The Harmony Games

An interactive and educational work for narrator and orchestra

FULL ORCHESTRA

Music and Text by **Janiv Sega**

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
The Naples Philharmonic,
Radu Paponiu, Conductor

First Performance (full version): October 3, 2021 Hawkins Amphitheatre at Bartley Ranch, Reno, Nevada The Reno Philharmonic, Laura Jackson, Conductor

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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.

DURATION

The Harmony Games is divided into two sections:

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

NARRATION

- <u>The narrator should be amplified, ideally with a hands-free microphone</u>. 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 may 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.
- If using visuals, 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.

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, by request, to produce *The Harmony Games* in a four-part mini-series where each episode is under 20 minutes.

ORCHESTRAL PARTS

- Full version: use complete orchestral set.
- Chamber version: use subset of winds/brass from the complete orchestral set.
- Percussion: parts differ from Full to Chamber version, both are provided.
- String parts are the same in both versions.

INSTRUMENTATION

<u>Full Orchestra</u> <u>Chamber Orchestra</u>

Narrator Narrator

2 Flutes2 Oboes1 Flute1 Oboe

2 Clarinets in Bb2 Bassoons1 Clarinet in Bb1 Bassoon

4 French Horns in F2 French Horns in F2 Trumpets in C1 Trumpet in C2 Trombones1 Trombone1 Bass Trombone1 Tuba

1 Tuba

Timpani Timpani/Percussion 2

2 Percussion Percussion 1

Harp Harp

Strings (min 4.4.3.3.2)

PERCUSSION LIST and KEY Timpani + 2

Timpani

29", 26", 24", 22"

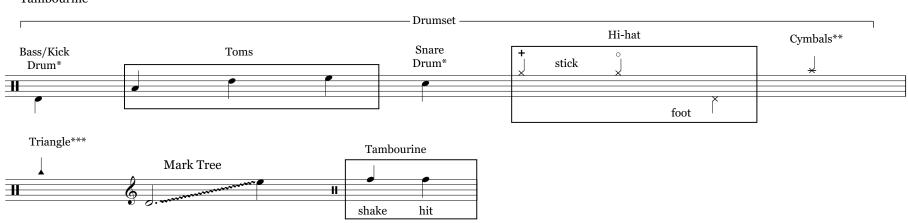
Percussion 1

Drum Kit (Snare*, Bass/Kick Drum*, Hi-hat, Cymbals**, 3 Toms)

