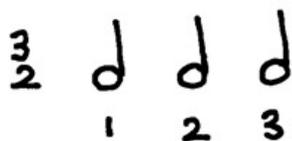
THEORY

LESSON 53

Just group the little notes into beats



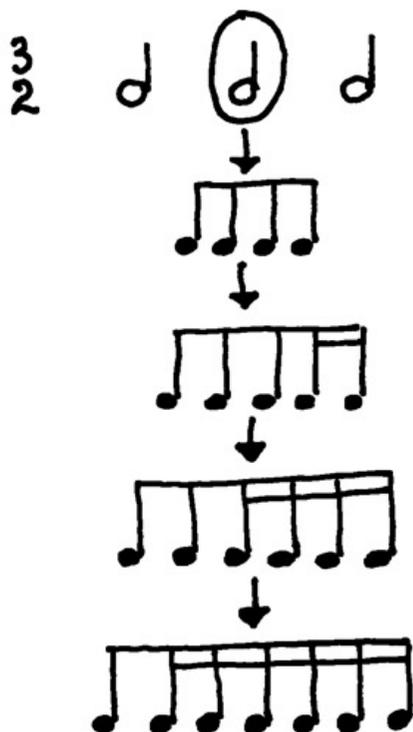
'Yes,' said Doctor Snorey.
'But I haven't finished yet.
Let's look at $\frac{3}{2}$, $\frac{3}{2}$ and $\frac{3}{2}$. They're also much easier to count if the small notes are grouped together.
'For instance in $\frac{3}{2}$ time, as you know, we count three beats in the bar



'So rather than having lots of little notes scattered around making it difficult for us to count, we just group them the way we did in the other Simple Times.'

And taking up his pen, Doctor Snorey wrote this down for Princess Amy.

That's very clear thank you Doctor Snorey

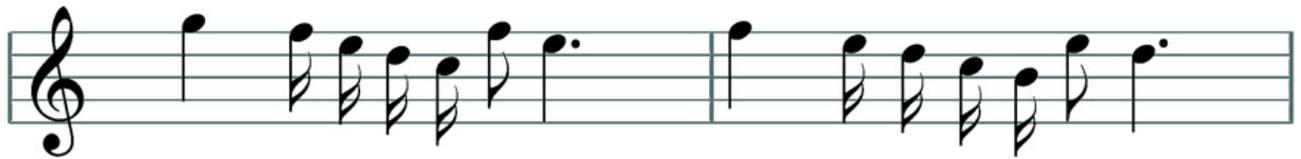


HOMWORK

LESSON 53



Here is some music that needs beaming to group notes into beats. Use the manuscript on the next page to show how the music should be written.



HOMEWORK

LESSON 53





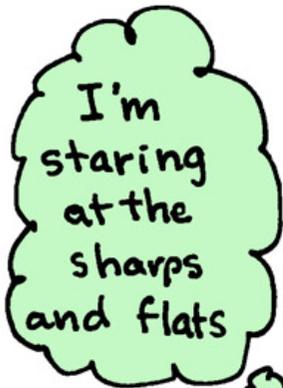
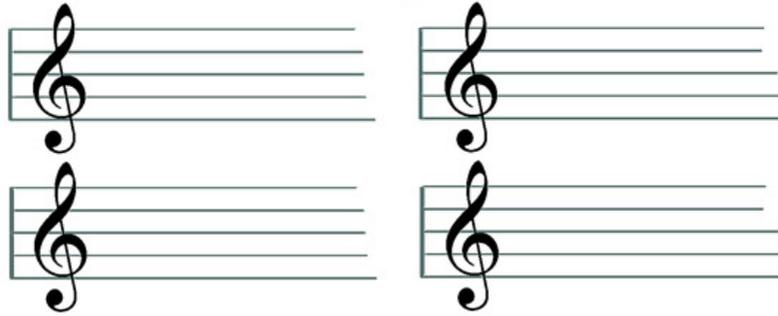
HOMWORK LESSON 53



This is the order of sharps on the stave.



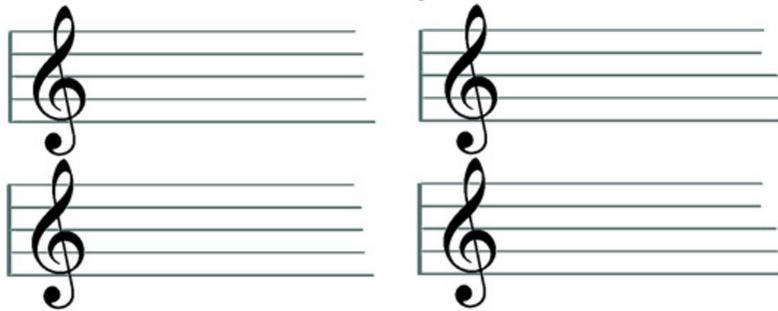
Practice drawing them on these staves.



This is the order of flats on the stave.



Practice drawing them on these staves.



Write the sharps in these boxes.

F						
---	--	--	--	--	--	--



Write the flats in these boxes.

B						
B						

HOMWORK LESSON 53

Play the Italian Word Game at least seven times before your next lesson.

Play the Last Note Game at least seven times before your next lesson.

Lesson 58 will be a new Italian Word Game. We are going to revise the new words over the next few weeks so you can easily win the new game.

Copy these words which you have learnt previously. Put them on the refrigerator. Read them and try to remember them every day.

- vivace* = lively
- allargando* = broadening
- andantino* = slightly faster than andante
- grave* = very slow
- largo* = slow, stately
- mosso* = movement
- presto* = fast
- alla, al* = in the manner of (alla marcia: in the style of a march)

I'm learning the Italian words so that I can win the new word game



This sign > (or ^) over or under a note means that the note should be accented.

Copy this ~ and put on the refrigerator.



Learn.

THEORY LESSON 54



The Last Flat and Sharp Game

/// To win this game easily you need to know the order of the sharps and the flats. When you land on a sharp or flat square, you just need to say the next sharp or flat in order so you can move your counter on.

For instance if you land on a square that says C♯, you say G♯. If you land on a square that says A♭, you say D♭.

THEORY LESSON 54



Rules of the Last Flat and Sharp Game .



This game is played by two or more people using dice and counters. You take turns at throwing the dice to see which square your counter will go to.



When you land on a sharp or flat square, you just need to say the next sharp or flat in order so you can move your counter on. For instance, if you land on a square that says C#, you say G#.



If a player lands on Princess Amy  or Doctor Snorey  they get a free throw. If a player throws a 6,  they get a free throw.



The person you are playing with can use the answers on page 24. When they land on a sharp or flat square, they can look for the answer and move forward one square. If, however, you can say the answer before the other person, they go back one square. When you land on a square they can use the answers on page 24 to check your answer.

