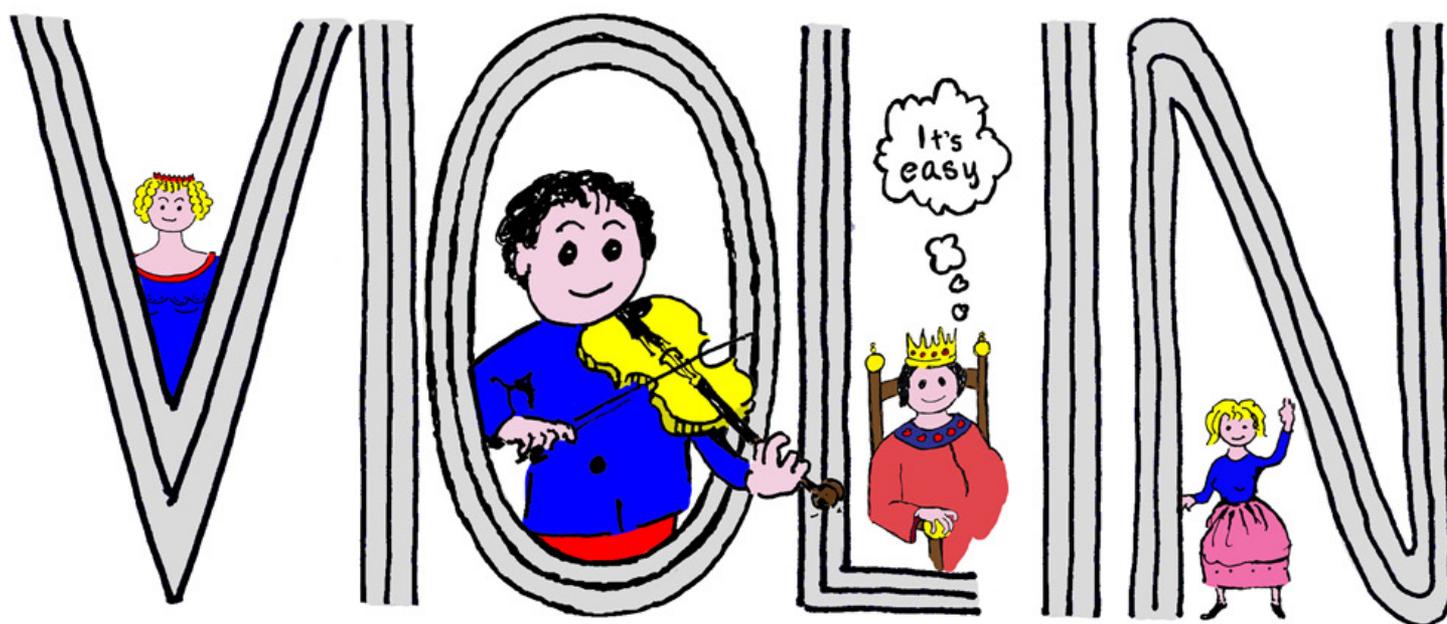


Teach  
yourself



Book 7

# 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 61



'What to do?' Doctor Snorey asked himself.

First, the best violinist had asked him how to organise rests in a bar. He'd shown him what to do and even written down a cunning rule:

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

Three days ago Princess Amy had come to him with another rest problem. What had she said now?

That's right. She'd said, 'Doctor Snorey, your rest rule is truly wonderful but I don't think it works when the note is less than a beat.'

And she was right. She was right as usual.

With that Doctor Snorey dropped off to sleep. He dreamed about the circus and five dogs who finished their act to great applause.

As they finished, the three small dogs formed a pyramid which reached as high as the two bigger dogs.



Doctor Snorey  
dreams of  
the circus





It was a very happy picture and as he woke up Doctor Snorey saw exactly what it meant. The little dogs had joined together to form a group which was as big as each of the other dogs.

It was like a  $\frac{3}{4}$  bar with the little dogs making the first beat and the other dogs making the second and third beats.

Suddenly he had it. He would complete the first beat exactly the same way that he would complete a bar using his rest rule.

Quickly he got a pen and paper. He drew a staff and a sixteenth note,



The rest rule says 'add the same value rest.' So he did.

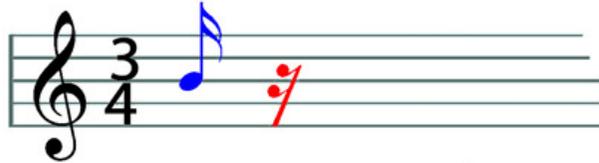


# THEORY

## LESSON 61



Now he had finished half the first beat~



and he would finish the beat with the fewest number of rests.



It reminded him of the little dogs

There, he had finished the first beat. The note and rests reminded him of the three little dogs.



All he had to do now was to finish the bar using the rest rule.

To the completed first beat he added a same-value rest.



first beat

same-value rest

And then he completed the bar with the fewest number of rests~



The complete bar was just like the dream.

# THEORY LESSON 61

To the note add a rest of equal value.

Then complete the beat with the fewest number of rests.

Finish the bar using the rest rule

Doctor Snorey was so excited. He wondered if he would ever sleep again.

Then it hit him. What about his famous compound time?

He quickly drew a staff and drew an eighth note ♪



Then he did what the rule said to do. He added a rest of equal value ♪



Then he completed the first beat with the fewest number of rests ♪



'Great!' he said to himself. 'Now I'll finish the bar.'

First he added a rest of equal value ♪ then finished the bar with the fewest number of rests ♪



first beat      equal value rest      finish the bar



# THEORY

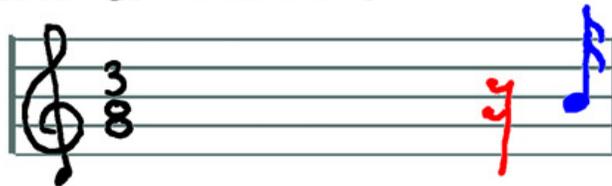
## LESSON 6

Doctor Snorey danced around the room singing to himself, 'I've done it. I've done it.'

But will it work with other simple times?

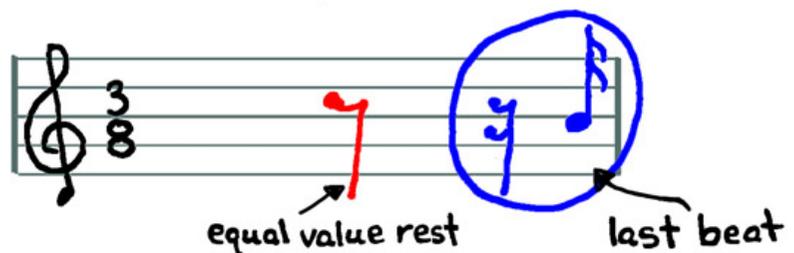
But had he? Would it work for other simple times?

Quickly he sat down and began to write. First he would try  $\frac{3}{8}$  time with the note at the end of the bar.



'That's easy,' he said. 'I've already completed the last beat by adding the same value rest.'

'Now I'll add a rest that has the same value as the completed beat.'



'And I'll finish the bar the easiest way with the fewest number of rests.'



He tried the rest rule for  $\frac{3}{4}$  time,  $\frac{4}{4}$ ,  $\frac{3}{2}$ ,  $\frac{4}{2}$ . It worked every time.

So now he knew that the rest rule worked for beats and bars.

He sat down and wrote to Princess Amy.

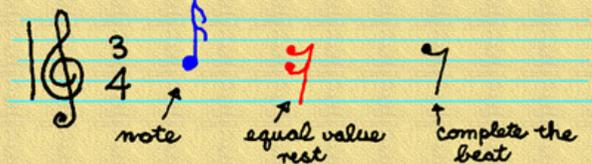
So now he knew that the rest rule worked for beats and bars



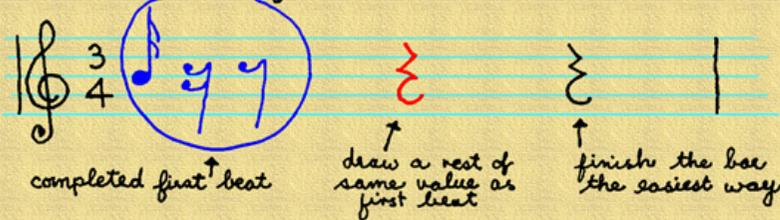
Your Gracious and esteemed Princess Amy

To complete a bar with rests when the note is less than a beat,

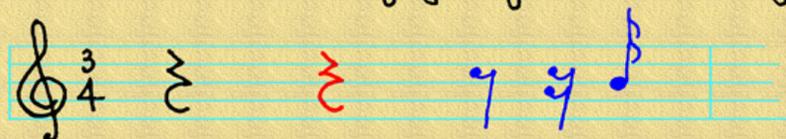
first finish the beat using the rest rule



then finish the bar using the rest rule



When the note is at the end of the bar do the same thing going the other way



# HOMework

## LESSON 61

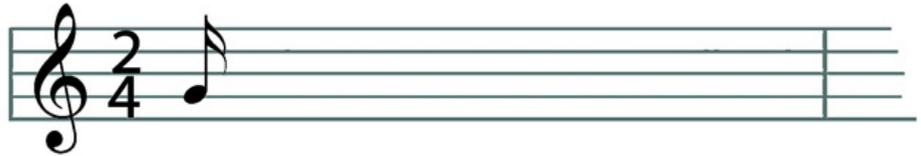
To the note  
add a  
rest of  
equal  
value.

Then  
complete  
the beat  
with the  
fewest  
number  
of rests.

Finish  
the bar  
using the  
rest rule



Complete these bars with  
correct rest grouping.



# HOMWORK LESSON 61

9

To the note add a rest of equal value.

Then complete the beat with the fewest number of rests.

Finish the bar using the rest rule

 Here is Doctor Snorey's rule for completing a bar with rests when a note at the beginning or end of the bar is less than a beat.

 First finish the beat using the rest rule, then finish the bar using the rest rule.

 Copy this rule neatly onto a piece of paper and put it onto the refrigerator. Learn this new rule before your next lesson.

 Complete this bar with four sixteenth notes beamed correctly.



 Complete this bar with two notes beamed correctly.