Triangle***

Mark Tree

Tambourine



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

*** high

Percussion 2

Glockenspiel

2 Agogo Bells

Whistle

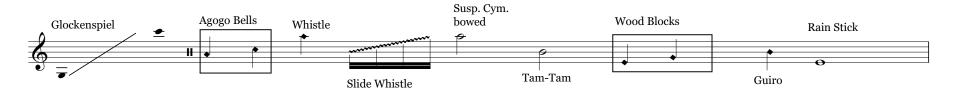
Slide Whistle Suspended Cymbal + Bow

Tam-tam

2 Wood Blocks

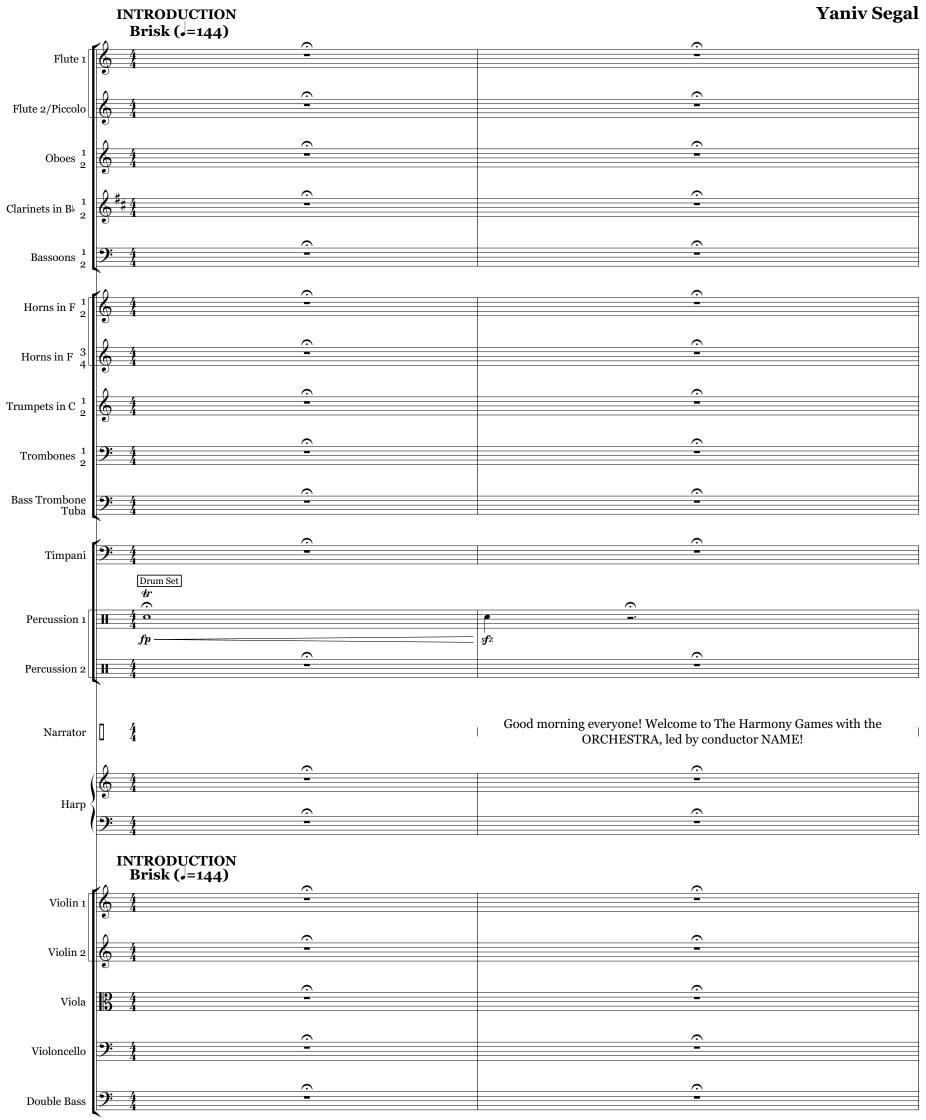
Guiro

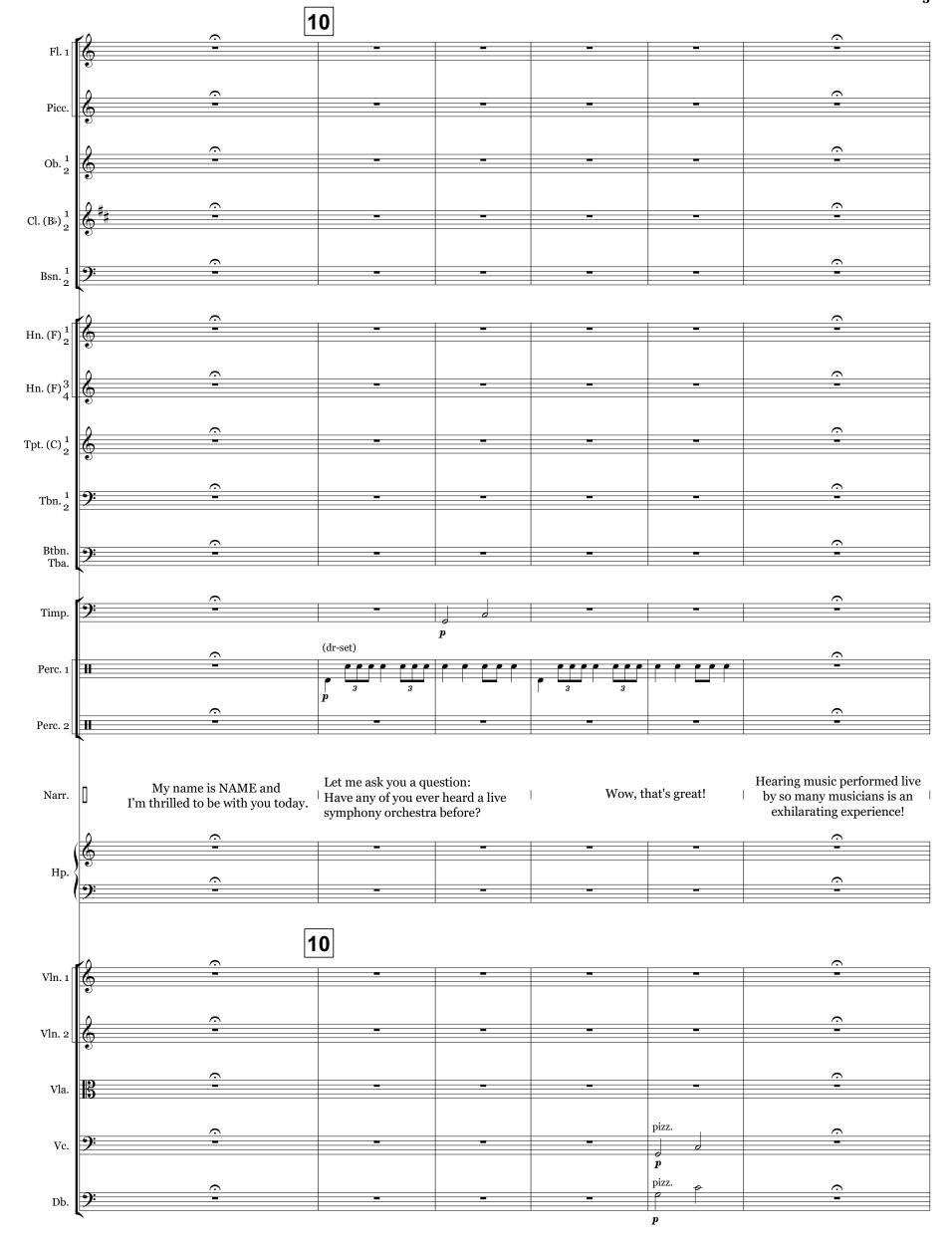
Rain Stick



The Harmony Games