THEORY

LESSON 54

The Last Flat and Sharp Game

Answers

Flat and Sharp Game

Sharps (in order)

F C G D A E B

Flats (in order)

B E A D G C F

Start here →	1 F [#]	2 E ^b	3 G [#]	4 B ^b
5 C [#]	6 	7 D ^b	8 A [#]	9 A ^b
10 E [#]	11 G ^b	12 D [#]	13 	14 C ^b
15 G [#]	16 	17 C [#]	18 B ^b	19 F [#]
20 E ^b	21 A [#]	22 D ^b	23 C ^b	24 D [#]
25 E [#]	26 A ^b	27 	28 G ^b	29 F [#]
30 C ^b	31 G [#]	32 B ^b	33 C [#]	

HOMEWORK.

 You will find the game board as appendix 1.
Remove it for playing.

 Try to play the game at least twice each day until your next lesson.

 Play the game with your mother or some other member of your family.

I can't understand the rules for Compound Time



‘Doctor Snorey,’ said Princess Amy, ‘I just can’t understand how your rules for Simple Time help me with Compound Time.’

Doctor Snorey looked at her. Should he tell her the truth? Should he admit that he had invented Compound Time accidentally because he was too sleepy to put in the triplet signs?

No he wouldn't. He would pretend that he had thought up Compound Time using deep thinking and superior intelligence. Of course, That was the answer to this little problem.

Simple Time and Compound Time are different animals



Suddenly, without thinking any further, he said,

‘Princess Amy. I have to tell you that Compound Time, which I invented after a great deal of thought, cannot be understood through Simple Time rules. Simple Time and Compound Time are completely different animals. Compound Time is so special that it has rules of its own.’

‘Indeed, Doctor Snorey?’ said Princess Amy in her most royal voice. ‘Perhaps you could explain these special Compound Time rules to me.’

THEORY

LESSON 55



'Of course Princess,' said Doctor Snorey, well aware that he had already had a similar discussion with the Queen.

'Again, just as with Simple Time, you must first look at the time signature.

'Take six eight ($\frac{6}{8}$) time, for instance. That tells you that there are six eighth notes (♪) in every bar,' said Doctor Snorey, writing them down as he spoke.



'We know there are three of these eighth notes in every beat, so we just beam them into groups of three.'



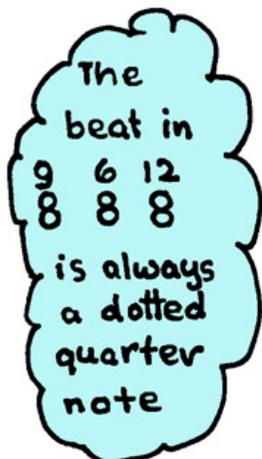
'Now we can see where the beats are. The beats in $\frac{6}{8}$, $\frac{9}{8}$ or $\frac{12}{8}$ are three eighth notes ♪♪♪ or a dotted quarter note ♪. '



'So,' said Amy, 'you are really saying that the beat in $\frac{6}{8}$, $\frac{9}{8}$ or $\frac{12}{8}$ is always a dotted quarter note ♪. which can be divided into three eighth notes or six sixteenth notes,' and she wrote this down.



'Exactly,' said Snorey with some relief.



HOMWORK LESSON 55

Sharps, in order,
F C
G D
A E
B



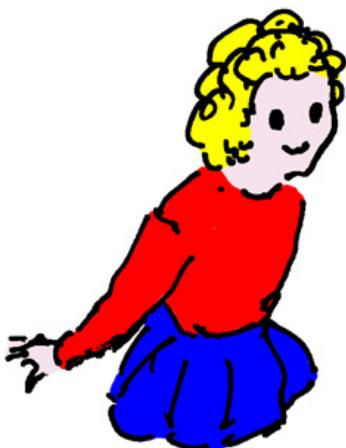
Play the Last Flat and Sharp Game (Book 6) three times before your next lesson.

Play the Italian Word Game (Book 4) three times before your next lesson.

Play the Rest Game (Book 4) five times before your next lesson.

Play the Bass Note Game (Book 5) five times before your next lesson.

Flats, in order, are
B E
A D
G C
F



Play the Note Length Game (Book 4) three times before your next lesson.

Play the Last Note Game (Book 5) three times before your next lesson.

Relearn these word meanings. You will need to know them in time to play the next word game. Try to learn one each day.

espressivo = expressive

larghetto = rather slow

non = not

piu = more

ma = but

giocoso = playful

HOMWORK

LESSON 55



Here is some homework which Doctor Snorey wrote for Amy to beam into beats. See if you can rewrite it on some manuscript, beaming it to clearly show where the beats are.



Three staves of musical notation in treble clef, key signature of two sharps (F# and C#), and 6/8 time signature. The notes are:
 Staff 1: G4, A4, B4, C5, B4, A4, G4, F#4, E4, D4, C4.
 Staff 2: G4, A4, B4, C5, B4, A4, G4, F#4, E4, D4, C4.
 Staff 3: G4, A4, B4, C5, B4, A4, G4, F#4, E4, D4, C4.



Two staves of musical notation in treble clef, key signature of one sharp (F#), and 9/8 time signature. The notes are:
 Staff 1: G4, A4, B4, C5, B4, A4, G4, F#4, E4, D4, C4.
 Staff 2: G4, A4, B4, C5, B4, A4, G4, F#4, E4, D4, C4.



Two staves of musical notation in treble clef, key signature of three sharps (F#, C#, G#), and 12/8 time signature. The notes are:
 Staff 1: G4, A4, B4, C5, B4, A4, G4, F#4, E4, D4, C4.
 Staff 2: G4, A4, B4, C5, B4, A4, G4, F#4, E4, D4, C4.

THEORY LESSON 56

One morning, when Doctor Snorey was dozing in the music room, the Best Violinist came to visit him and said,

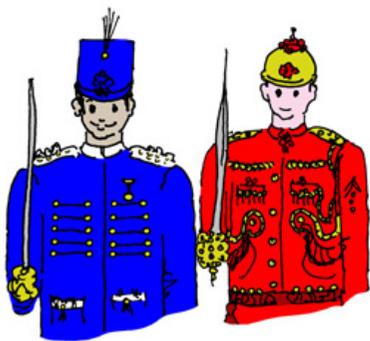


'Doctor Snorey, the orchestral musicians are very grateful that you have invented beaming notes together into beats. It makes reading the music and counting so much easier.

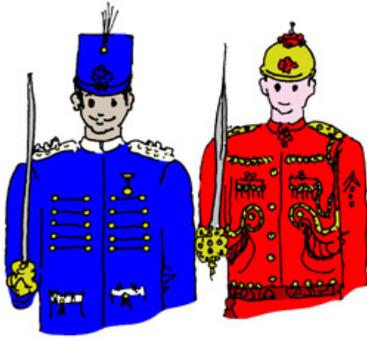
'We were wondering if you could do the same for rests. We find that the bars with one note and then rests are a mess.'

We want you to make them easier to count.'

Doctor Snorey agreed that he could do something about rests but he dropped off to sleep as soon as the Best Violinist had gone.