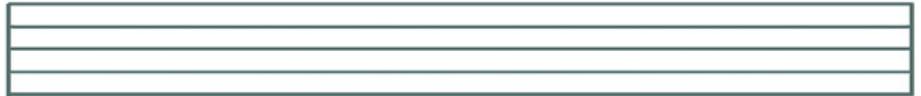
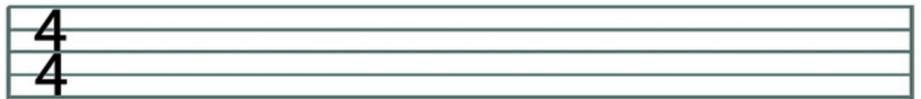
 Complete this bar with three notes beamed correctly.



# HOMWORK LESSON 61



Rewrite this music, grouping the notes with beams. Use these staves ~



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



Play the Italian Word Game #2 until you've won five times.



Play the Last Flat and Sharp Game until you've won five times.



Learn these Italian words ~

<i>delicato</i> = delicate	<i>forza</i> = force
<i>energico</i> = energetic	<i>tanto</i> = so much
<i>tranquillo</i> = calm	<i>agitato</i> = agitated



The beat in compound time is always a dotted note which can be divided into . . . . . (complete the above sentence)



What could it mean?



Princess Amy looked at the music she was about to play. What could it mean?



She understood everything except the 8va....., Obviously Doctor Snorey had been lazy again. He certainly meant something special to happen when he wrote the 8va....., But what? She would look for him and ask what she should do when she came to the 8va.....,

Play the music from the figure eight to the end of the dots an octave higher



She found him on a seat beside the gold-fish pond. He was sleeping in the sun. 'Good morning Doctor Snorey,' said Amy. 'Could you please tell me what this means?'

'Certainly Princess Amy. It just means that you play the music from the figure eight to the end of the little dots an octave higher. I saw someone else doing it the other day and thought it was a good idea.'

'Why was it?' asked Amy, wondering whether he was telling the truth.

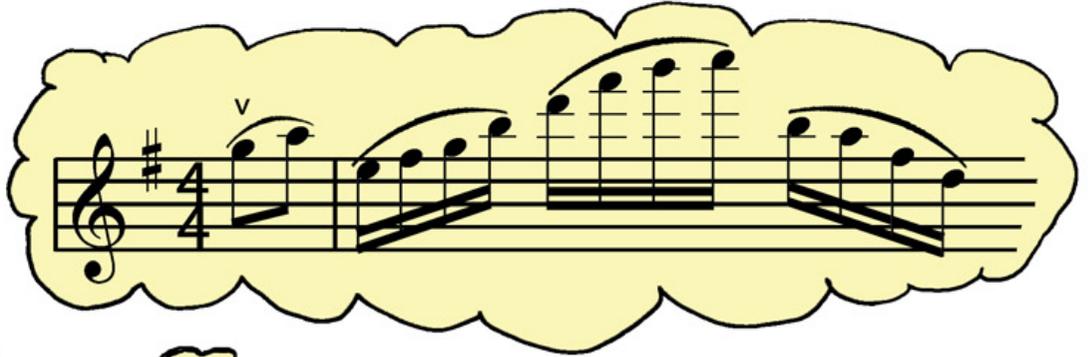
'Well, it stops the very high notes hitting against the stave above,' replied Snorey.

# THEORY

## LESSON 62

Amy said nothing. She looked at the music, wondering what it would look like if written an octave higher.

How would it look written an octave higher?



She decided that Doctor Snorey was probably right. It was better to put an *8va* and some little dots.

'Thank you Doctor Snorey,' said Amy as she turned to walk back to the palace.

play an octave higher

'Oh, and by the way,' called out Snorey, 'could you write out both versions when you get back to the music room?' So Amy did, and it looked like this~



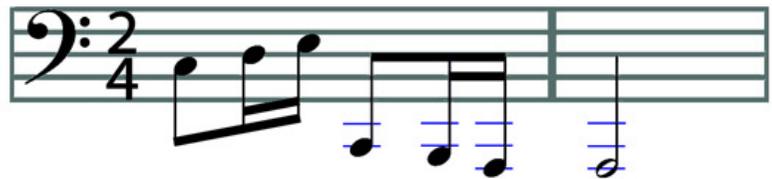
Now we know what to do when we see *8va.....*, over some notes. We play those notes an octave (eight notes) higher.

what would it look like an octave lower?

If you play the piano you will sometimes have music with the octave sign (*8va.....*) underneath the music like this



So you would play the music with *8va.....* an octave lower like this



When you play the music an octave higher or lower because of an octave sign, you are **transposing the music**.

Put the word '**transpose**' on the refrigerator. Learn it this week.

It's called transposing

Now transpose this music as it says to do



Transpose this on this staff



# HOMWORK

## LESSON 62



Transpose this music



on this stave



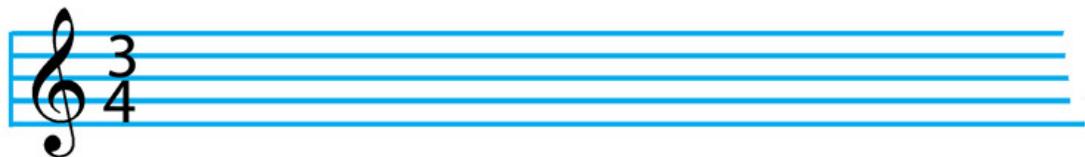
What would it look like an octave higher?



Transpose this music



on this stave



Play the Note Length Game until you have won three times.



Play the Rest Game until you have won three times.



Learn these Italian words.

*semplice* = simple

*animato* = animated

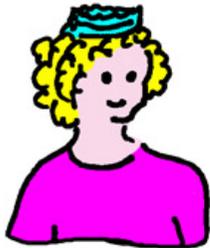


It's Monday morning. Princes Amy and Antonio Stradivari are having morning tea in the sunny music room.

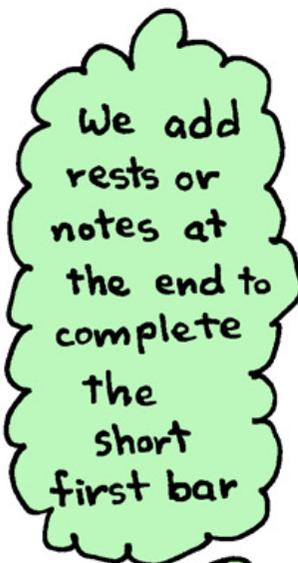
'I think I like these cakes best of all,' said Antonio.

'Yes. See the way the cream sticks out each end. They're sort of like the music I was playing yesterday.'

'What do you mean?' asked Antonio, laughing.



'It's really true,' said Amy as she collected the music from the stand and dropped it on the table in front of him. 'See this music. It's got an incomplete bar at the beginning and the end. Just like the cream sticking out.' Just then Doctor Snorey entered the room.



'Look Doctor Snorey. This music has an incomplete bar at the beginning and the end.'

'Yes it does Princess. That's the way we do it these days. When we start with an incomplete bar at the beginning, we add enough notes or rests at the end to complete the short first bar.'



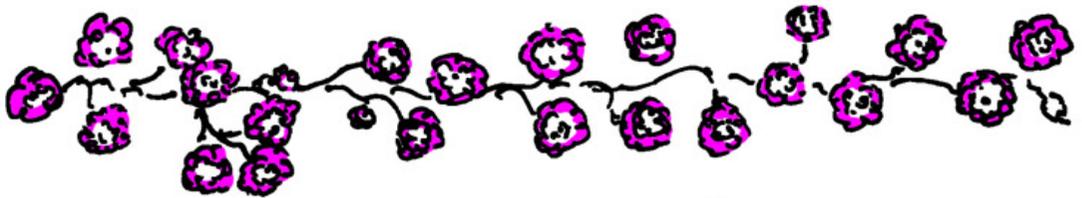
# THEORY

## LESSON 63

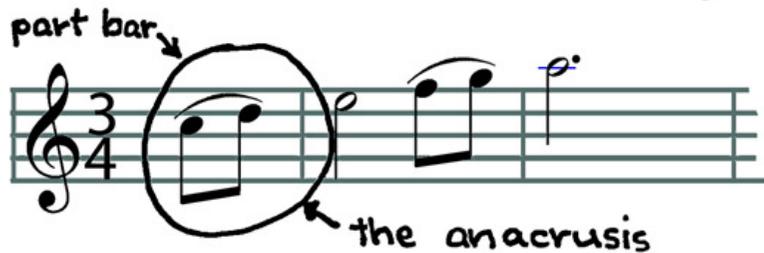
We  
call it  
an  
anacrusis

'A bit funny I know, but not half as funny as the name we call such a start. We call it an anacrusis.'

'An anacrusis!' 'An anacrusis!' called out Amy and Antonio doubling up with laughter.



The beginning of Amy's music looked like this ~

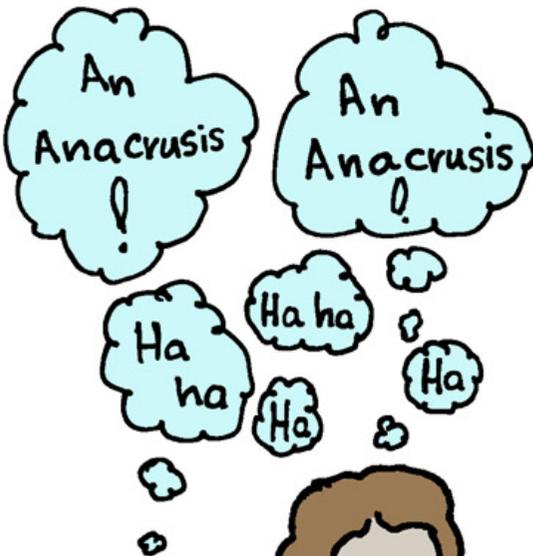


and the end looked like this ~



The last bar adds to the anacrusis to make a complete bar

These days we sometimes call the anacrusis an upbeat because an orchestral conductor moves his baton up on the last beat of every bar.