for full orchestra









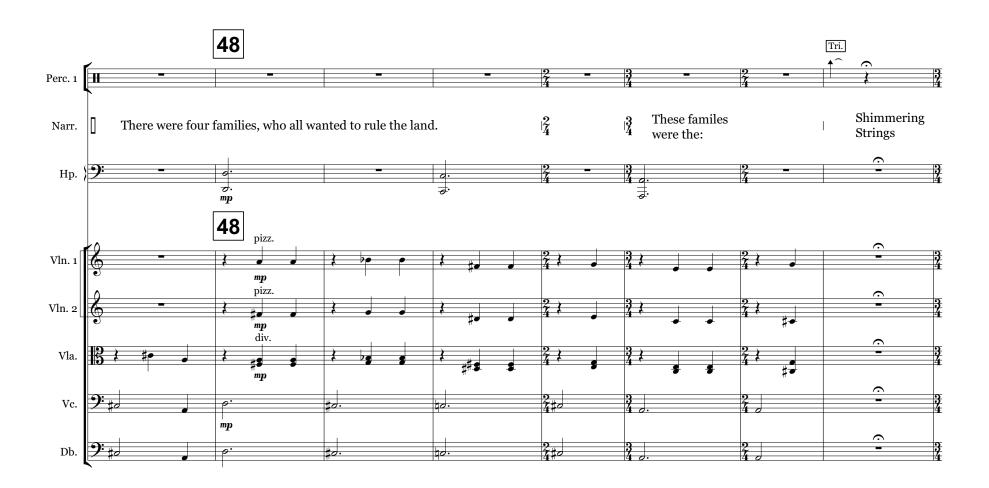


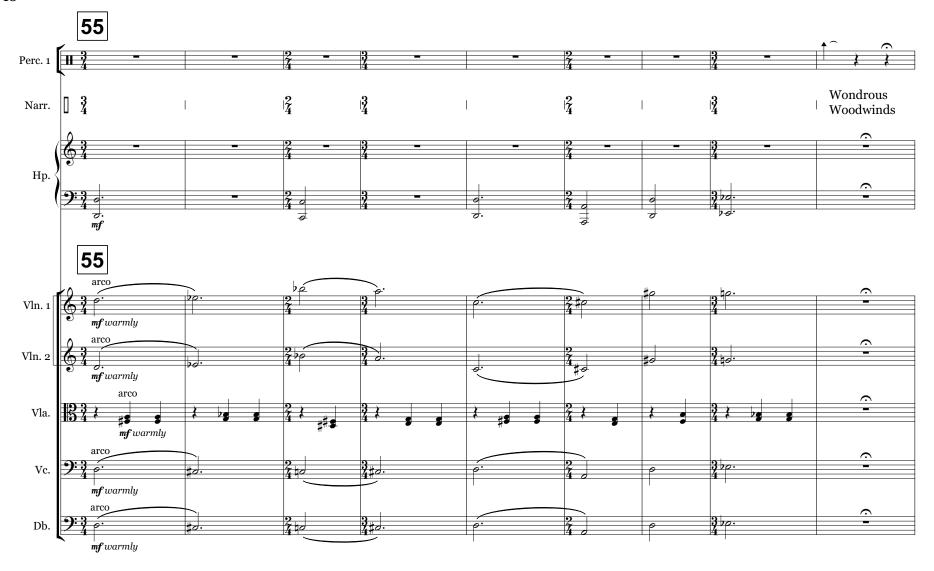








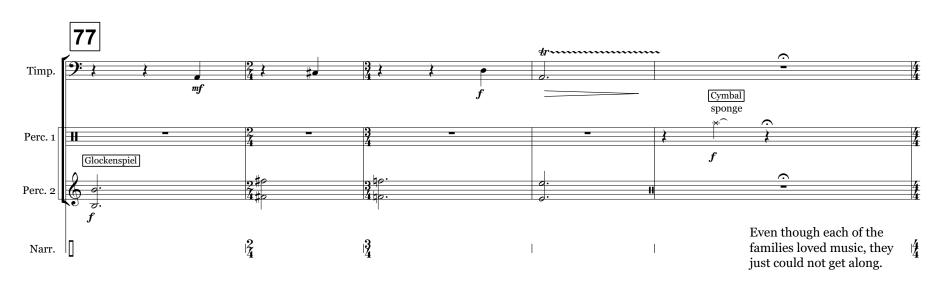








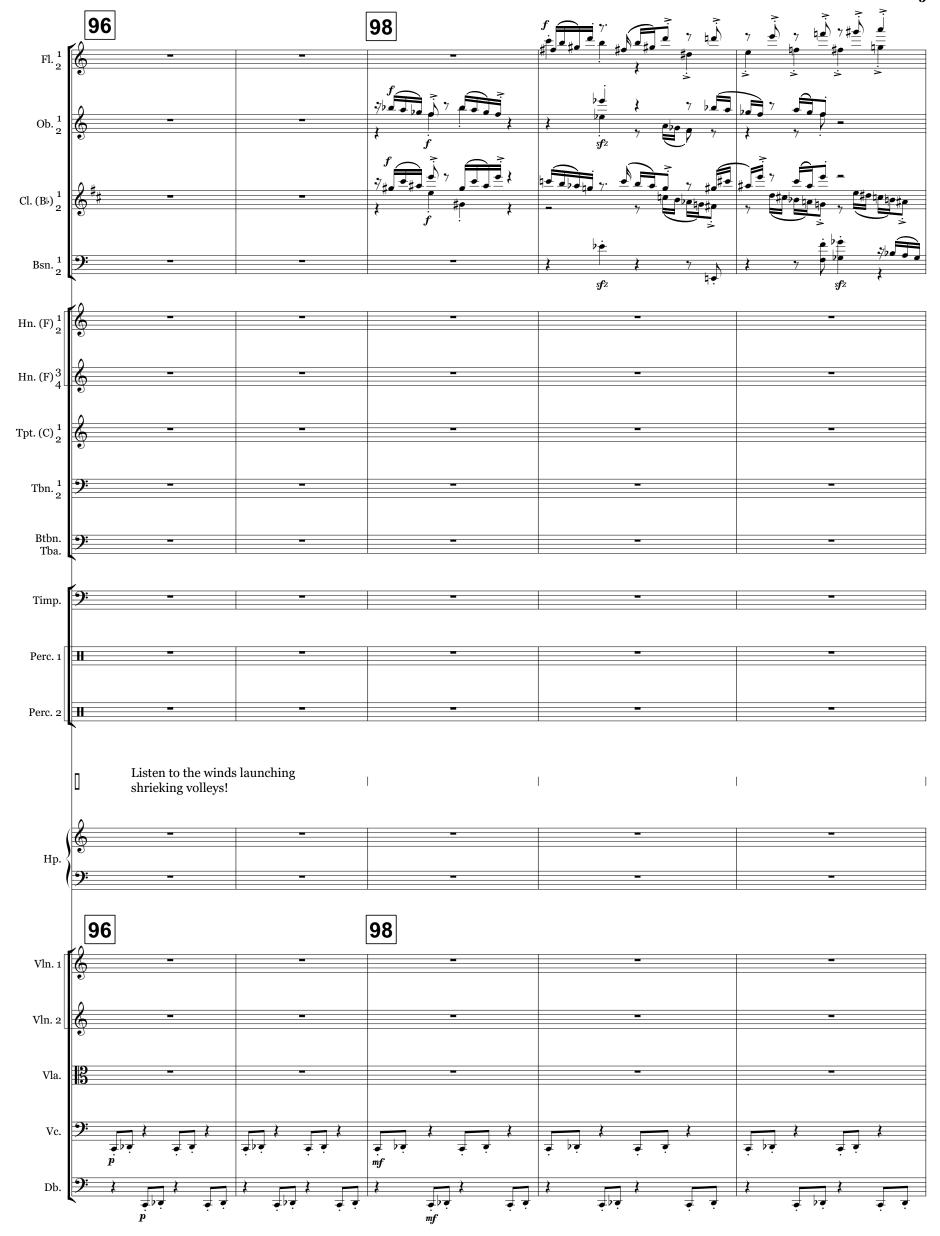




































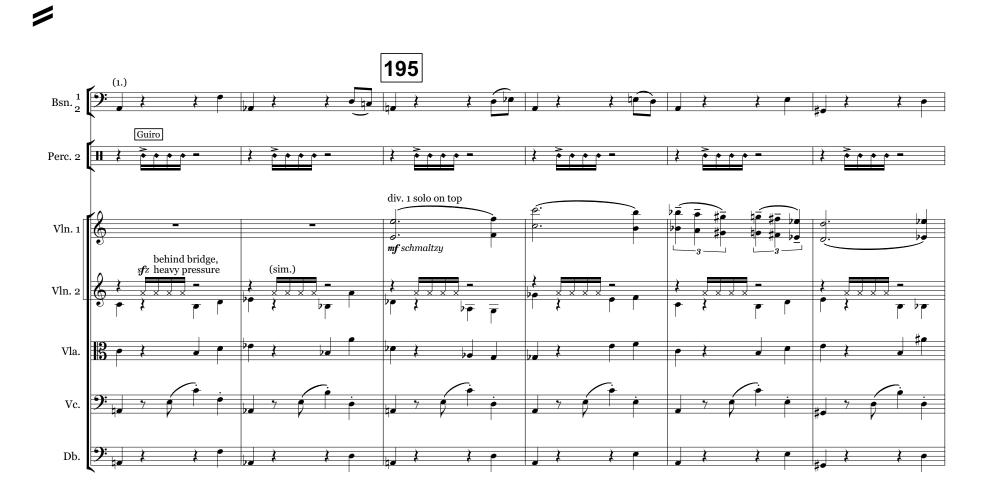






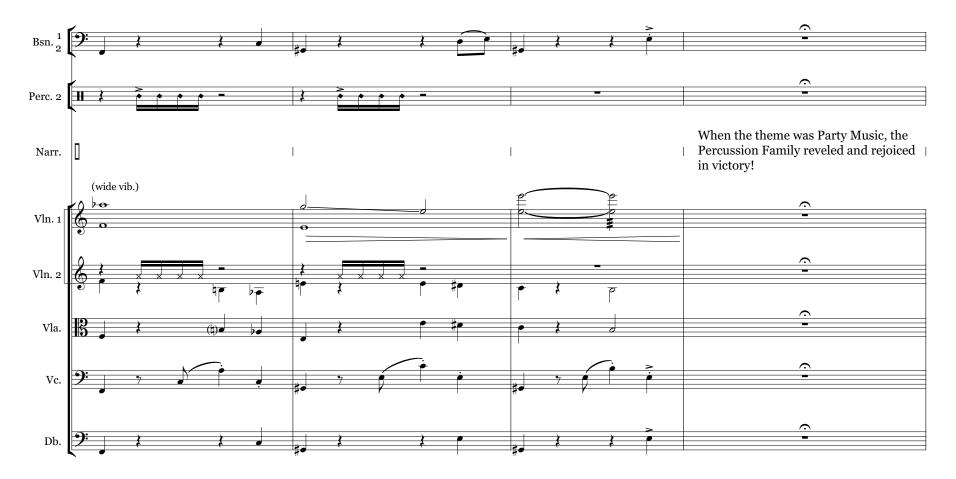




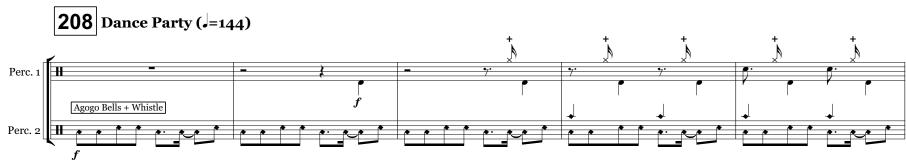