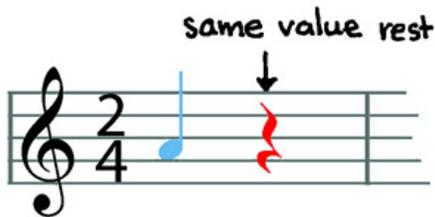


He began to dream. He saw a soldier in a bright blue uniform. He was standing on his own. Then another soldier stood beside him. His uniform was bright red and he was exactly the same size as the soldier in the blue uniform.



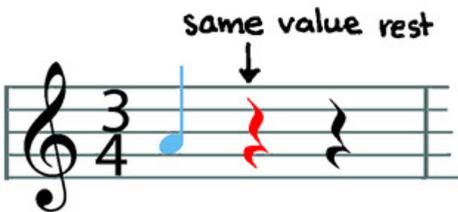
Doctor Snorey let out a monstrous snore and woke up.

That was it! That was the answer. He drew a blue quarter note for the blue soldier and a red rest. The red soldier had been the same size as the blue one, so Doctor Snorey did the same. He made the red rest a quarter rest, so it was the same time value as the blue note.

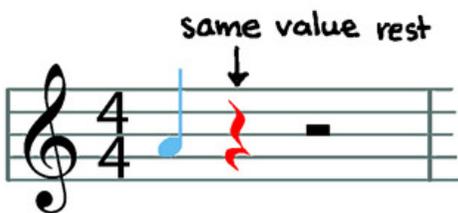


That was fine for a $\frac{2}{4}$ bar, but what about a $\frac{3}{4}$ bar?

Again Doctor Snorey drew the quarter note followed by the same size rest. Then it was easy. He just had to put in another quarter rest to complete the bar in the easiest way.



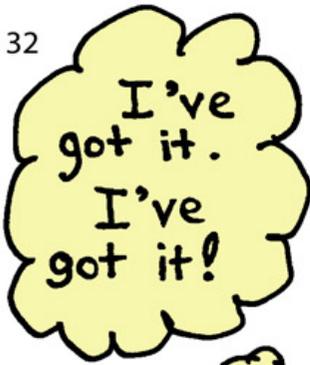
What about $\frac{4}{4}$ he asked himself? Will it work for $\frac{4}{4}$?



Once more he drew the quarter note and then the same size rest. Then it was obvious. The easiest way was to fill the rest of the bar with a half rest.

THEORY

LESSON 56



'I've got it. I've got it!'
he sang to himself.

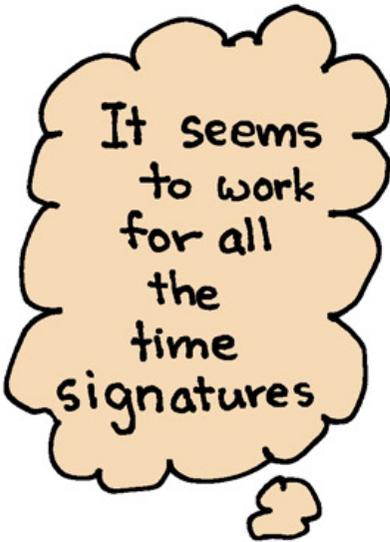
He soon found that this new idea worked every time. You only had to add a rest of the same value as the note. Then you completed the bar with the fewest number of rests.

It worked for $\frac{2}{2}$

It worked for $\frac{3}{2}$

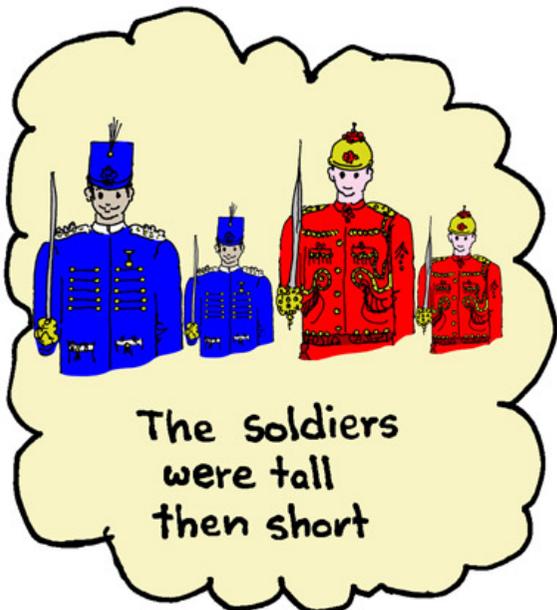
It worked for $\frac{4}{2}$

It even worked for $\frac{3}{8}$

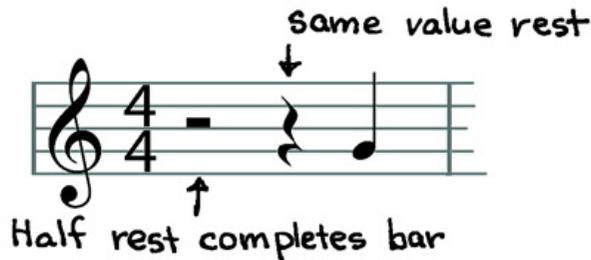


THEORY

LESSON 56

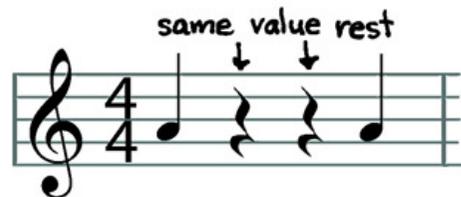


And it worked when the note was at the end of the bar.



You just started at the end of the bar and worked to the front

It worked when there was a note at each end of the bar.



In fact it worked everywhere!



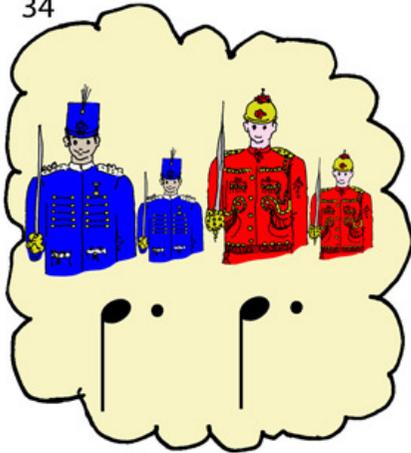
Doctor Snorey has a dream.

But it was all too much for him. Doctor Snorey dropped off to sleep. He dreamt about blue and red soldiers. They marched and saluted and stood in line. Suddenly some smaller soldiers arrived. Now there was a tall blue soldier and a short blue soldier. Now a tall red soldier and a short red one. They stayed like that. Tall and short. Tall and short. What did it mean?

Then as he woke-up it came to him. Long and then half as long is like compound time.

THEORY

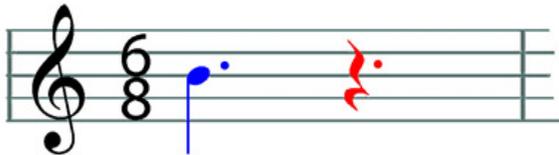
LESSON 56



Doctor Snorey
has a dream.