# HOMWORK LESSON 63



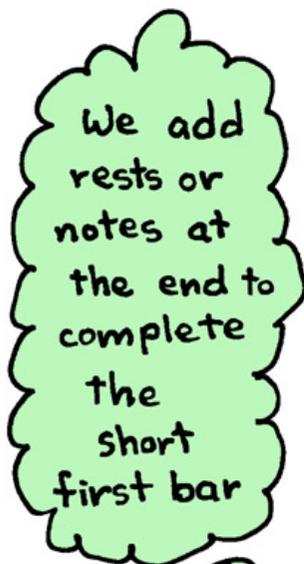
Write the two names for an incomplete first bar.

1. . . . .

2. . . . .



If music has an anacrusis at the beginning and you need rests to finish the last bar you use the rest rule (see Book 6, lesson 56). Please go back to Book 6 now and read lesson 56 until you are sure you can answer the next questions.



Here is an anacrusis,  Complete the following bars pretending they are the last bar of music that has this anacrusis.



The anacrusis and the last bar must add up to four beats.

# HOMWORK LESSON 63



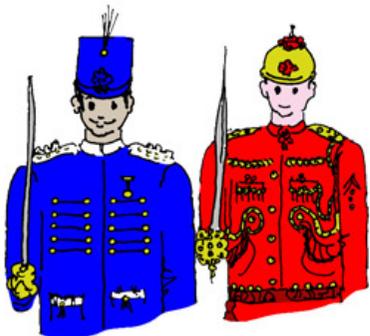
Rewrite this music on the staff below. Transpose the notes with 8va....., above them to the correct place.



Play the music from the figure eight to the end of the dots an octave higher



Complete these bars with rests. If you have forgotten what to do, go back and remind yourself by reading Lesson 56 (Book 6) and Lesson 61 (Book 7). Learn the rest rules again.



Say the words **upbeat** and **anacrusis** every day before you eat food (only for this week).

# HOMWORK LESSON 63

Just group the little notes into beats



**///** Write the following Italian words and their meanings on a piece of paper. Put the paper on the refrigerator. Learn the words this week.

*ad lib*.....play more freely if you wish

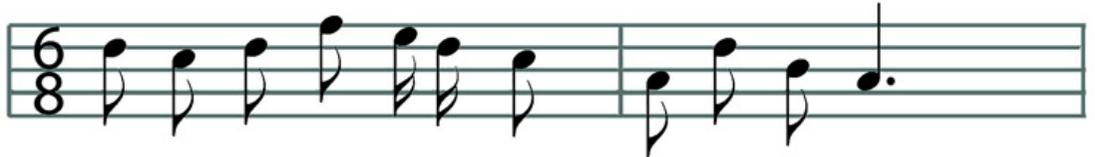
*brio*.....vigor

*con brio*.....with vigor

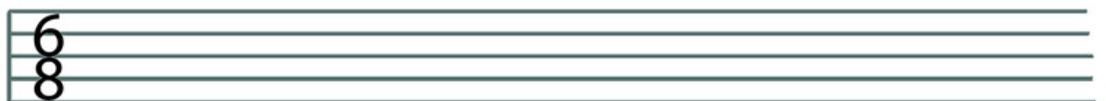
*deciso*.....with determination

*stringendo*...gradually getting faster.

**///** Rewrite the following music on the empty staves, grouping notes with beams so it is easy to read.



Rewrite here →

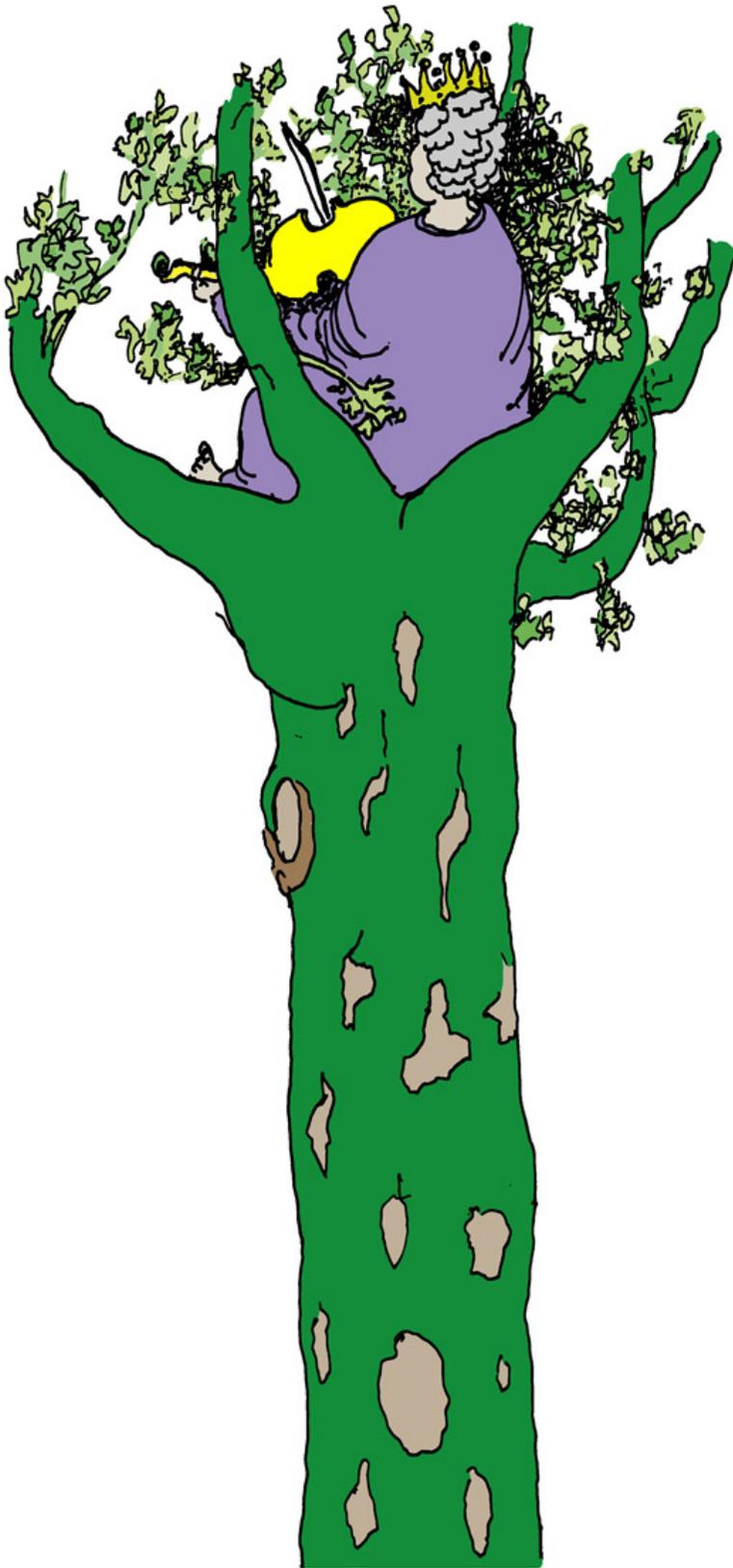


Rewrite here →



**///** Play Doctor Shorey's Sharp Key Game and his Flat Key Game (5 times each).

## THEORY LESSON 64



As Princess Amy and Antonio Stradivarius walked along the palace corridor, they talked about the pictures that lined the walls. Most were paintings of Amy's relatives.

'There's Uncle Umberto. He's forever falling off his horse,' said Amy. 'And Aunt Agatha. She only washes the dishes on Wednesdays. And Grandma Gitta who likes to play her viola while she sits in a tree.'

'What strange relatives you have,' said Antonio.

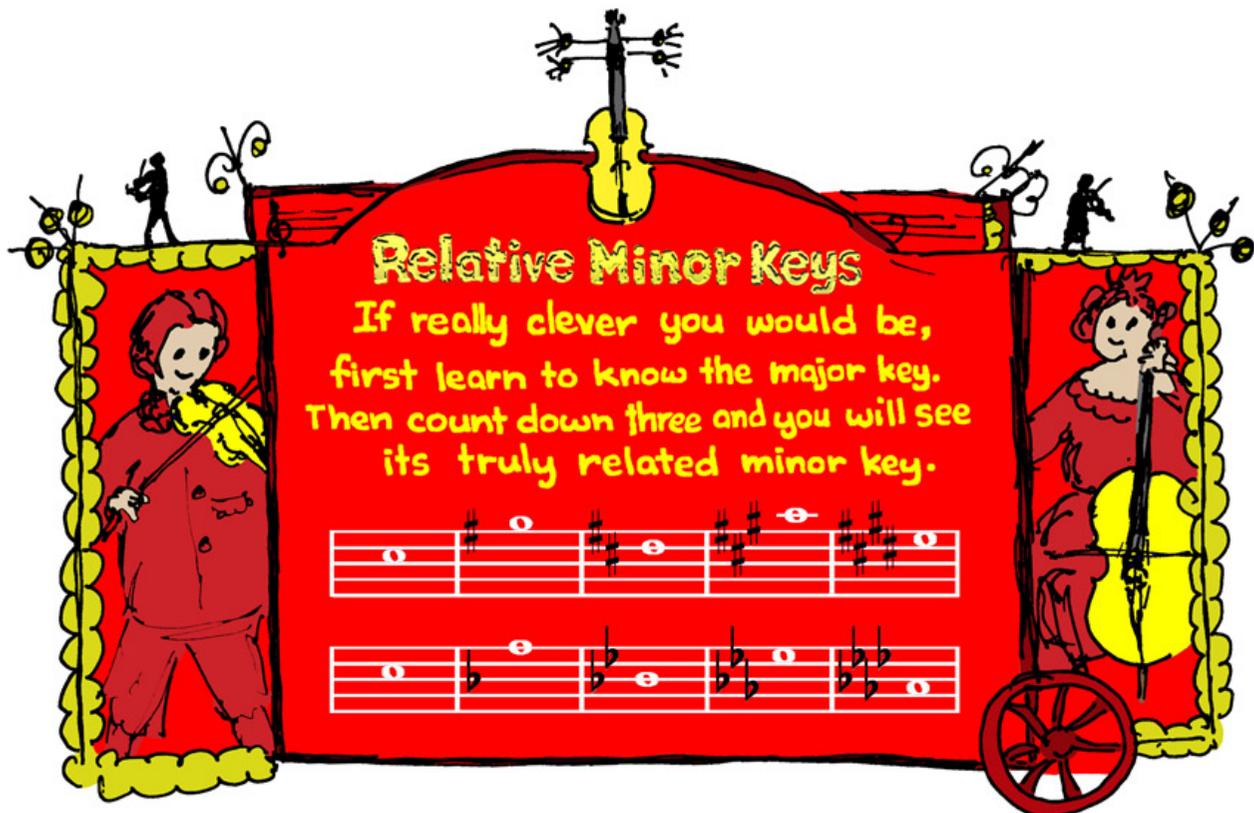
'Yes, they are,' said Amy as they entered the music room. 'About as strange as Doctor Snorey's new invention to teach me about relative minor keys.'