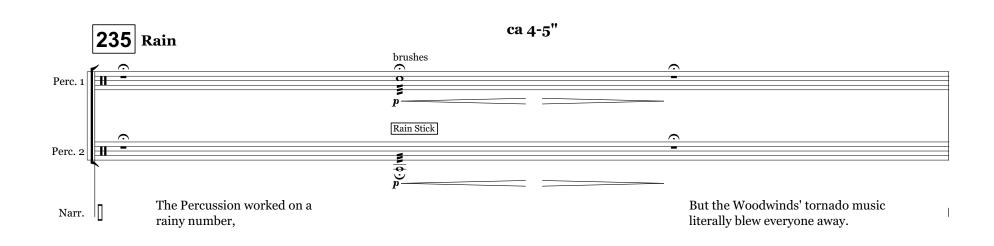






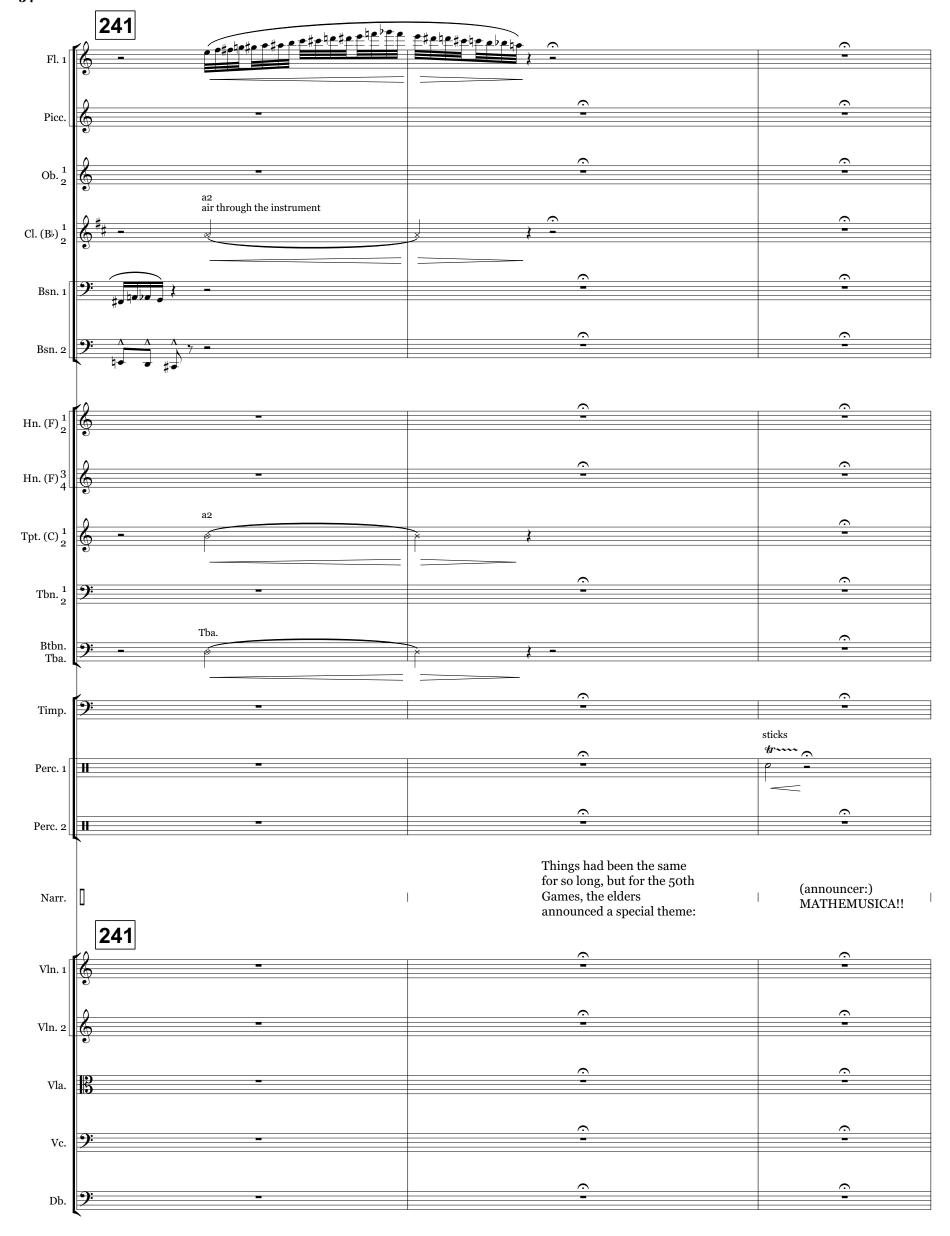






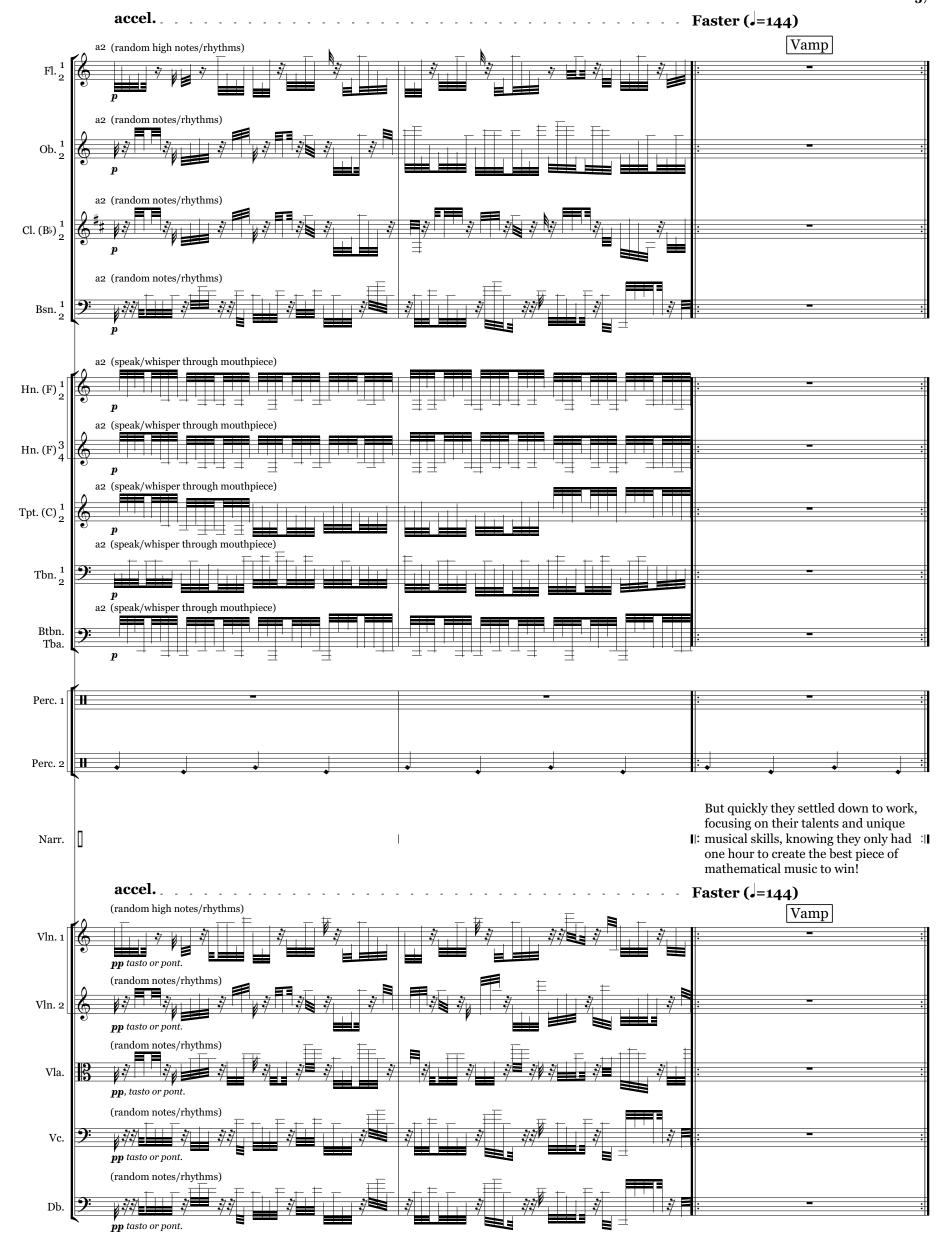








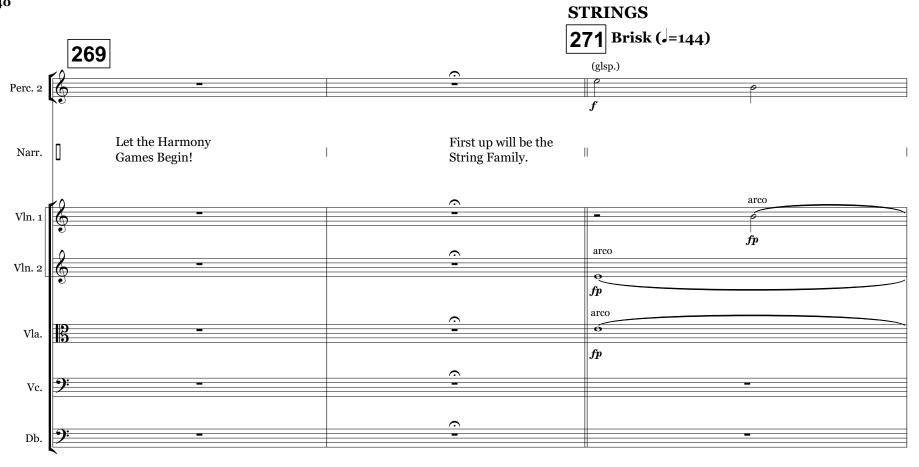


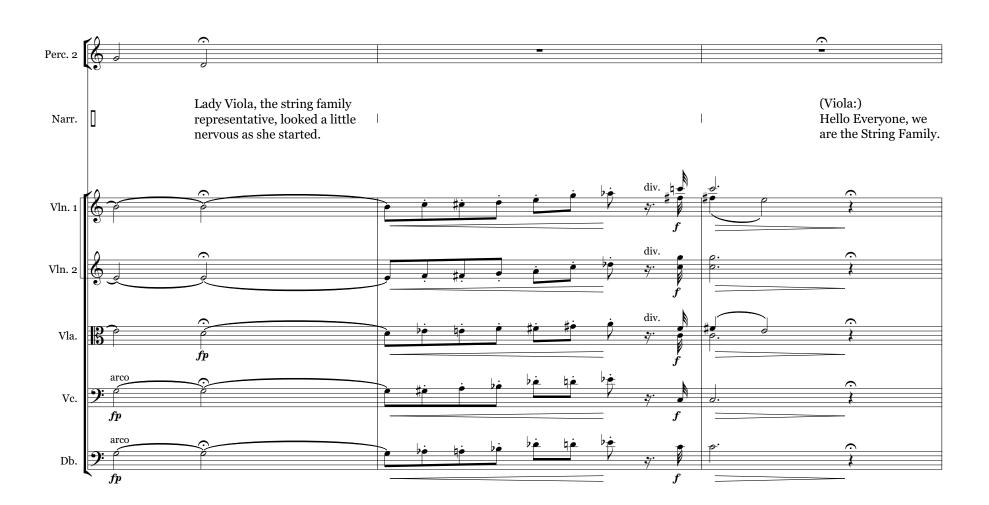


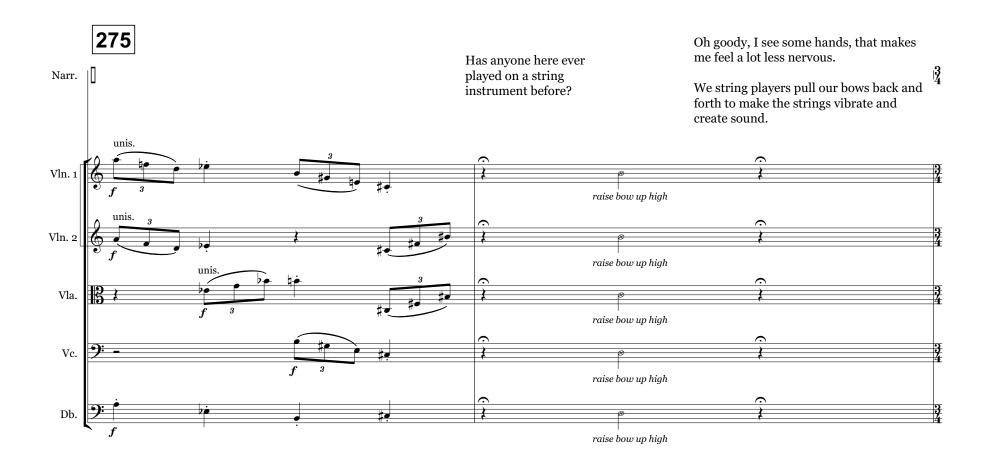


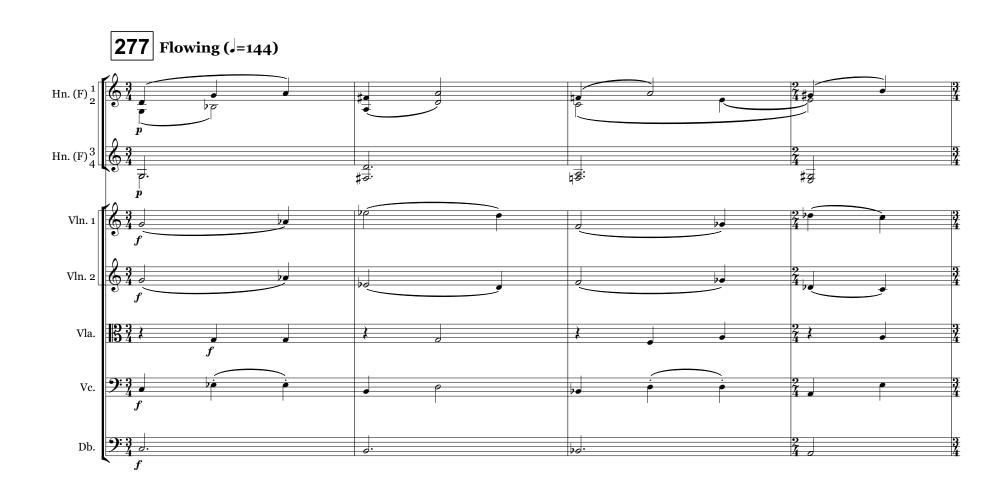


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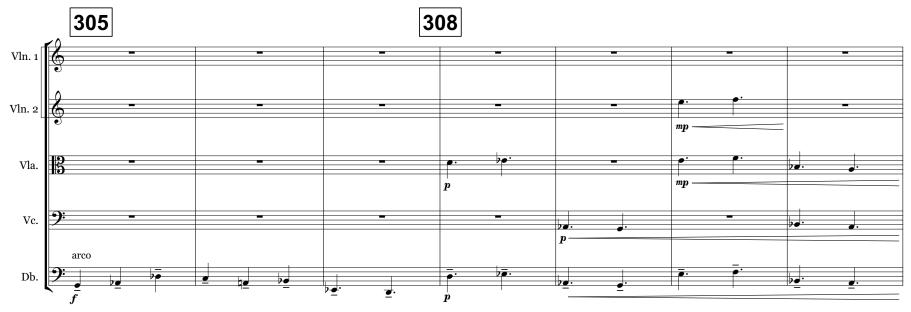