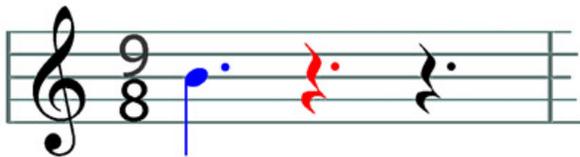
Compound time. One note followed by another which is half as big. A note followed by a dot. That must be what the dream was about. He decided to see whether his 'rest' theory worked for compound time.

Quickly he drew a staff. Wrote down a dotted quarter note and then a dotted quarter rest.

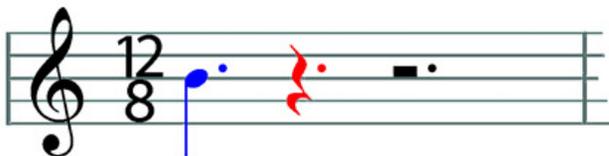


It certainly worked for six eight time.

What about $\frac{9}{8}$ time? He drew a blue dotted quarter note followed by a red dotted quarter rest. Then he easily filled the bar with another dotted quarter note.

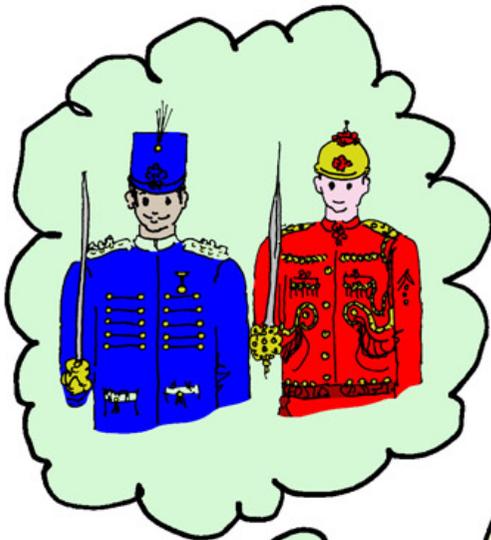


And what about $\frac{12}{8}$? He drew the dotted quarter note followed by the same value dotted rest. Then he completed the bar the easiest way by adding a dotted half note.



'I've got it. I've got it!' he sang, as loudly as he could.

HOMWORK LESSON 56



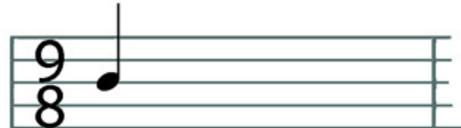
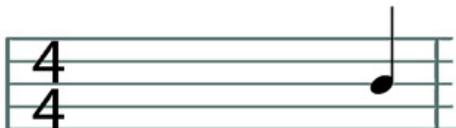
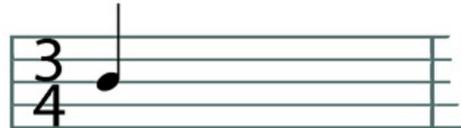
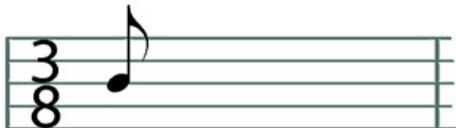
Here is Doctor Snorey's rule for grouping rests.

After the note, write a same-value rest. Then finish the bar with the fewest number of rests.



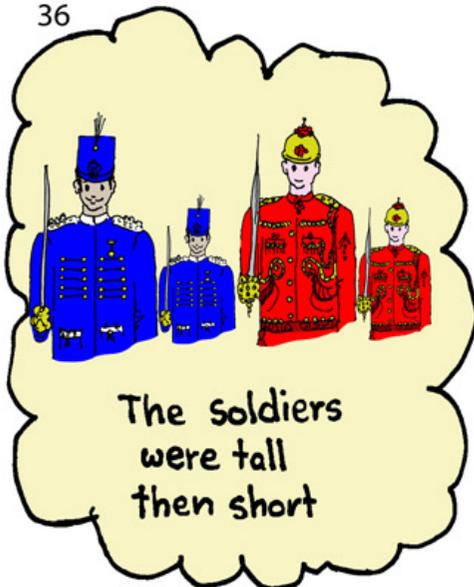
Write it down. Put it on the refrigerator. Learn it before your next lesson.

~~///~~ Complete these bars with the correct rests.

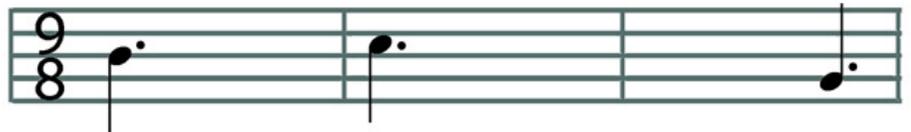


HOMWORK

LESSON 56



Complete these bars with the correct rests.



Beam these notes correctly on the empty staff.



Learn the meaning of these Italian words.

agitato = agitated

animato = animated

amore = love

delicato = delicate

This idea works for major scales and pieces of music in a major key



‘Good morning Princess Amy,’ said Doctor Snorey as he put some papers down on the music room table.

‘This morning I’m going to explain how easy it is to work out the key of a piece of music from the number of sharps at the beginning of the stave.’

‘Oh,’ said Amy. ‘I’ve always wondered how you do that. I suppose it works for scales as well.’

‘Yes,’ said Doctor Snorey. ‘This idea works for major scales and pieces of music that are in a major key.’

‘But does it only work for sharps?’

‘Yes it does. Major keys with sharps. And today we are thinking about no more than five sharps because it will be ages before you play music with more than five sharps.’

‘Thank goodness,’ said Amy. ‘But how do you do it?’

‘Quite simply,’ said Doctor Snorey. ‘We just go one note above the last sharp. That tells us the name of the scale or the key of the piece of music.’

But does it only work for sharps?



THEORY

LESSON 57

My name is Antonio Stradivari. I have brought a new violin to the palace for Princess Amy

'So you mean,' said Amy, 'that if a major scale has four sharps, F, C, G and D, its name must be E major?'

'Yes,' said Doctor Snorey. 'And if a major scale has two sharps, F and C, its name is D major.'

'That's easy,' said Amy, 'but what about minor scales with sharps?'

'We'll learn that another day. But for today I've made a game. Let's see if you can beat me.'

But at that moment the door flew open. There stood a young man with a violin case.

'Who are you?' asked Doctor Snorey.