Doctor Snorey explains the Relative Minor Key Machine to the blacksmith.

‘He had the blacksmith make it. It’s fun and it makes relative minor keys so easy to understand.’

‘Relative minor keys. I’ve never heard of such a thing,’ said Antonio. Then he saw the Relative Minor Key Machine. It was quite big. The blacksmith had painted it bright red. The court artist had painted musicians on it and some words in gold. He had also drawn two staves with key signatures, so the front of the machine looked like this.



Antonio knew what the key signatures were. On the top staff they were C major, G major, D major, A major and E major. On the lower staff were C major, F major, B flat major, E flat major and A flat major.

## THEORY LESSON 64

That was nothing new. He knew all those.  
But the riddle. What did that mean?

'If really clever you would be,  
first learn to know the major key.  
Then count down three and you will see  
its truly related minor key'

But before he could begin to work it out,  
Amy, who had lit some candles at the  
back of the machine, called out,  
'Quickly, turn the wheel.'

The wheel? At first Antonio wondered  
where it was. Then he noticed it at  
the end of the machine. He grasped it  
with both hands and turned it to the  
right. There were several clunking sounds.  
Then a row of notes, lit by the candles,  
came into view.

'See how quickly you can work it out,'  
called out Amy.

Antonio went back to the riddle,  
'If really clever you would be,  
first learn to know the major key.  
Then count down three and you will see  
its truly related minor key.'

He realised the answer almost  
immediately.



# THEORY

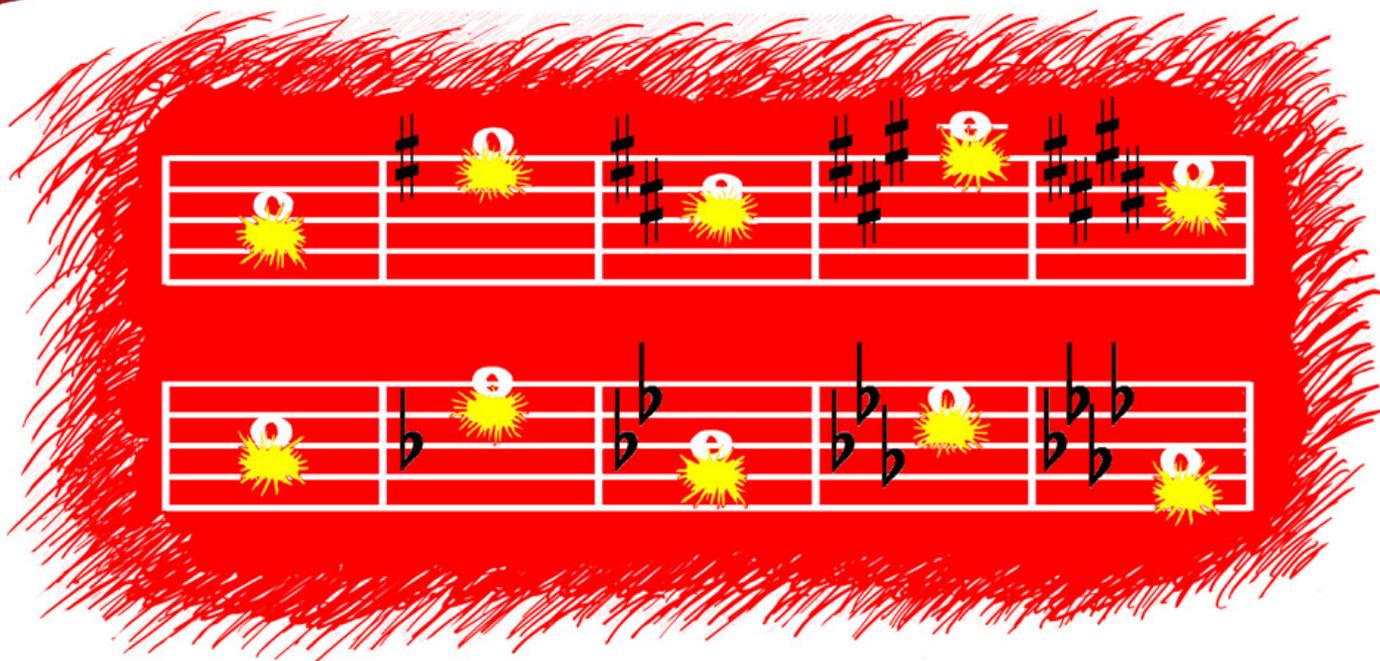
## LESSON 64

So the candlelight will shine through holes three notes lower

The notes which were lit by the candles were always three notes below the major key note.

So the lit notes stood for the related minor key. And in each bar the related major and minor keys had the same key signature.

The major and minor keys are related by the same key signature just as two sisters are related by the same mother.



Antonio, who was very intelligent and rather arrogant, then proceeded to read off the relative minor key.

## THEORY LESSON 64



‘Amy, the first bar has no sharps or flats so we know that means the key is C major. But if we go down three notes we can see candlelight shining through an A note so we know that the key signature also stands for A minor.’

‘Yes,’ said Amy.



‘And the next bar shows the key of G major. But if we go down three notes we realise that E minor has the same key signature,’ said Antonio.

‘Yes,’ said Amy.



‘And the next bar shows that D major has the same key signature as B minor.’

‘Yes,’ said Amy



‘And the next bar shows that A major has the same key signature as F minor.’

‘Wrong,’ said Amy, laughing.

‘It must be,’ said Antonio looking slightly annoyed.

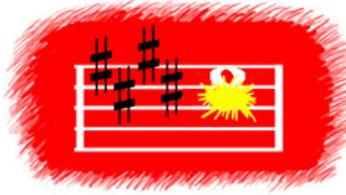
# THEORY

## LESSON 64



'No it mustn't,' said Amy. 'The A major key signature has an F sharp. 

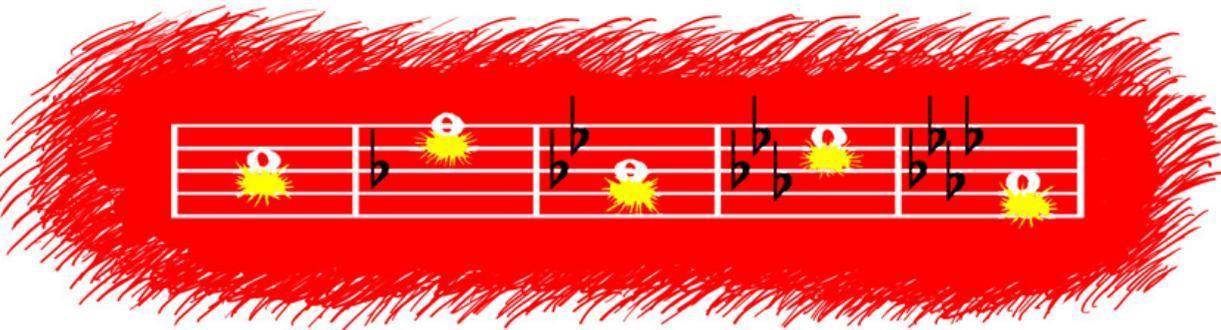
'So F sharp minor is relative to A major.'



'Oh,' said Antonio quickly. 'So the next bar must be similar. E major and C sharp minor are related.'

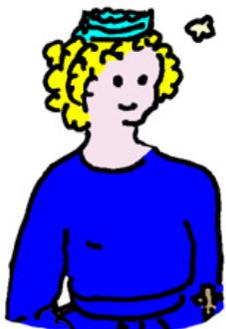
'Yes,' said Amy with a little smile. 'Because if we go down three notes we come to C sharp.'

'Right,' said Antonio. 'But it doesn't happen like that with the flat keys we are looking at.'



You just go down three notes

'No,' said Amy. 'You just go down three notes from the major key note and you have the name of the relative minor key. The one with the same key signature.'



'Yes,' said Antonio. 'So F major is related to D minor. B flat major is related to G minor. E flat major is related to C minor. And A flat major is related to F minor.'

'You did better than I did the first time,' said Amy. 'One day, with that mind of yours, you could be the best violin maker ever.'

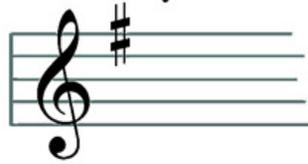
# HOMWORK LESSON 64

 Play Doctor Snorey's Sharp Key Game until you have won three times.

 Play Doctor Snorey's Flat Key Game until you have won three times.

 Here are some major key signatures. In the answer space write the relative minor key name.

example:



Answer E. minor



Answer . . . . .



Answer . . . . .



Answer . . . . .



Answer . . . . .



# HOMWORK LESSON 64

Here is the rule for working out the relative minor key.

First, look at the key signature. Decide, from the number of sharps or flats, the name of the major key. Count down three notes from the name of the major key to find the related minor key with the same key signature.

So the candlelight will shine through holes three notes lower



Here are some major key signatures. In the answer space write the relative minor key name.

Answer . . . . .

# HOMWORK LESSON 64

 Write these Italian word meanings on a piece of paper. Put the paper on the refrigerator and learn the words this week.



- |   |  |
|---|--|
|  <i>largamente</i> = broadly |  <i>marcato</i> = accented |
|  <i>mesto</i> = sad          |  <i>sempre</i> = always    |
|  <i>seconda</i> = second     |  <i>prima</i> = first      |

 Write the relative minor key rule (find it on the previous page) on a piece of paper. Put it on the refrigerator. Learn it this week.



