

**2021
Full Score**

The Harmony Games

**An interactive and educational work
for narrator and orchestra**

Yaniv Segal

MATHEMUSICA!!

After fighting for as long as anyone could remember, four families come together through the power of music in The Harmony Games.

This educational program for orchestra introduces young concertgoers to the families and instruments that comprise an orchestra, while demonstrating numerous ways in which math and music are related.

Although originally intended for elementary students, the program is interactive, inspirational, and fun for all ages.

The Harmony Games
Music and Text by Yaniv Segal
www.yanivsegal.com

commissioned by Artis–Naples: The Naples Philharmonic
Andrey Boreyko, Music Director

First Performance (chamber version): September 25, 2018
Daniels Pavilion, Naples, Florida
Radu Paponiu, Conductor

First Performance (full version): October 2, 2021
Pioneer Center for the Arts, Reno, NV
Laura Jackson, Conductor

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NARRATION

- The narrator should be amplified, ideally with a hands-free microphone. Once an accurate level is set, it should not be necessary to mix the balance during performance.
- The narrator should be located where communication with the conductor is possible.
- A stool and music stand with stand light should be provided.
- Narrator Traits: The timing and delivery of the narration is integral to a smooth and effective performance of **The Harmony Games**. An ideal narrator is someone who is comfortable reading music and aware of pacing. A singer or actor with Broadway/show experience would be an example of a desirable candidate: someone who has great stage presence while also recognizing their role in an ensemble.

VISUALS

- **The Harmony Games** may be performed with or without additional visuals.
- Accompanying artwork is available from the composer, provided electronically as a PowerPoint document.
- Slide cues are marked in the Stage Manager's Score.
- It is recommended to project the slideshow above or behind the orchestra. The stage should be darkened, and individual stand lights should be provided to enable greater contrast and visibility of the projections.
- The conductor remains illuminated throughout.

LIGHTING

- For optional dramatic effect, whether using accompanying artwork or not, it is effective to dim lights on stage and use individual stand lights for the musicians and a conductor special on the podium.
- During corresponding musical sections (ex: Strings, Winds, Brass, Percussion), if lighting conditions permit, it is helpful to highlight different sections/musicians of the orchestra.
- These are indicated in the Stage Manager's Score.

FULL VS. CHAMBER ORCHESTRA PARTS

- When performing the chamber orchestra version, the orchestra simply needs to use the corresponding parts from the complete set and the appropriate score. No further changes are necessary.

OPTIONAL Q&A

- The Harmony Games may be performed with the Optional Guided Q&A when presented as an educational or family program. The text and examples that are provided may be freely altered based on time constraints or artistic judgement. The contents are as follows:
 - I. INTRO. Listening comprehension questions (ca. 1')
 - II. Strings. Re-identification of all strings and harp (ca. 1')
 - III. Winds. Clarinet followed by Flute and/or Oboe and/or Bassoon (ca. 1-2')
 - IV. DYNAMICS. Soft/soli vs. loud/tutti (ca. 1')
 - V. Brass. Horns and/or Trumpet and/or Trombone and/or Tuba (ca. 1-2')
 - VI. Percussion.
 - a. Shake, Scrape, Strike (ca. 1')
 - b. Re-identification of 6 beats as 3+3, 2+2+2 (ca. 1')
 - VII. TEMPO. Fast vs. slow (ca. 1')
 - VIII. CONDUCTING. Conducting with 2-4 volunteer(s) from audience (ca. 2-4')
 - IX. OUTRO. (ca 1')
- NOTE: Some orchestras require performances to be under 50' in total length. If this timing is desirable, it is recommended to do the following sections (marked in CAPS above): Intro, Dynamics, Tempo, Conducting, and Outro. This duration is about 7-8 minutes, is varied, interactive, and engaging, and is an effective musical and educational end to the performance.

OPTIONAL TEACHER MATERIALS

- Optional teacher materials are available in PDF format. These include an overall synopsis of The Harmony Games, section breakdowns, what to expect from a concert, glossary of terms, discussion topics and questions, and further class activities.

EPISODES FORMAT

- Alternate text and library indications are available to produce The Harmony Games in a four-part mini-series where each episode is under 20 minutes.

PERCUSSION LIST and KEY

Percussion 1: Drum Kit (Snare*, Bass/Kick Drum*, Hi-hat, Cymbals**, 3 Toms)
Glockenspiel
Triangle***
Bowed Cymbal
2 Wood Blocks
Mark Tree
Guiro
Tambourine
Slide Whistle

Bass/Kick Drum*

Toms

Snare Drum*

Hi-hat

stick

foot

Cymbal**

Bowed Cymbal

Triangle***

Wood Blocks

Mark Tree

Guiro

Tambourine

shake

hit

Slide Whistle

* at discretion: small, muffled
** at discretion: crash, splash, susp.
*** high

Timpani: 29", 26", 24", 22"

Percussion 2: Rain Stick
Tam-tam
Castanets
2 Agogo Bells
Whistle

Agogo Bells

Whistle

Rain Stick

Tam-Tam

Castanets

INSTRUMENTATION

Full Orchestra

Narrator

2 Flutes
2 Oboes
2 Clarinets in Bb
2 Bassoons

4 French Horns in F
2 Trumpets in C
2 Trombones
Bass Trombone
Tuba

Timpani/Percussion 2
Percussion 1

Harp

Strings

Chamber Orchestra

Narrator

Flute
Oboe
Clarinets in Bb
Bassoon

2 French Horns in F
Trumpet in C
Trombone
Tuba

Timpani/Percussion 2
Percussion 1

Harp

Strings

DURATION

The Harmony Games is divided into two sections:

- I. The Harmony Games (approx. 42 minutes)
- II. Optional Guided Q&A (approx. 6-15 minutes)

Orchestral parts and additional scores are available for purchase from www.yanivsegal.com or e-mail info@yanivsegal.com