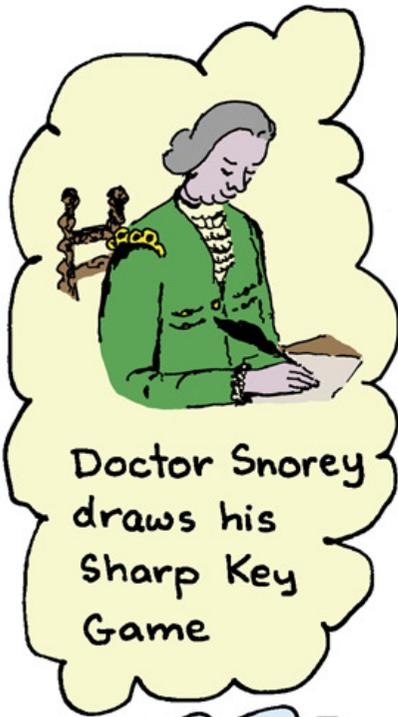
'My name is Antonio Stradivari,' said the young man. 'I am an apprentice to Nicolo Amati. I have brought a new violin to the palace for Princess Amy.'

Who are you?

Go to page 52 at the back of this book to learn more about Antonio Stradivari.

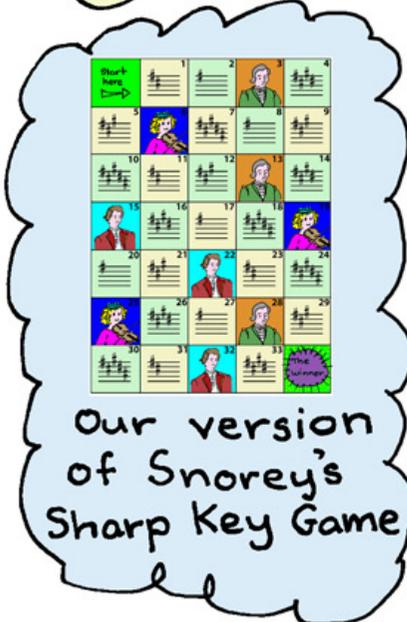


HOMWORK LESSON 57



The original game which Doctor Snorey drew became tattered and was eventually thrown on the fire by the cleaning lady.

Over the years many people have tried to redraw the game without success. This version is, I believe, closest to the original. We have replaced Doctor Snorey's drawings of squirrels with likenesses of Princess Amy, Antonio Stradivari and Doctor Snorey.



If you land on these likenesses or throw a six you get a free throw. Land on any other square and you must say the name of the key you land on. All other rules are the same as for previous games. Play the game 15 times this week. The playing board is at the back of the book (Appendix 2).

Below are the answers to be used by the other people playing the game.

Answers

- Square 1...D Major
- Square 2...G Major
- Square 4...E Major
- Square 5...A Major
- Square 7...B Major
- Square 8...G Major
- Square 9...A Major
- Square 10...B Major

- Square 11...D Major
- Square 12...A Major
- Square 14...E Major
- Square 16...E Major
- Square 17...G Major
- Square 18...B Major
- Square 20...G Major
- Square 21...A Major

- Square 23...D Major
- Square 24...B Major
- Square 26...E Major
- Square 27...G Major
- Square 29...A Major
- Square 30...B Major
- Square 31...D Major
- Square 33...E Major

THEORY LESSON 58



The Italian Word Game #2

-  The game board is at the back of this book. It is Appendix 3.
-  Try to play the game about ten or more times this week.
-  Play the game with your mother or some other member of your family.
-  All the answers are on the next page. Make sure you win by learning the Italian direction words before you start playing.

Answers to Italian Word Game #2

If you are playing with Mum, or someone who doesn't know the meaning of the Italian words, they can look at these answers while playing the game. You cannot. So learn them before playing if you want to win.

	Square 1 ... <i>ma</i>	=	but
	Square 2 ... <i>allargando</i>	=	broadening, slower
	Square 3 ... <i>non</i>	=	not
	Square 4 ... <i>larghetto</i>	=	rather slow
	Square 5 ... <i>dolce</i>	=	sweet
	Square 7 ... <i>assai</i>	=	very
	Square 8 ... <i>presto</i>	=	fast
	Square 9 ... <i>troppo</i>	=	too much
	Square 10 ... <i>molto</i>	=	very, much
	Square 11 ... <i>grazioso</i>	=	graceful
	Square 12 ... <i>largo</i>	=	slow
	Square 14 ... <i>con, col</i>	=	with
	Square 15 ... <i>tenuto</i>	=	held
	Square 17 ... <i>fp=fortepiano</i>	=	loud then immediately soft
	Square 18 ... <i>al, alla</i>	=	in the style of
	Square 20 ... <i>simile</i>	=	in a similar way
	Square 21 ... <i>vivace, vivo</i>	=	quick
	Square 22 ... <i>piu</i>	=	more
	Square 23 ... <i>espressivo</i>	=	expressive
	Square 24 ... <i>mosso, moto</i>	=	movement
	Square 25 ... <i>grave</i>	=	very slow
	Square 26 ... <i>andantino</i>	=	slightly faster than andante
	Square 28 ... <i>sf, sfz</i>	=	accented
	Square 29 ... <i>maestoso</i>	=	majestic
	Square 30 ... <i>sostenuto</i>	=	sustained
	Square 31 ... <i>senza</i>	=	without
	Square 32 ... <i>giacoso</i>	=	playful
	Square 33 ... <i>meno</i>	=	less

THEORY

LESSON 59

‘Oh,’ said Princess Amy, laughing.
‘Now you’ve won five games and I’ve only won three.’

‘That’s because I always remember that F major has one flat,’ said her friend Antonio Stradivari.

Since his first visit to the palace, Antonio and Amy have become good friends. Once a week they meet in the music room to have orange juice and cakes. And to play one of Doctor Snorey’s games.

Today they are playing the Flat Key Game.

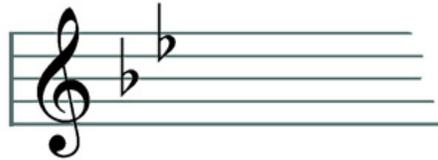
‘Yes. Well, I’ll remember that F major has one flat from now on,’ said Amy. ‘After all, I have won three times because I remembered Doctor Snorey’s rule about flat major scales: **the second to last flat in the key signature is the name of the scale.**’

And of course, the same is true of pieces of music. If the music is in a major key and has two or more flats, the music is in the key of the second to last flat.

I always remember that F major has one flat



For instance, if the key signature looks like this~



the key is B flat major (B flat is the second to last flat in the key signature).

If the key signature looks like this~



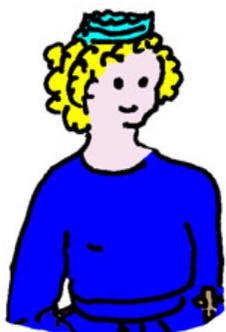
The music is in the key of D flat major (or the scale is D major scale) as D flat is the second to last flat in the key signature .

So all you have to do to win the Flat Key Game is to choose the second to last flat in the key signature. That will be the key of a piece of music or the name of a scale.

Oh, and don't forget that the name of the major scale with one flat is F major (or if it's a piece it's in the key of F major).

Or if it has no flats or sharps, the piece is in the key of C major.

To know the name of the key, just choose the second to last flat



HOMWORK

LESSON 59



Our version
of Snorey's
Sharp Key Game



Our version
of Snorey's
Flat Key Game

W Play Doctor Snorey's Sharp Key Game at least ten times this week.