 In the answer spaces write the relative minor key names for the major key signatures shown here.

So the candlelight will shine through holes three notes lower



		Answer . . . . .
		Answer . . . . .
		Answer . . . . .
		Answer . . . . .

# THEORY LESSON 65

Just look at these fast notes



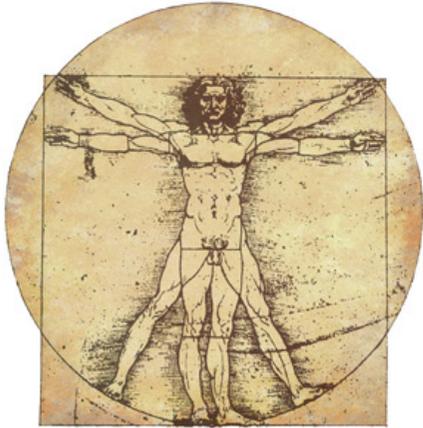
Doctor Snorey and Princess Amy are sitting on the garden seat by the fish pond.

‘Just look at these fast notes that you’ve put in this music,’ said Amy.

‘Well they may not be that fast Princess. At the beginning I have written the word *largo*, so the whole piece is slower.’

‘Yes, it’s all relative and mathematical,’ said Antonio who had just arrived.

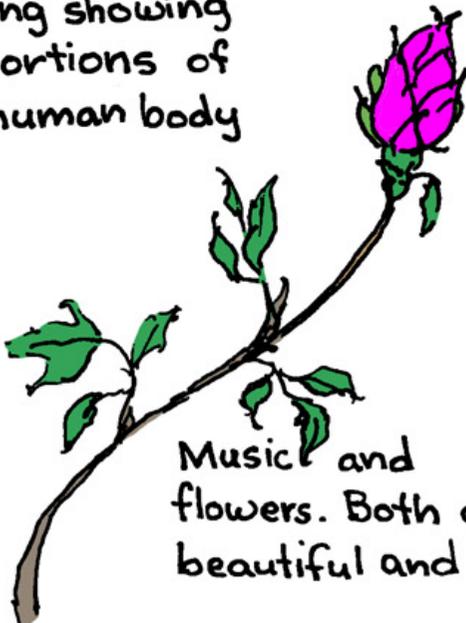
‘My master Amati has shown me that violins are as mathematical as the music they play. Everything has to be measured correctly and be in proportion if they are to sound good.’



Leonardo da Vinci's drawing showing proportions of the human body

‘Our bodies are the same,’ said Doctor Snorey ‘The great artist Leonardo da Vinci showed us that.’

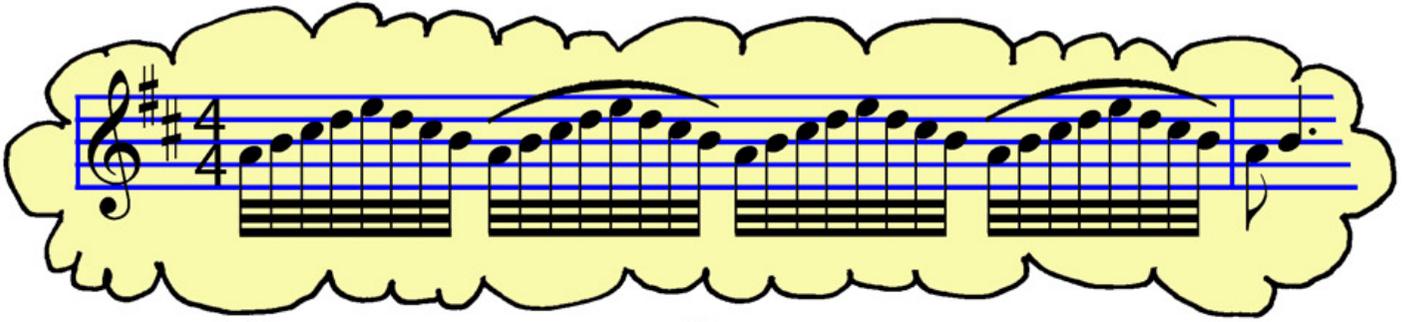
‘Yes,’ said Amy. ‘Even the trees and flowers are mathematical I suppose. The leaves always come in the right place and the flowers on each plant are mathematically the same.’



Music and flowers. Both are beautiful and mathematical

# THEORY

## LESSON 65



'So,' said Doctor Snorey. 'Your so-called fast notes are thirtysecond notes. They're called that because there are thirtytwo of them in a four four bar.'

'Yes Doctor Snorey. But you've made them so easy to read by beaming them into groups of eight. I suppose that's because there are eight of them to a beat.'

'Of course. It's so easy really. **There are eight of them to a beat**



and four beats to a bar. Eight times four is thirty two.

$$8 \times 4 = 32$$

 'The English call them demisemiquavers.'

'How strange,' said Amy. 'I think thirtysecond notes is a much better way of explaining it.'

'So do I,' said Doctor Snorey.

'Yes thirtysecond notes is better,' agreed Antonio.

# HOMWORK LESSON 65

- 🎻 Doctor Snorey wrote this music to show Princess Amy how mathematical music is.
- 🎻 Learn it so you can play it to your teacher next time you go to your violin lesson.

## Piece Mathematica Dedicated to Princess Amy by Doctor Snorey

*largo* (Count very slowly)

The musical score consists of six staves in G major (one sharp) and 4/4 time. The first staff contains four whole notes, each with a four-measure count below it (1 2 3 4). The second staff contains four pairs of half notes, each with a four-measure count below it (1 2 3 4). The third staff contains four groups of four quarter notes, each with a four-measure count below it (1 2 3 4). The fourth staff contains four groups of four eighth notes, with the lyrics "1 - un 2 - oo 3 - ee 4 - or" written below the notes. The fifth staff contains four groups of four notes, each with a slur over the group and a number below it (1, 2, 3, 4). The sixth staff contains four groups of notes, each with a slur over the group and a number below it (1, 2, 3, 4).

# HOMWORK LESSON 65

There are eight thirty-second notes in a quarter note



There are four thirty-second notes in an eighth note



**W** How many thirtysecond notes in a  $\frac{4}{4}$  bar?

Answer . . . . .

**W** Doctor Snorey wrote some music for Princess Amy. The last note is a half note. What are the others in that bar called?

Answer . . . . .

**W** Thirtysecond notes are grouped eight to a beat. How many beams are there on a group of thirtysecond notes? Answer . . . . .

**W** There are three tails on a single thirtysecond note. Draw single thirtysecond notes along this stave.



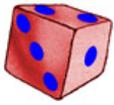
**W** There are three "Commas" on a single thirtysecond rest. Draw thirtysecond rests along this stave.



**W** Learn the meanings of these Italian words.

- |                          |                                |
|--------------------------|--------------------------------|
| <i>pesante</i> = heavy   | <i>amore</i> = in a loving way |
| <i>risoluto</i> = strong | <i>con amore</i> = with love   |
| <i>triste</i> = sad      | <i>amorosa</i> = loving        |

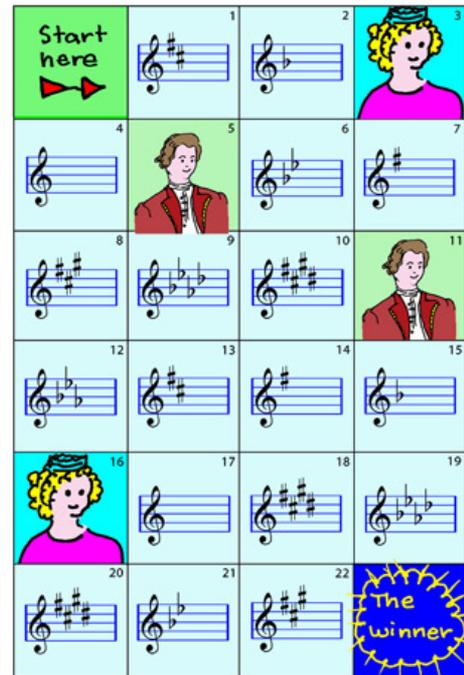
### The Relative Minor Game



The rules are similar to those you used in previous games. But this time you need to know the name of the minor key with the key signature shown in the square on which you land.



You will find the game board in the appendix. Take it out before you play.



Play the game at least five times each day until your next lesson.



Before you play, read through Lesson 64 several times.



### Answers - Relative Minor Game.

Square 1 B minor

Square 13 B minor

Square 2 D minor

Square 14 E minor

Square 4 A minor

Square 15 D minor

Square 6 G minor

Square 17 A minor

Square 7 E minor

Square 18 C sharp minor

Square 8 F sharp minor

Square 19 F minor

Square 9 F minor

Square 20 C sharp minor

Square 10 C sharp minor

Square 21 G minor

Square 12 C minor

Square 22 F sharp minor



# THEORY

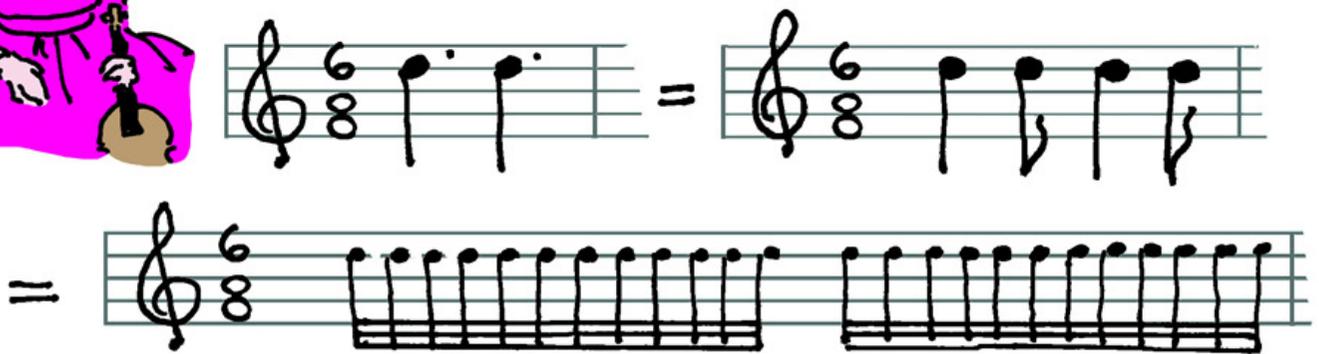
## LESSON 67

'Oh, Doctor Snorey, you've used more of those thirtysecond notes in this piece. But this time it's more difficult because the piece is in six eight time,' said Amy.