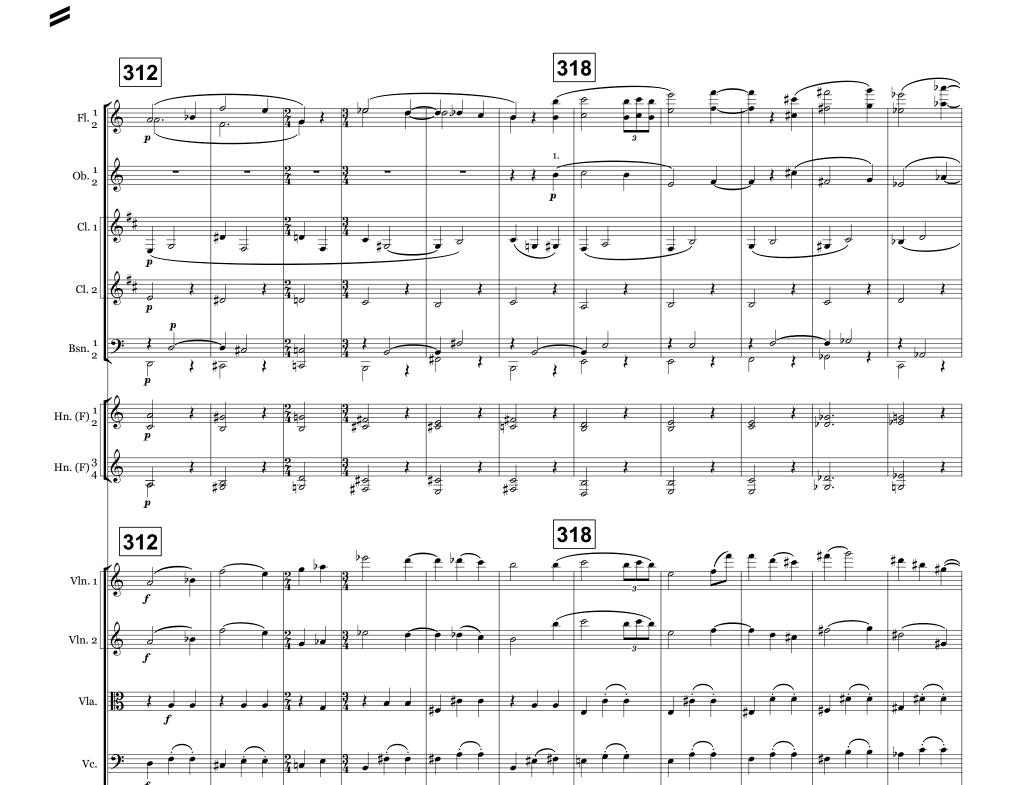




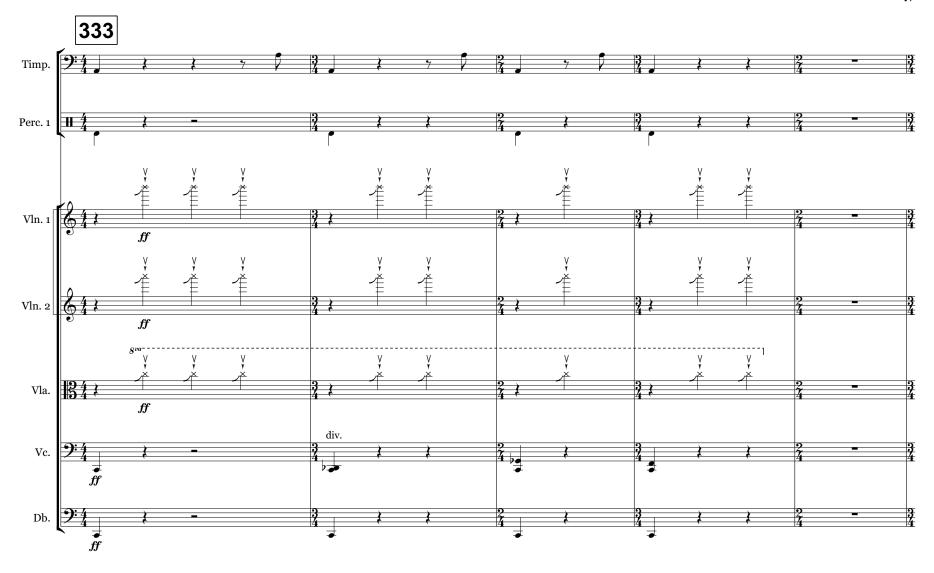


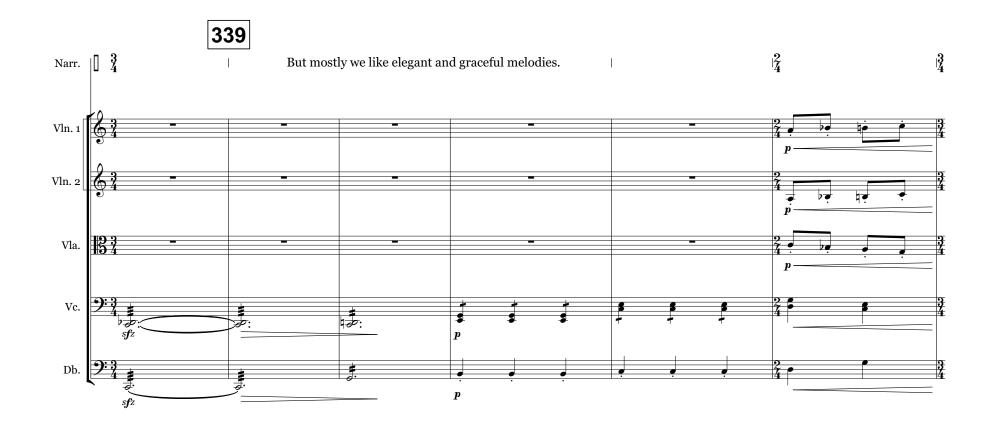






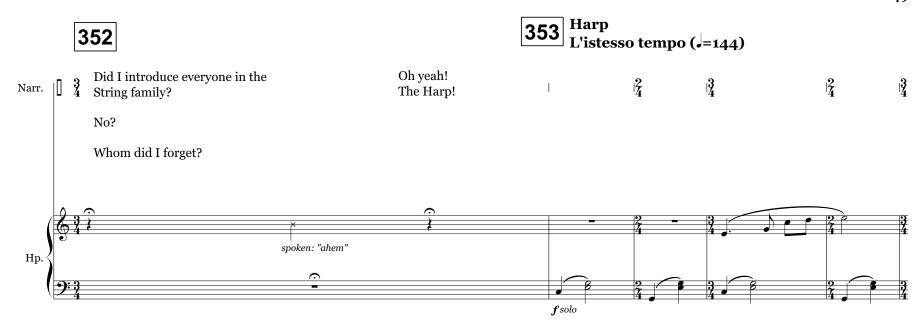




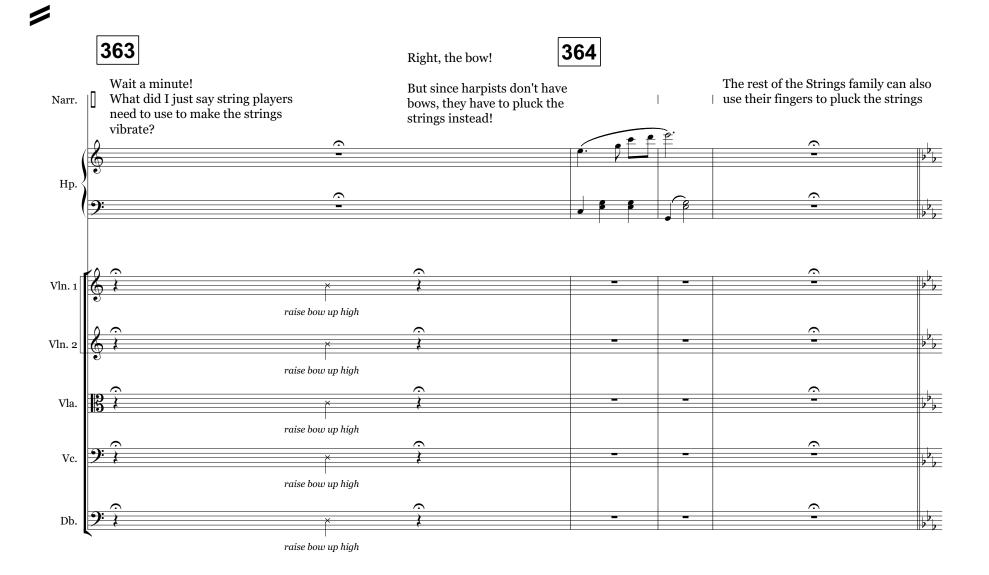


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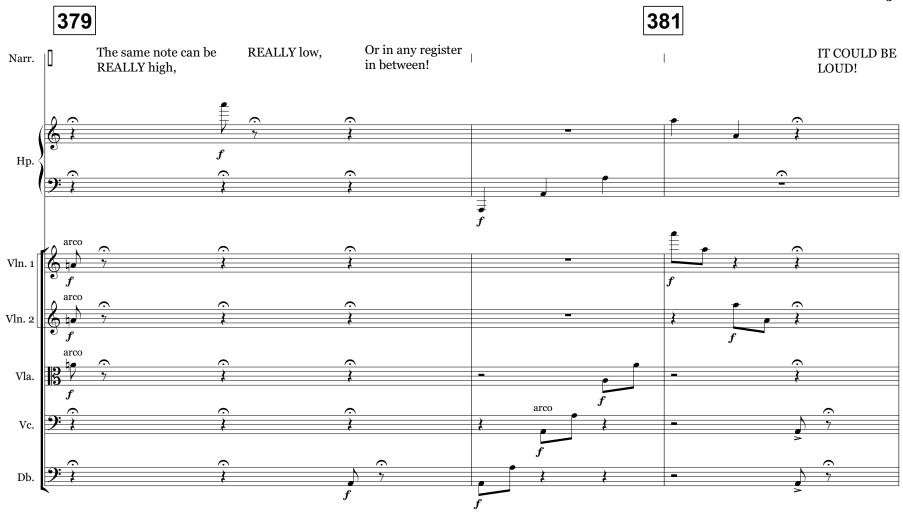