W Play Doctor Snorey's Flat key Game at least ten times this week.

W Rules are the same as those for the Sharp Key Game.

W The only difference :
You get a free throw when you land on F major, C major or any of the three individuals, Amy, Antonio or Snorey.

W The game board is at the back of the book. Appendix 4.

Answers

Square 1...B flat major
Square 2...F major
Square 4...A flat major
Square 5...E flat major
Square 7...D flat major
Square 8...C major
Square 9...E flat major
Square 10...F major
Square 11...B flat major

Square 12...A flat major
Square 14...D flat major
Square 16...A flat major
Square 17...E flat major
Square 18...A flat major
Square 19...C major
Square 20...F major
Square 21...B flat major
Square 23...E flat major

Square 24...D flat major
Square 26...A flat major
Square 27...E flat major
Square 28...F major
Square 29...B flat major
Square 30...D flat major
Square 31...E flat major
Square 33...A flat major

THEORY

LESSON 60

Review of lessons in Books 4, 5 and 6

If you are not sure of an answer, go back, find the lesson that contains the answer and read it several times. Then answer.



/// Play the Rest Game.
Win five times before you move on.

Check the answers on page 38 Book 4 before you play.

/// Play the first Italian Word Game.
Win five times before you move on.

Review the word meanings on page 27 Book 4. Make sure you know them before you play.

/// How many bars do accidentals last?

Answer

/// Are accidentals shown in the key signature?

Answer

/// Can an accidental be changed in a bar by a different accidental?

Yes

No

You can review accidentals by going to Lesson 31 Book 4.

THEORY

LESSON 60

Review of lessons in Books 4, 5 and 6

Now, what is the rule for tied notes?



Write the rule for tied notes on these lines.

.....

.....

.....

.....

Need help? Go to Lesson 32, Book 4 (including page 12).

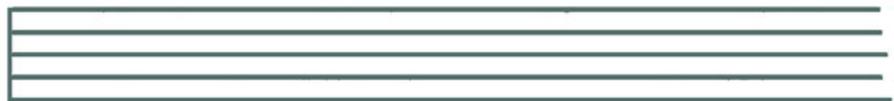
I'm playing my A and E strings at the same time



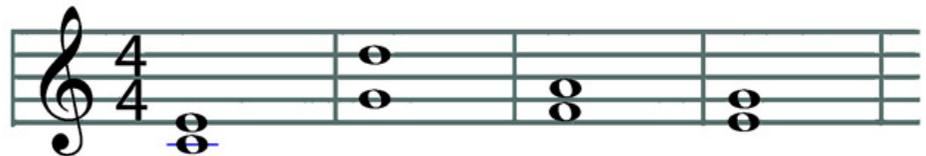
Correct these bars.



on this empty stave.



Complete these triads.



Need help? Read through Lesson 33, Book 4.

Review of lessons in Books 4, 5 and 6

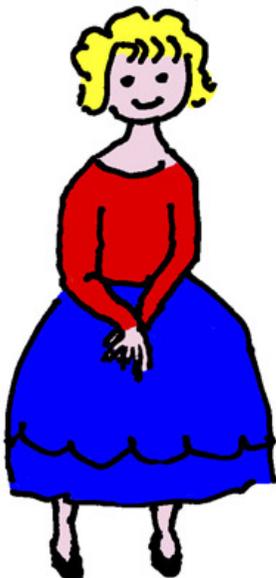


Write bass clefs along these staves.

Handwriting practice staff with five lines.

Handwriting practice staff with five lines.

If you have forgotten what a base clef looks like read through Lesson 35, Book 4. Especially page 26.



Why is middle C called middle C?

Answer
Handwriting practice lines for the answer.

Not sure? Read Lesson 37 again (Book 4).

What is the bass note rule?

Answer
Handwriting practice lines for the answer.

Need help? Read Lesson 37, Book 4.

THEORY LESSON 60

Review of lessons in Books 4, 5 and 6

 Play the Bass Note Game until you have won five times.

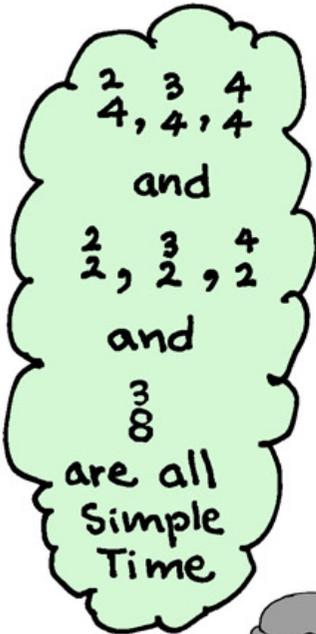
Review the Bass Note Rule (page 32 Book 4) and you won't have trouble winning.

 Complete these sentences -

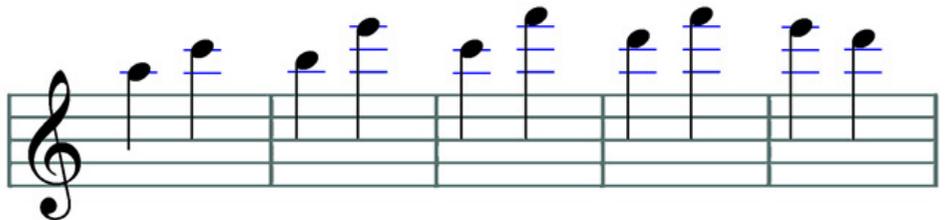
 The beat in simple time is always a simple note which can be divided

 The beat in compound time is always a dotted note which can be divided

If you can't finish these sentences go to Lesson 49. Read it three times. Copy out Doctor Snorey's descriptions of simple and compound time. Put them on the refrigerator. Learn them.


2 3 4
4, 4, 4
and
2 3 4
2, 2, 2
and
3
8
are all
Simple
Time

 Write the alphabetic names under these notes.



Not sure? Read Lesson 46. Learn the poem. Then answer this question.