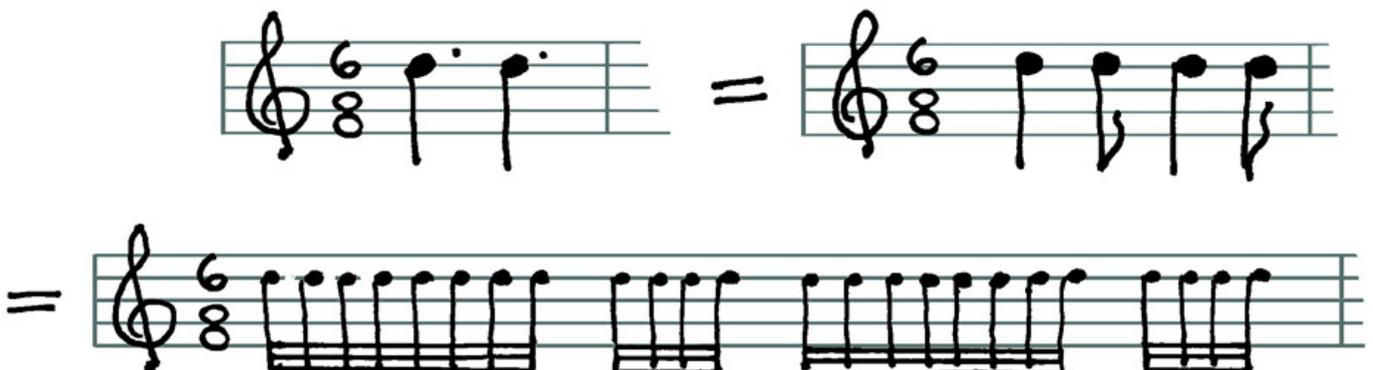
'Well it's no more difficult really,' said Doctor Snorey. 'Just think of the beats as a quarter note followed by an eighth note. Then you have twelve thirtysecond notes on each dotted quarter note.'

'I can't believe it,' said Amy. 'I'll have to try and write it down.'

So Amy got some paper and this is what she wrote ~



Then she had a good idea and wrote ~



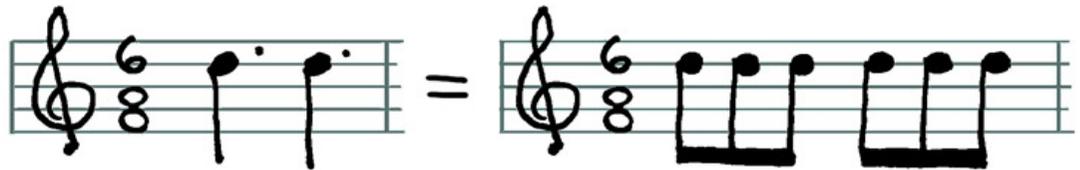
# THEORY LESSON 67



Now she could clearly see eight notes grouped to make a quarter note and four notes grouped to make an eighth note.



Then Amy had another good idea. She wrote,



Now Amy had written four thirtysecond notes on each eighth note.



'That's excellent Princess,' said Doctor Snorey who had been watching over Amy's shoulder. 'It makes the thirtysecond notes so much easier to read.'

'Yes,' said Amy. 'Perhaps you could do that with simple time music as well.'



'Perhaps I could,' said Doctor Snorey as he reached for a pencil and wrote,



# HOMWORK

## LESSON 67



$\frac{1}{32}$  Doctor Snorey told Amy the number of thirtysecond notes you can play in the time it takes to play a dotted quarter note. How many did he suggest?

Answer . . . . .

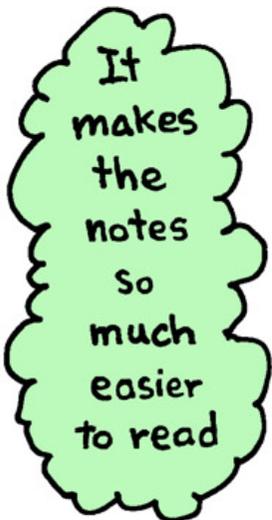


$\frac{1}{32}$  Amy had a better idea. How many thirtysecond notes did she beam together to make the same time as the quarter note?

Answer . . . . .

$\frac{1}{32}$  Then Amy had a second good idea. How many thirtysecond notes did she beam together to make up the same value as an eighth note?

Answer . . . . .



$\frac{1}{32}$  How many beams did Amy put on the thirtysecond notes?

Answer . . . . .

$\frac{1}{32}$  How many beams did Doctor Snorey put on thirtysecond notes?

Answer . . . . .



$\frac{1}{32}$  How many thirtysecond notes to make up a  $\frac{1}{4}$  bar?

Answer . . . . .

$\frac{1}{32}$  How many thirtysecond notes make a  $\frac{6}{8}$  bar?

Answer . . . . .

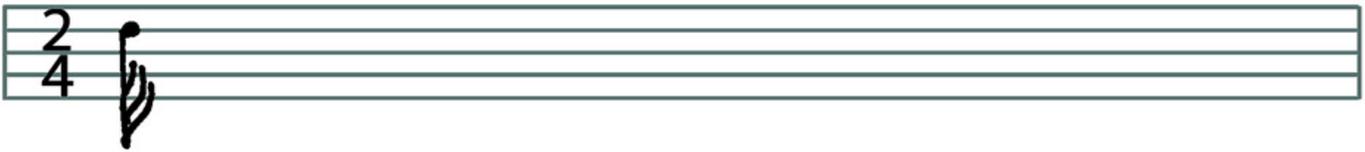
# HOMWORK

## LESSON 67

Each group has three beams



-  A single thirtysecond note looks like this . Just as beamed thirtysecond notes have three beams, single thirtysecond notes have three tails (or flags). Draw enough thirtysecond notes along this staff to fill the  $\frac{2}{4}$  bar (use pencil to draw the notes!).



-  Draw enough thirtysecond rests along this staff to fill a  $\frac{2}{4}$  bar (use a pencil).



Please play piano. My head aches.



-  Play the Doctor Snorey's Sharp Key Game until you win five times.
-  Play the Doctor Snorey's Flat Key Game until you win five times.
-  Play the Relative Minor Game until you have won five times.
-  Play the Italian Word Game until you have won five times.
-  Play the Italian Word Game #2 until you have won five times.

# THEORY

## LESSON 68

Duple means two beats

Now you know almost everything about simple time, compound time, whole notes, half notes, quarter notes, eighth notes, sixteenth notes and thirtysecond notes; grouping notes and grouping rests; triplets and ties. You know all that. So it makes this week's lesson easy.



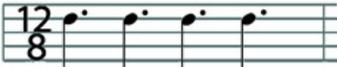
Triple means three

All we have to do is learn three words, **duple**, **triple** and **quadruple** so we can understand what people are talking about when they say duple time, triple time and quadruple time.

Duple time just means two beats in a bar. Triple time means three beats in a bar. Quadruple time means four beats in a bar.



Quad-ruple means four beats

So this  is compound **duple** time and this  is compound **triple** time and this  is compound **quadruple** time.

And this  is simple **duple** time and this  is simple **triple** time and this  is simple **quadruple** time.

What a simple lesson!



# HOMWORK LESSON 68



Transpose this music up an octave where shown.



Use this stave ~



Transpose this music up an octave where shown.



Use this stave ~



In each case, complete the bar with rests.



# HOMWORK LESSON 68

Duple means two beats.  
Triple means three.  
Quadruple means four beats

 Copy this out and put it on the refrigerator. Read it every day for seven days.



Compound  
duple time



Compound  
triple time



Compound  
quadruple time



Simple  
duple time



Simple  
triple time

We call it an anacrusis



Simple  
quadruple time

 If this  is an upbeat start, fill in the last bar with the correct number of notes.





### The Italian Word Game # 3

-  The game board is at the back of this book. It is Appendix 2.
-  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 #3

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>ad lib</i>	=	play freely
 Square 2 ... <i>deciso</i>	=	with determination
 Square 3 ... <i>mesto</i>	=	sad
 Square 5 ... <i>pesante</i>	=	heavy
 Square 7 ... <i>marcato</i>	=	accented
 Square 8 ... <i>anima</i>	=	spirited
 Square 9 ... <i>rubato</i>	=	with some freedom of time
 Square 11 ... <i>semplice</i>	=	simple
 Square 12 ... <i>stringendo</i>	=	getting faster
 Square 13 ... <i>subito</i>	=	suddenly
 Square 15 ... <i>tranquillo</i>	=	calm
 Square 16 ... <i>volta</i>	=	time (prima volta: first time)
 Square 17 ... <i>agitato</i>	=	agitated
 Square 19 ... <i>animato</i>	=	animated, lively
 Square 21 ... <i>risoluto</i>	=	resolute
 Square 22 ... <i>amore</i>	=	in a loving way
 Square 23 ... <i>brio</i>	=	vigour (con brio: with vigour)
 Square 25 ... <i>triste</i>	=	sad
 Square 27 ... <i>delicato</i>	=	delicate
 Square 28 ... <i>tanto</i>	=	so much
 Square 29 ... <i>seconda</i>	=	second
 Square 30 ... <i>forza</i>	=	force
 Square 31 ... <i>energico</i>	=	energetic
 Square 32 ... <i>largamente</i>	=	broadly
 Square 33 ... <i>sempre</i>	=	always

# THEORY

## LESSON 70

That sounds perfect



Amy is tuning her violin in the music room. Doctor Snorey sits listening.

‘The E doesn’t sound quite right,’ said Amy as she gave the peg a little twist and played the A and E strings together.

‘That’s better. It sounds perfect.’