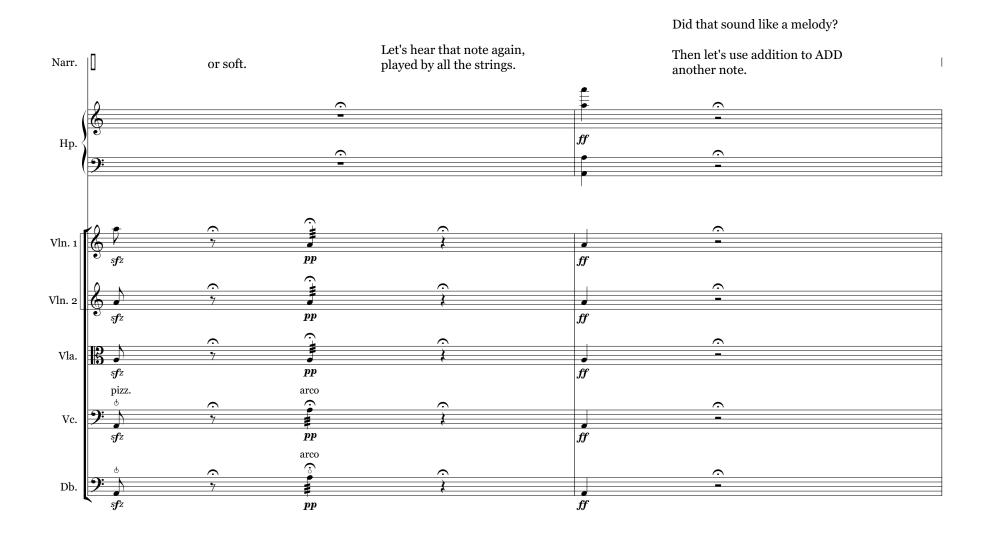


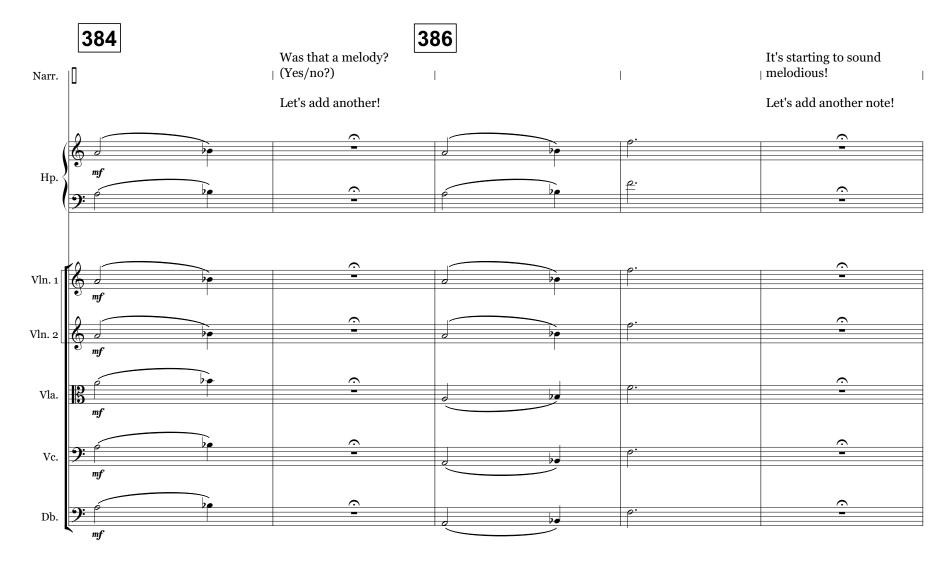




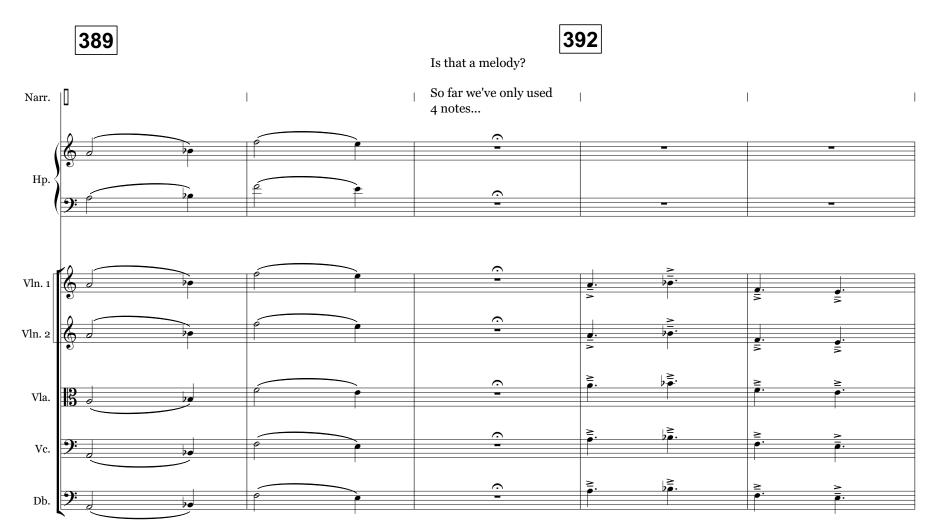




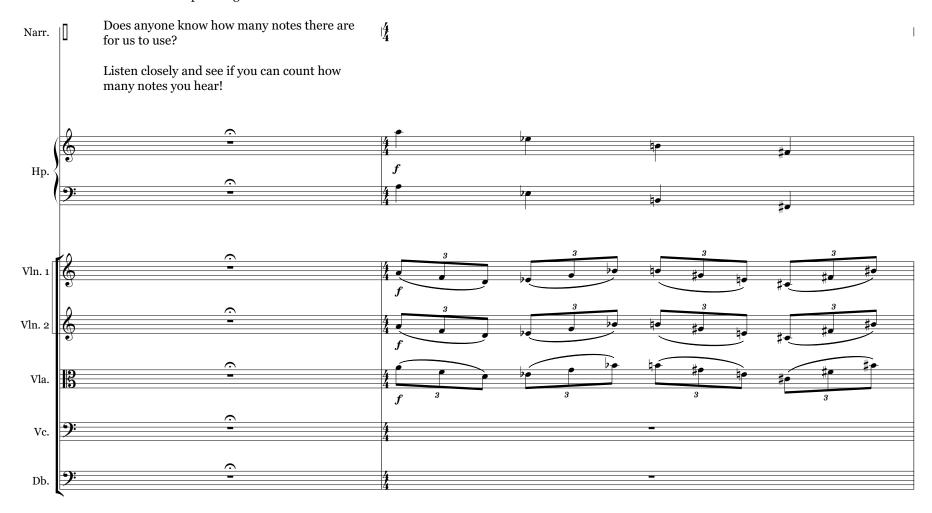


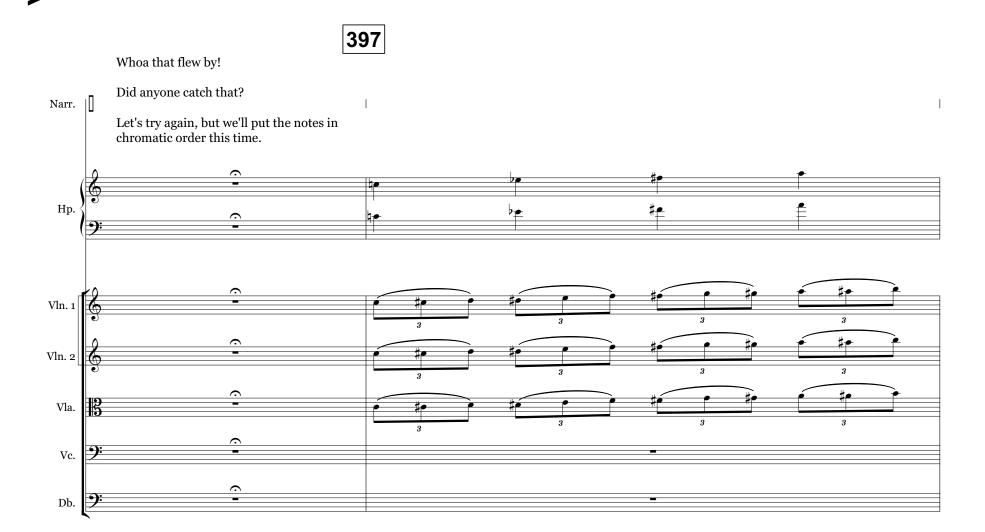


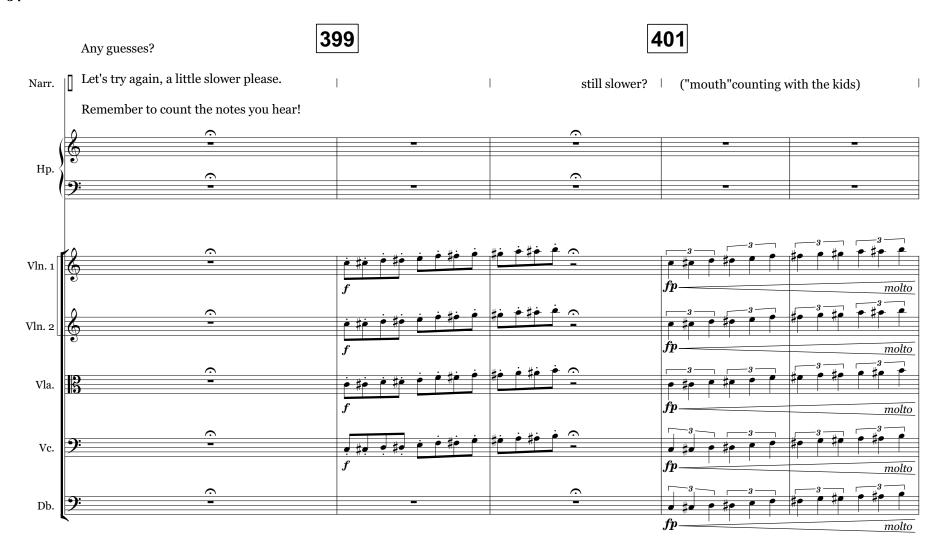


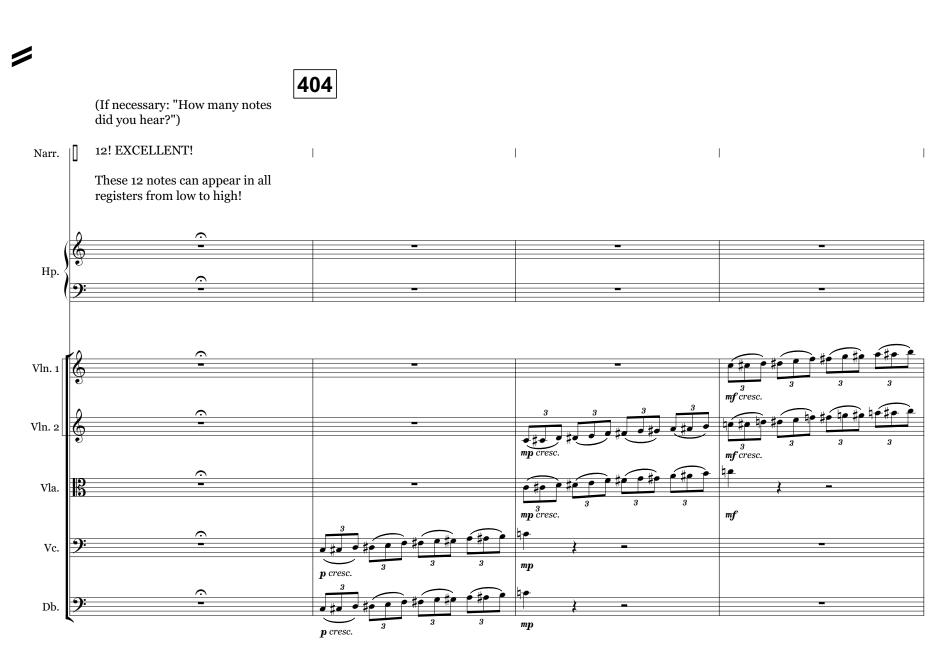


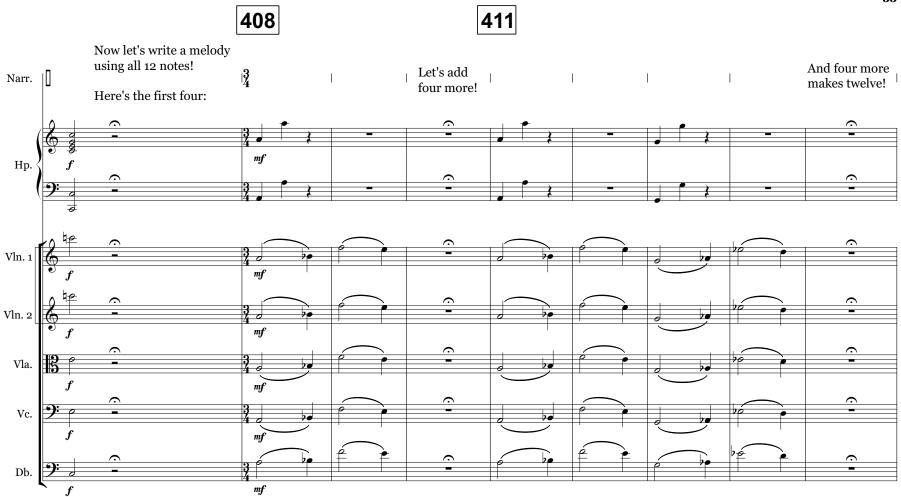
We'd like to keep adding more...