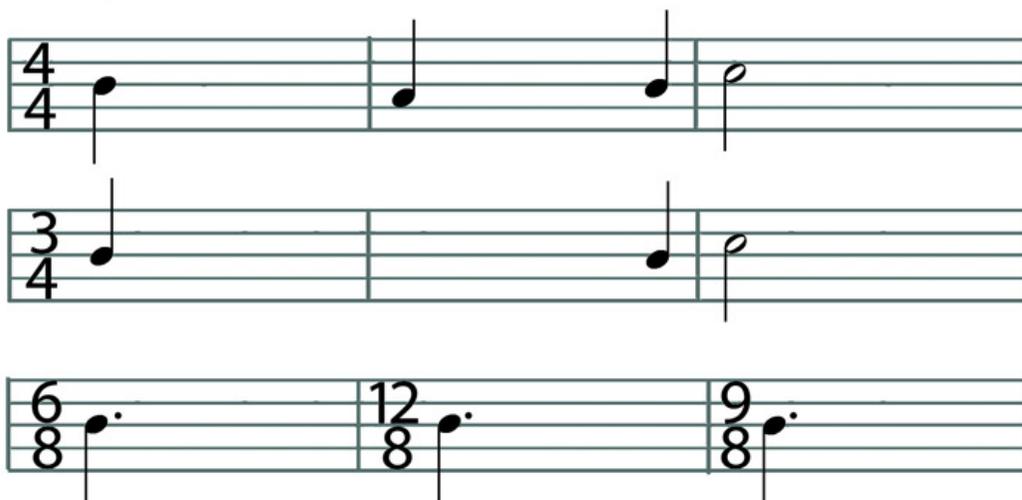
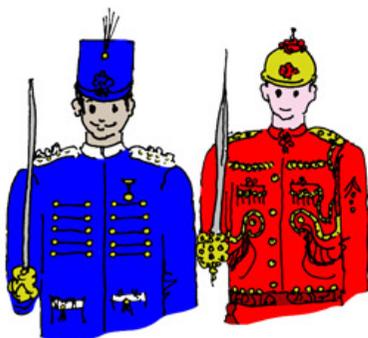
 Play the Flat And Sharp Game until you have won five times.



Review of lessons in Books 4, 5 and 6

 Play the Italian Word Game #2 five times. Review the words in Book 6 page 41.

 Complete these bars with rests.
If you can't remember what to do read Lesson 56 three times. Write out Doctor Snorey's rule for grouping rests. Put it on the refrigerator. Learn it by heart.



 Play the Note Length Game five times.
Review the answers on page 22 Book 4.



 Write correct time signatures at the beginning of these staves.



THEORY LESSON 60

Review of lessons in Books 4, 5 and 6

Today I'm wearing my beads



 Draw the flats in the correct order on this stave.



 Draw the sharps in the correct order on this stave.



Simple Time has a beat note which can be divided by 2

 Play Doctor Snorey's Sharp Key Game nine times.

Before you play go to Lesson 57, Book 6 and read it until you really understand it and can win the game.

 How many eighth notes in a $\frac{9}{8}$ bar?
Answer

How many eighth notes in a $\frac{4}{4}$ bar?
Answer

 On these staves write the simple time signatures that you know.



THEORY

LESSON 60

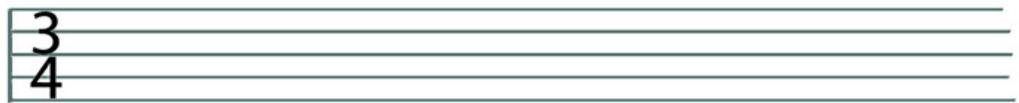
Review of lessons in Books 4, 5 and 6

 Rewrite the following music on the empty staves, beaming notes together (grouping) so the music is easy to count.

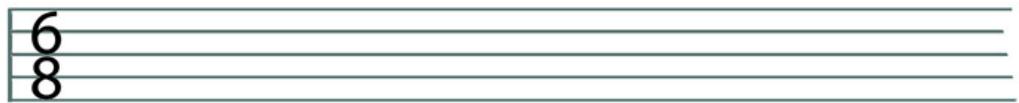




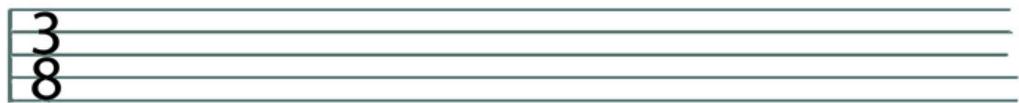
Rewrite here →



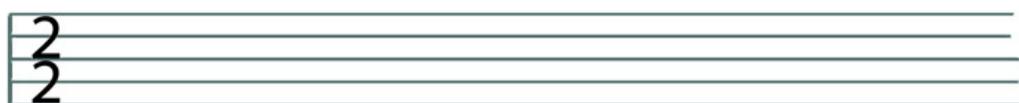
Rewrite here →



Rewrite here →



Rewrite here →



 If you can't remember what to do, go back and read Lessons 51, 53 and 55.

Antonio Stradivari

Antonio Stradivari was born somewhere around 1644. But we can't be sure about that. No one has ever found the record of his birth. We don't even know where he lived as a boy.

We do know that he perfected the shape and sound of the violin and that people in the 21st Century will pay millions of dollars for one.

How do I make it brighter and louder and beautiful?

We also know that, at the age of fifteen, he went to work for a famous violin maker called Amati. Amati had his workshop in Cremona, an Italian town.

Stradivari copied Amati's violins for about twenty years. But then he started to make changes. He lowered the height of the 'hill' (arching) in the middle of the front and back. He made his violins slightly bigger and the wood thinner. Everybody was amazed at how loud and bright the sound was.

Violinists everywhere wanted one. Antonio became rich.

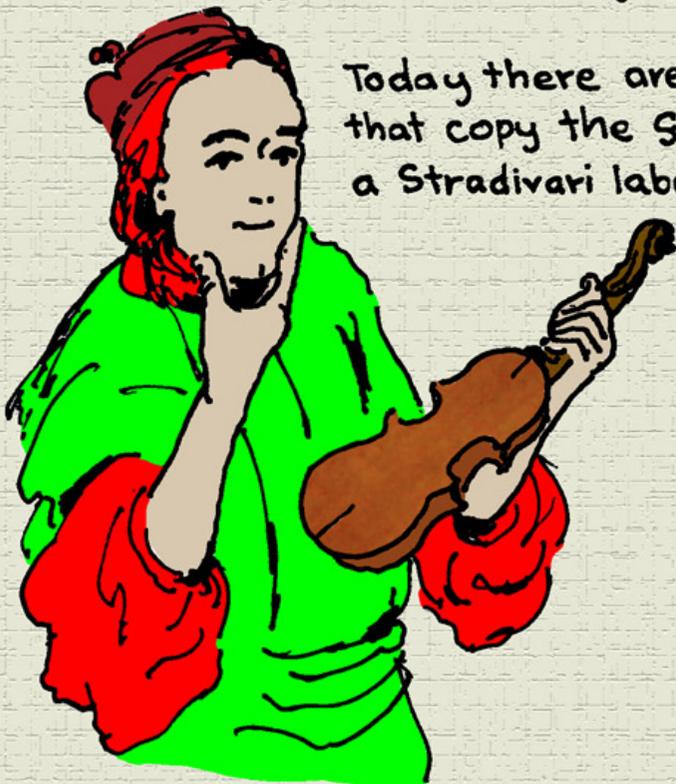
Today there are hundreds of thousands of violins that copy the Stradivari shape. Many of them have a Stradivari label inside.

Antonius Stradiuarius Cremonensis
Faciebat Anno 1719



These violins may look similar but they don't sound anything like a real Stradivarius violin.

You can see one valued at ten million pounds in the Ashmolean Museum, Oxford, England.





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Cut this out and put on your wall.