‘It does,’ said Doctor Snorey. ‘That’s why we call the five notes from A to E a perfect fifth.’

‘Oh,’ said Amy. ‘So when I’m playing my G and D strings together or D and A strings, I’m playing perfect fifths.’

In scales, the intervals of the fourth, fifth and octave are perfect

‘Yes Princess. And in every scale you play, the interval between the first note and the fifth is perfect. So is the interval between the tonic and the fourth note and the tonic and its octave.’

‘Is that true for Major and Minor scales?’

‘Yes Princess. Whether the scale is Major or Minor, the interval between the tonic and the fourth note, the tonic and the fifth note and the tonic and its octave are all perfect.’



‘Well that’s easy to remember. I play perfect fifths every day when I tune up,’ replied Amy, smiling.

# HOMWORK LESSON 70

That sounds perfect

**///** Complete the following sentences.

**2/2** In scales, the interval from the tonic to the fifth note is

.....

**3/4** In scales, the interval from the tonic to the fourth note is

.....

In scales, the interval from the tonic to the octave note is

.....

**3/8** In compound time the beat is always a dotted note  which can be divided into.....

It seems to work for all the time signatures

**2/4** Finish these bars with rests in the correct order.



# THEORY LESSON 71

I've been wondering about other intervals

Princess Amy is tuning her violin. Turning to Doctor Snorey she says, "You know you told me the other day, about fourths and fifths and octaves being perfect in both major and minor scales?"

"Yes Princess."

"Well, I've been wondering about the other intervals. If they aren't perfect what are they?"

"That's simple. They're either major or minor and easy to work out," said Doctor Snorey as he strode to the blackboard where he drew two notes on a staff.



"As you know," he continued, "the interval from A to C is a third. To decide whether it is major or minor we first draw a major scale with the underneath note, A, as the tonic."



"Now we compare the C in the interval with the one in the scale. If they are the same pitch the interval is a major third."

# THEORY

## LESSON 71

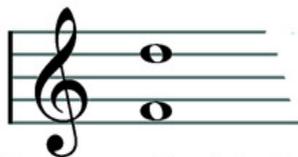
To decide whether it is major or minor we first draw a major scale

‘But they’re not,’ said Amy. ‘The one in the chord is C natural. It’s a semitone lower than the C sharp in the scale.’

‘Quite right Princess. So the interval must be a minor third.’

‘That is so easy,’ said Amy. ‘So easy. I think I can do it in my head.’

‘Why don’t you try with this interval?’ said Doctor Snorey as he wrote it on the blackboard.



‘First,’ said Amy, ‘I must think of F major scale and compare the D of the interval with the one of the scale.’



‘They are both the same,’ said Amy. ‘So F to D must be a major sixth.’

‘Bravo Princess. Right first time.’

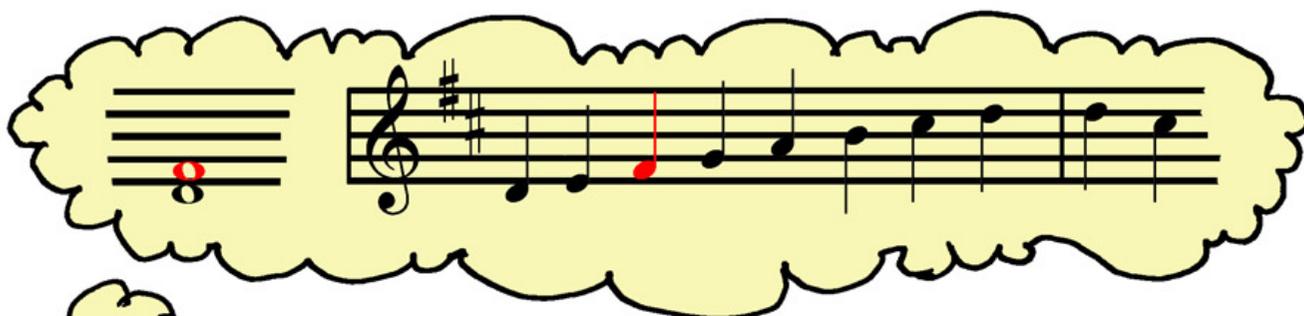
‘But could I try one or two more before we finish?’ asked Amy.



'Yes, try this one,' said Doctor Snorey as he drew it on the blackboard



'First,' said Amy, 'I must think of the major scale that starts with D and work out its key signature. I know it has two sharps, F sharp and C sharp.'



'But the upper note in the interval is F natural. It's a semitone lower than the F sharp in the scale. So the interval must be a minor one. Also the interval from D to F is a third so the full name for the interval is a minor third.'

'You're so good at this Princess. Try this one.'



'You can't catch me with that,' laughed Amy. 'That's a perfect fourth.'

'So it is,' said Doctor Snorey, smiling. 'Perhaps before we go, we should try to make an interval rule and a game.'



# HOMWORK LESSON 71

I've been wondering about intervals that aren't perfect

Here is Doctor Snorey's Major and Minor Interval Rule. Please write it on a piece of paper. Put it on the refrigerator and learn it this week.



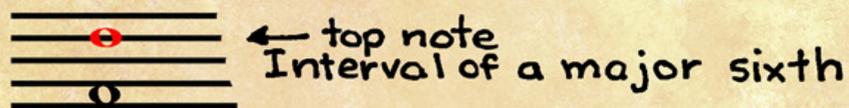
They're either major or minor and easy to work out

## Major and Minor Intervals

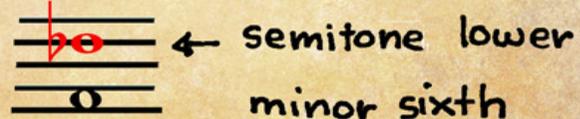
Make the **interval's bottom note** the first note of a major scale.



Then if the **top note of the interval** is the same pitch as the same note in the scale, the interval is a major interval.



If the top note is a semitone lower, the interval is a minor interval.



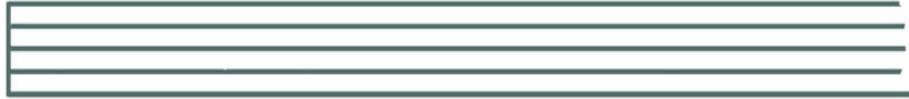
# HOMWORK LESSON 71



What sort of interval is this?



If you can't work it out in your head, first draw the major scale on this stave.



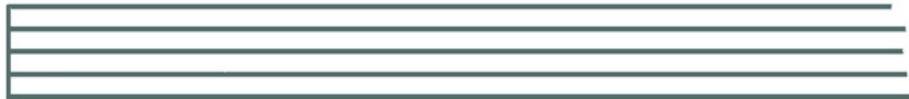
Answer. . . . .



What sort of interval is this?



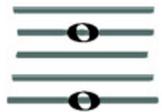
If you can't work it out in your head, first draw the major scale on this stave.



Answer. . . . .



What sort of interval is this?



If you can't work it out in your head, first draw the major scale on this stave.



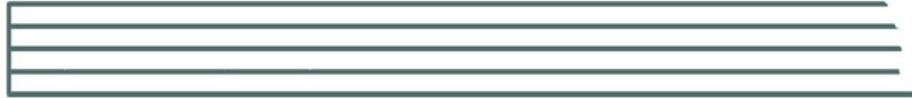
Answer. . . . .

Play the Relative Minor Game until you have won three times.

# HOMEWORK LESSON 71

 What sort of interval is this? 

If you can't work it out in your head, first draw the major scale on this staff.



Answer. . . . .

 What sort of intervals are these?



Answer. . . . .



Answer. . . . .



Answer. . . . .



Answer. . . . .



Answer. . . . .

 Play the Italian Word Game #3 until you have won three times.

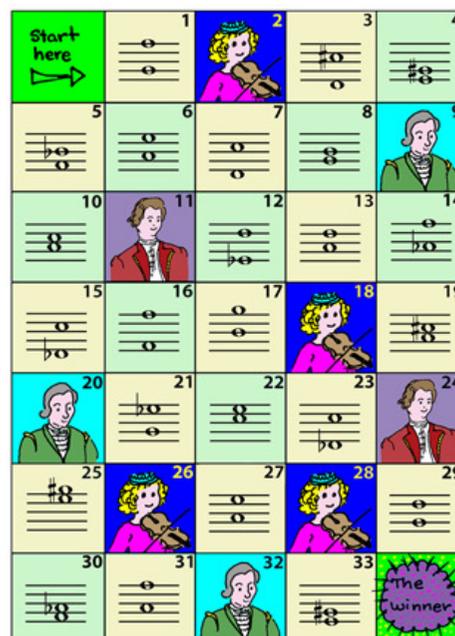
 Play Doctor Snorey's Sharp Key Game until you have won three times.

 Play Doctor Snorey's Flat Key Game until you have won three times.

### Doctor Snorey's Major, Minor, And Perfect Interval Game.



The rules are similar to those you used in previous games. But this time you need to say whether the interval on which you land is major, minor or perfect and the size of the interval. For instance, the answer if you land on square one is a minor seventh.



You will find the game board in the appendix.

Read Lesson 71 each day. Make sure you know the Major and Minor Interval Rule.

Answers to Doctor Snorey's Major, Minor and Perfect Interval Game.

- |                                   |                                   |
|-----------------------------------|-----------------------------------|
| <i>Square 1</i> - Minor seventh   | <i>Square 16</i> - Perfect octave |
| <i>Square 3</i> - Major seventh   | <i>Square 17</i> - Minor sixth    |
| <i>Square 4</i> - Major third     | <i>Square 19</i> - Major third    |
| <i>Square 5</i> - Perfect fourth  | <i>Square 21</i> - Minor sixth    |
| <i>Square 6</i> - Perfect fifth   | <i>Square 22</i> - Major third    |
| <i>Square 7</i> - Minor seventh   | <i>Square 23</i> - Major seventh  |
| <i>Square 8</i> - Major third     | <i>Square 25</i> - Major third    |
| <i>Square 10</i> - Minor third    | <i>Square 27</i> - Perfect fifth  |
| <i>Square 12</i> - Major seventh  | <i>Square 29</i> - Perfect fifth  |
| <i>Square 13</i> - Perfect fourth | <i>Square 30</i> - Minor third    |
| <i>Square 14</i> - Major sixth    | <i>Square 31</i> - Minor sixth    |
| <i>Square 15</i> - Major seventh  | <i>Square 33</i> - Major third    |



# THEORY

## LESSON 73

### Review of lessons in Book 5

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

 Under the staves write the counting for this music.