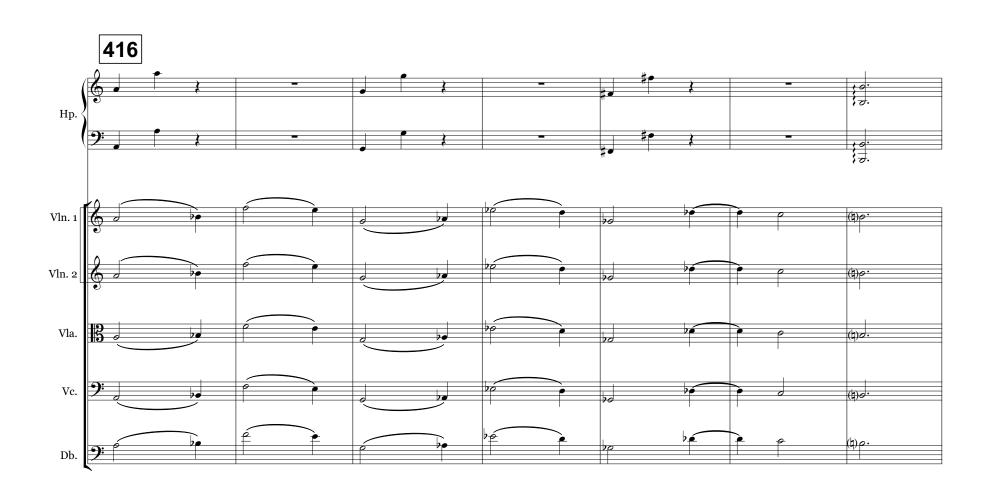






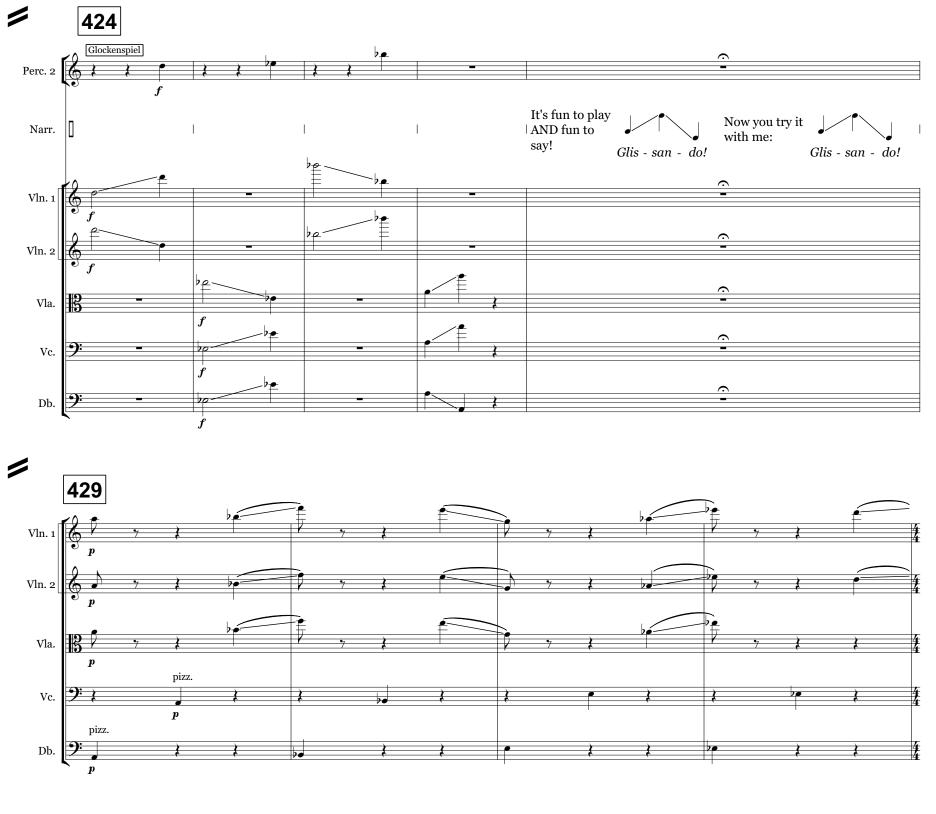


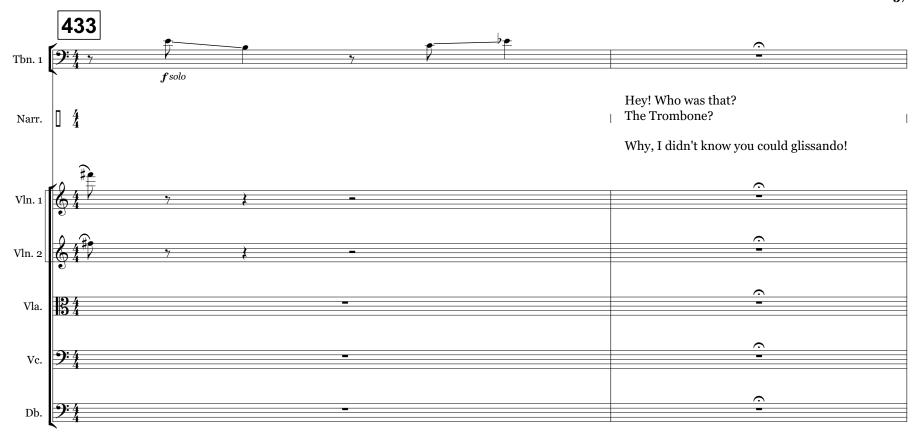


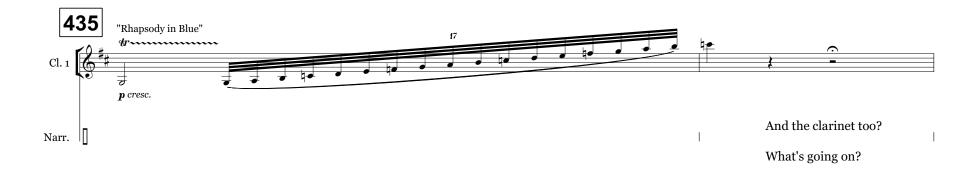


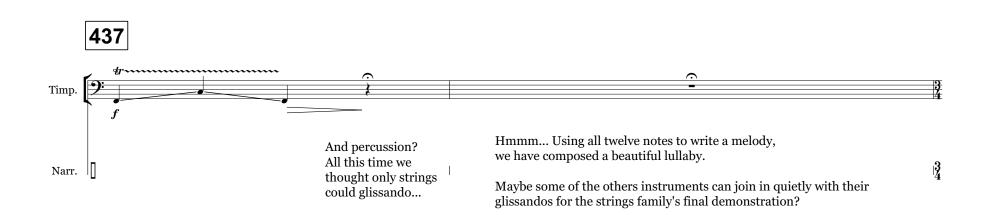
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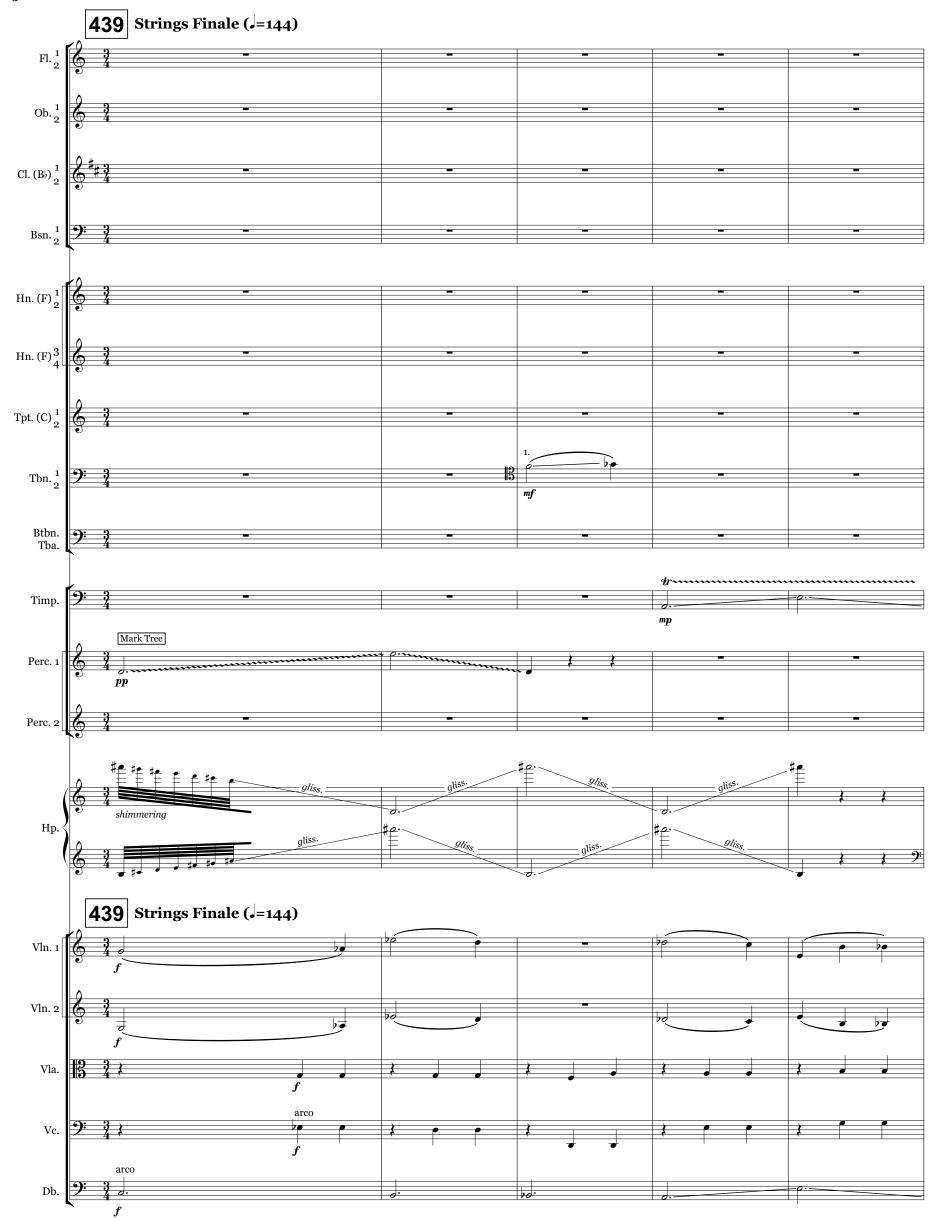
But I have a secret to tell you! One of my favorite things about playing a string instrument is that we can slide between those 12 notes, and play an infinite