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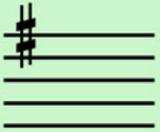
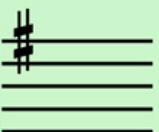
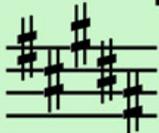
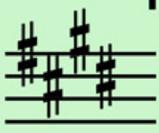
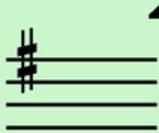
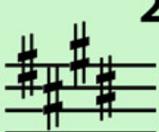
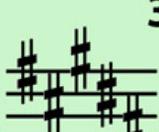
Last Flat and Sharp Game

Start here →	1 F [#]	2 E ^b	3 G [#]	4 B ^b
5 C [#]	6 	7 D ^b	8 A [#]	9 A ^b
10 E [#]	11 G ^b	12 D [#]	13 	14 C ^b
15 G [#]	16 	17 C [#]	18 B ^b	19 F [#]
20 E ^b	21 A [#]	22 D ^b	23 C ^b	24 D [#]
25 E [#]	26 A ^b	27 	28 G ^b	29 F [#]
30 C ^b	31 G [#]	32 B ^b	33 C [#]	

Cut this out. Keep in a folder for future use.

Instructions for playing this game are on page 23.

Doctor Snorey's Sharp Key Game

<p>Start here</p> 	<p>1</p> 	<p>2</p> 	<p>3</p> 	<p>4</p> 
<p>5</p> 	<p>6</p> 	<p>7</p> 	<p>8</p> 	<p>9</p> 
<p>10</p> 	<p>11</p> 	<p>12</p> 	<p>13</p> 	<p>14</p> 
<p>15</p> 	<p>16</p> 	<p>17</p> 	<p>18</p> 	<p>19</p> 
<p>20</p> 	<p>21</p> 	<p>22</p> 	<p>23</p> 	<p>24</p> 
<p>25</p> 	<p>26</p> 	<p>27</p> 	<p>28</p> 	<p>29</p> 
<p>30</p> 	<p>31</p> 	<p>32</p> 	<p>33</p> 	<p>The winner</p> 

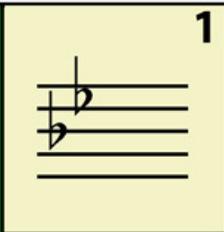
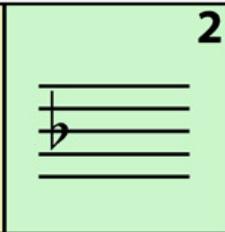
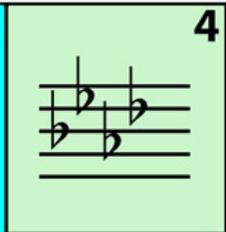
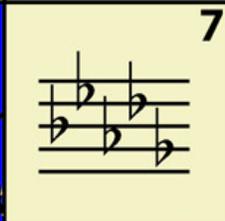
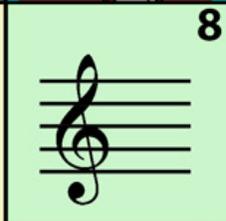
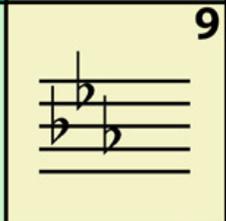
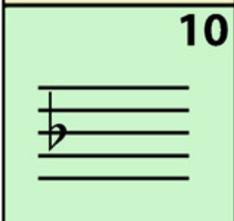
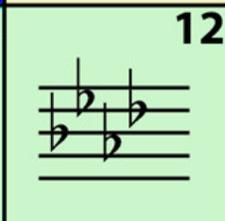
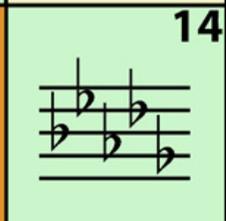
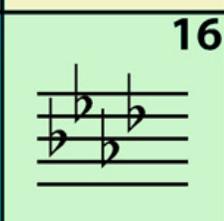
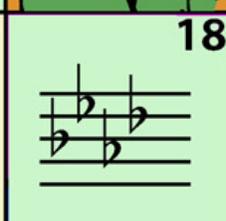
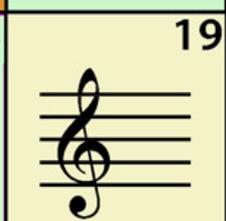
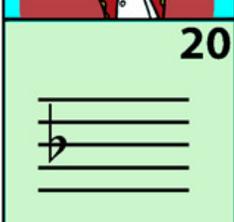
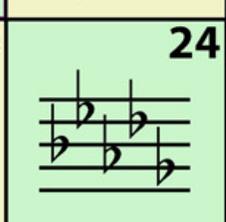
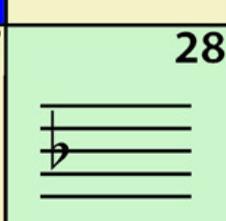
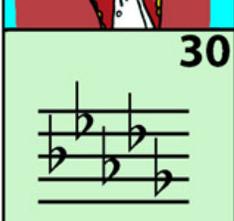
Cut this out. Keep in a folder for future use.
 Instructions for playing this game are on page 39.

Italian Word Game #2

Start here 	1 <i>ma</i>	2 <i>allargando</i>	3 <i>non</i>	4 <i>larghetto</i>
5 <i>dolce</i>	6 	7 <i>assai</i>	8 <i>presto</i>	9 <i>troppo</i>
10 <i>molto</i>	11 <i>grazioso</i>	12 <i>largo</i>	13 	14 <i>con, col</i>
15 <i>tenuto</i>	16 	17 <i>fp = fortepiano</i>	18 <i>al, alla</i>	19 
20 <i>simile</i>	21 <i>vivace, vivo</i>	22 <i>piu</i>	23 <i>espressivo</i>	24 <i>mosso, moto</i>
25 <i>grave</i>	26 <i>andantino</i>	27 	28 <i>sf, sfz</i>	29 <i>maestoso</i>
30 <i>sostenuto</i>	31 <i>senza</i>	32 <i>giacoso</i>	33 <i>meno</i>	

Cut this out. Keep in a folder for future use.
Instructions for playing this game are on page 41.

Doctor Snorey's Flat Key Game

<p>Start here</p> 	<p>1</p> 	<p>2</p> 	<p>3</p> 	<p>4</p> 
<p>5</p> 	<p>6</p> 	<p>7</p> 	<p>8</p> 	<p>9</p> 
<p>10</p> 	<p>11</p> 	<p>12</p> 	<p>13</p> 	<p>14</p> 
<p>15</p> 	<p>16</p> 	<p>17</p> 	<p>18</p> 	<p>19</p> 
<p>20</p> 	<p>21</p> 	<p>22</p> 	<p>23</p> 	<p>24</p> 
<p>25</p> 	<p>26</p> 	<p>27</p> 	<p>28</p> 	<p>29</p> 
<p>30</p> 	<p>31</p> 	<p>32</p> 	<p>33</p> 	

Cut this out. Keep in a folder for future use.
 Instructions for playing this game are on page 44.

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