If you can't remember what to do go back through books five and six and find the answers.

The beat note in Compound Time is always a dotted one

 Finish this sentence:—  
A triplet is three notes played in the time of .....

Read lesson 42 several times if you don't know the answer.



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



# THEORY

## LESSON 74

### Review of lessons in Book 6

- ✎ Rewrite the music below on some manuscript. Beam the notes into beats (grouping) so it is easy to read.



If you have difficulties with this grouping read lessons 51 and 53

Just group the little notes into beats

- ✎ Read lesson 52 several times. Make sure you know the order of the sharps and flats. Play the Last Flat and Sharp Game until you have won three times.

- ✎ Read lessons 57 and 59 several times so you know how to work out the key signatures of major scales. Play Doctor Snorey's Flat Key Game and his Sharp Key Game until you have won each three times.



# THEORY

## LESSON 74

### Review of lessons in Book 6

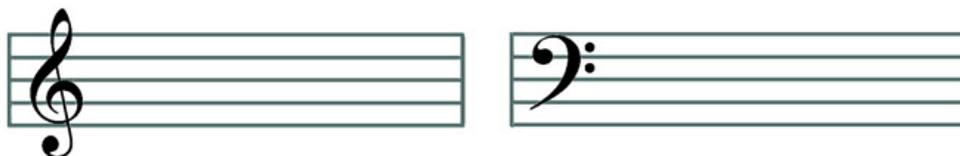
**M** Go to lesson 58. Review the Italian words on page 42. Play the Italian Word Game until you have won three times.

It seems to work for all the time signatures

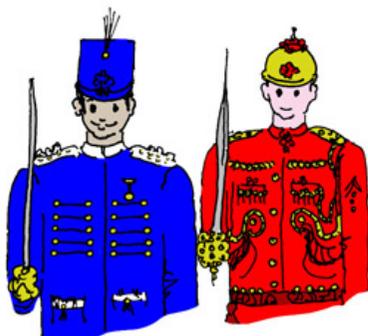
**M** Draw the seven sharps in the correct order on these staves.



**M** Draw the seven flats in the correct order on these staves.



**M** Complete these bars using rests in the right order.



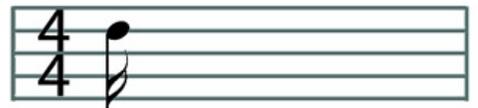
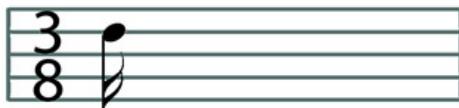
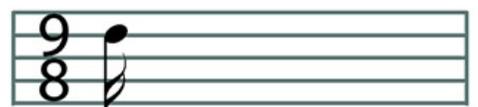
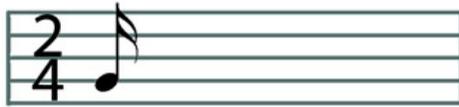
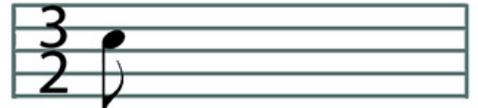
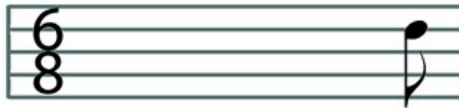
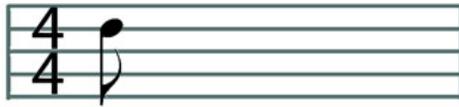
If you don't know what to do, read lesson 56 again.

# THEORY LESSON 75

## Review of lessons in Book 7

 Complete these bars using rests in the correct order.

To the note add a rest of equal value.



Then complete the beat with the fewest number of rests.

 Transpose the music where it tells you to. Use manuscript paper on page 58.

Finish the bar using the rest rule



 Play Doctor Snorey's Sharp Key Game five times.

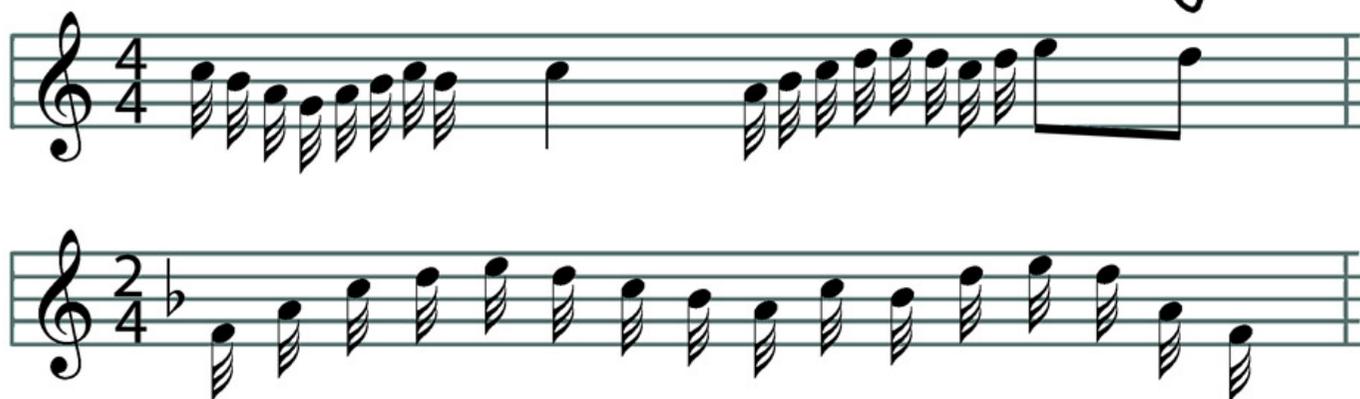
 Play Doctor Snorey's Flat Key Game five times.



# Review of lessons in Book 7

 Play the Relative Minor Game ten times.

 Beam the thirtysecond notes so they are easy to read. Use manuscript paper on page 58.



 Draw twelve thirtysecond rests along this stave.



 Play Doctor Snorey's Major, Minor and Perfect Interval Game until you have won three times.

 Write the correct number in the space.  
Duple time means..... beats in a bar.  
Triple time means.....beats in a bar.  
Quadruple time means.....beats in a bar.

 Play the Italian Word Game #3 until you have won three times.

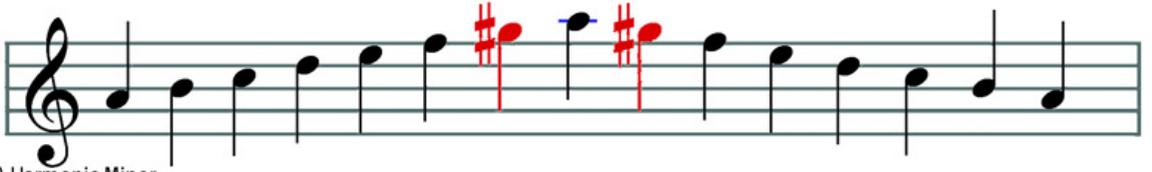


Music and flowers. Both are beautiful and mathematical

# Last Lesson

I'm playing 'A' Harmonic Minor

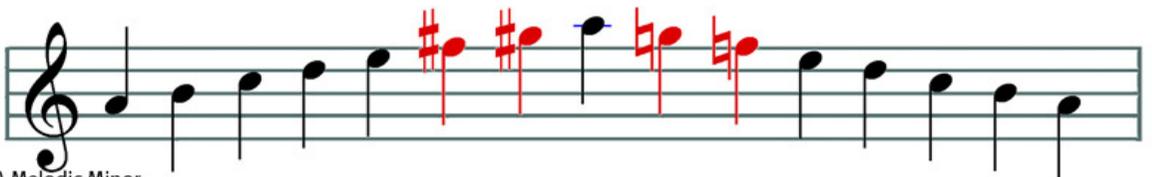
By now you will be able to play some minor scales. You may have learnt Harmonic Minor scales, which have the seventh degree raised by an accidental ~



A Harmonic Minor



Or you may have learnt Melodic Minor scales which have the sixth and seventh degrees raised on the way up and lowered on the way down ~



A Melodic Minor

I'm playing 'A' Melodic Minor

When you see a lot of accidentals, say to yourself, 'Aha. This is in a minor key. I'll find out which it is.'



This piece of music has no key signature so it could be in the key of C major or A minor. **However it has accidentals**. They are F and G sharps, the same as those in the A melodic minor scale (above). So this music is in the key of A minor.



## HOMEWORK

Please look through all the music you have. Find examples of music in a minor key.

Goodbye

On a piece of paper, write the name of the minor key each piece is written in.

Take the music and answers to your next violin lesson and discuss with your teacher.



# Relative Minor 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> 	

**Cut this out. Keep in a folder for future use.**  
 Instructions for playing this game are on page 33.





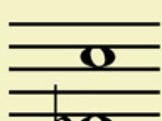
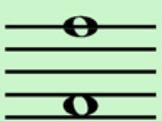
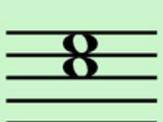
# Italian Word Game #3

Start here 	1 <i>ad lib</i>	2 <i>deciso</i>	3 <i>mesto</i>	4 
5 <i>pesante</i>	6 	7 <i>marcato</i>	8 <i>anima</i>	9 <i>rubato</i>
10 	11 <i>semplice</i>	12 <i>stringendo</i>	13 <i>subito</i>	14 
15 <i>tranquillo</i>	16 <i>volta</i>	17 <i>agitato</i>	18 	19 <i>animato</i>
20 	21 <i>risoluto</i>	22 <i>amore</i>	23 <i>brio</i>	24 
25 <i>triste</i>	26 	27 <i>delicato</i>	28 <i>tanto</i>	29 <i>seconda</i>
30 <i>forza</i>	31 <i>energico</i>	32 <i>largamente</i>	33 <i>sempre</i>	

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



# Doctor Snorey's Major, Minor and Perfect Interval 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 51.



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