number of in-between notes! Narr. This is called GLISSANDO! Нр. Vln. 1 Vln. 2 Vla. Vc. Db. 424 It's fun to play AND fun to Now you try it Narr. with me: say! Glis - san - do! Glis - san - do!







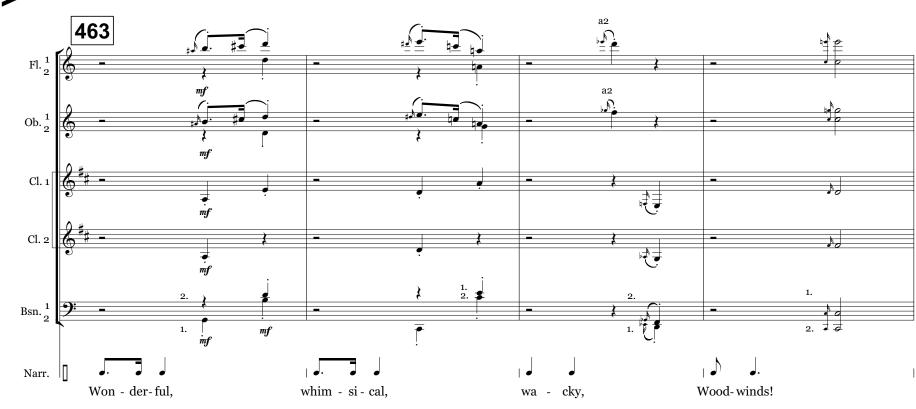


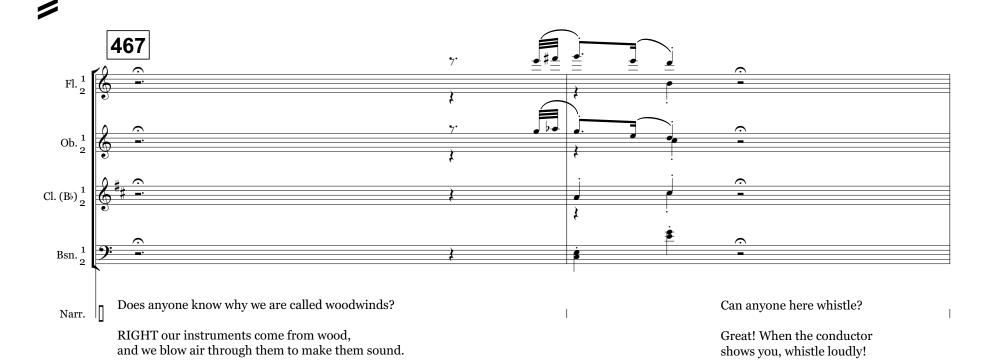








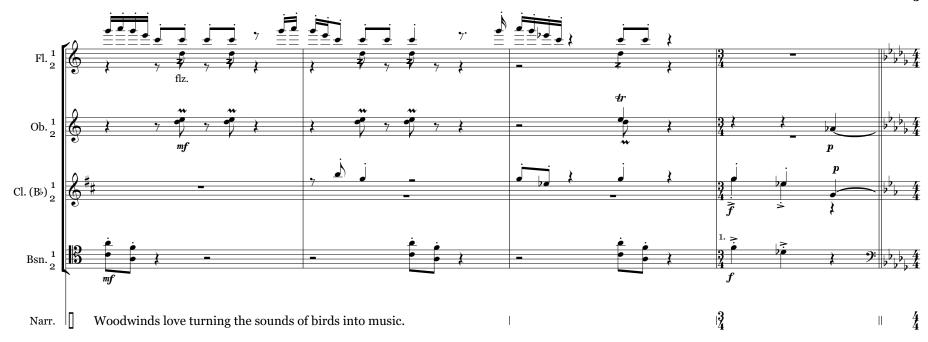




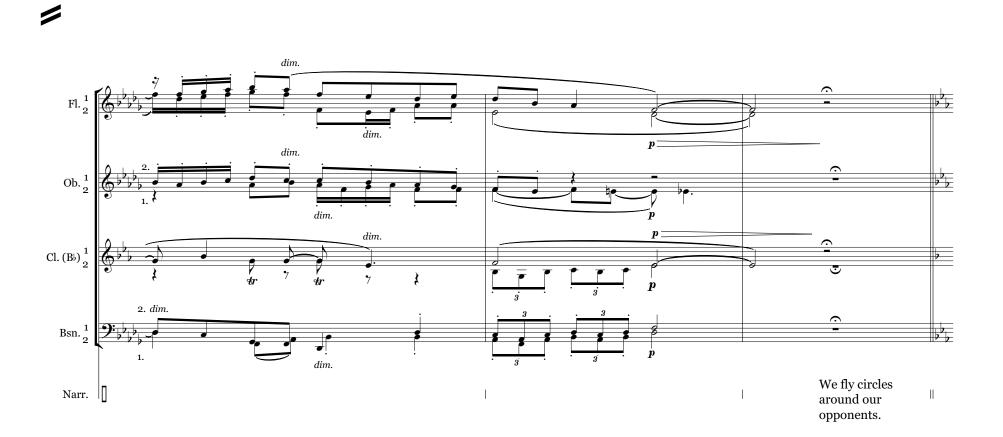






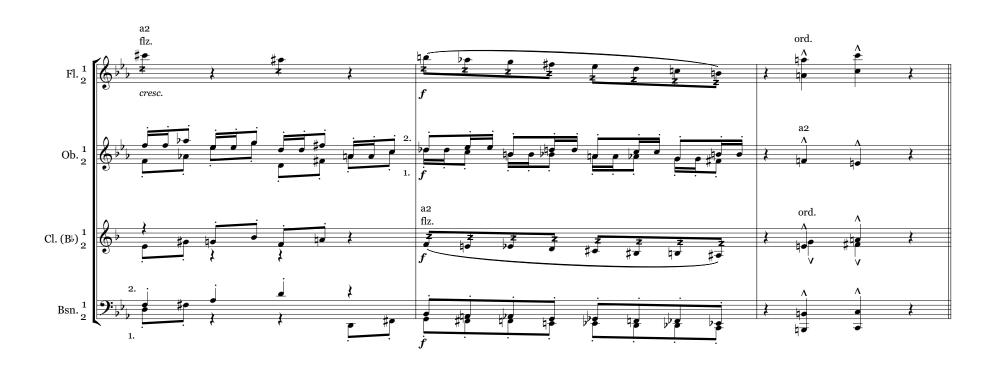




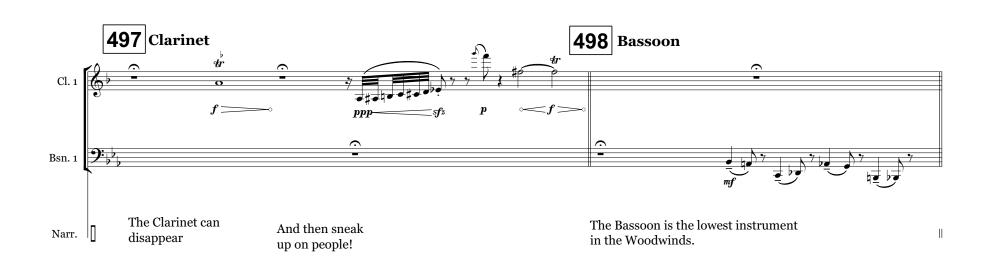


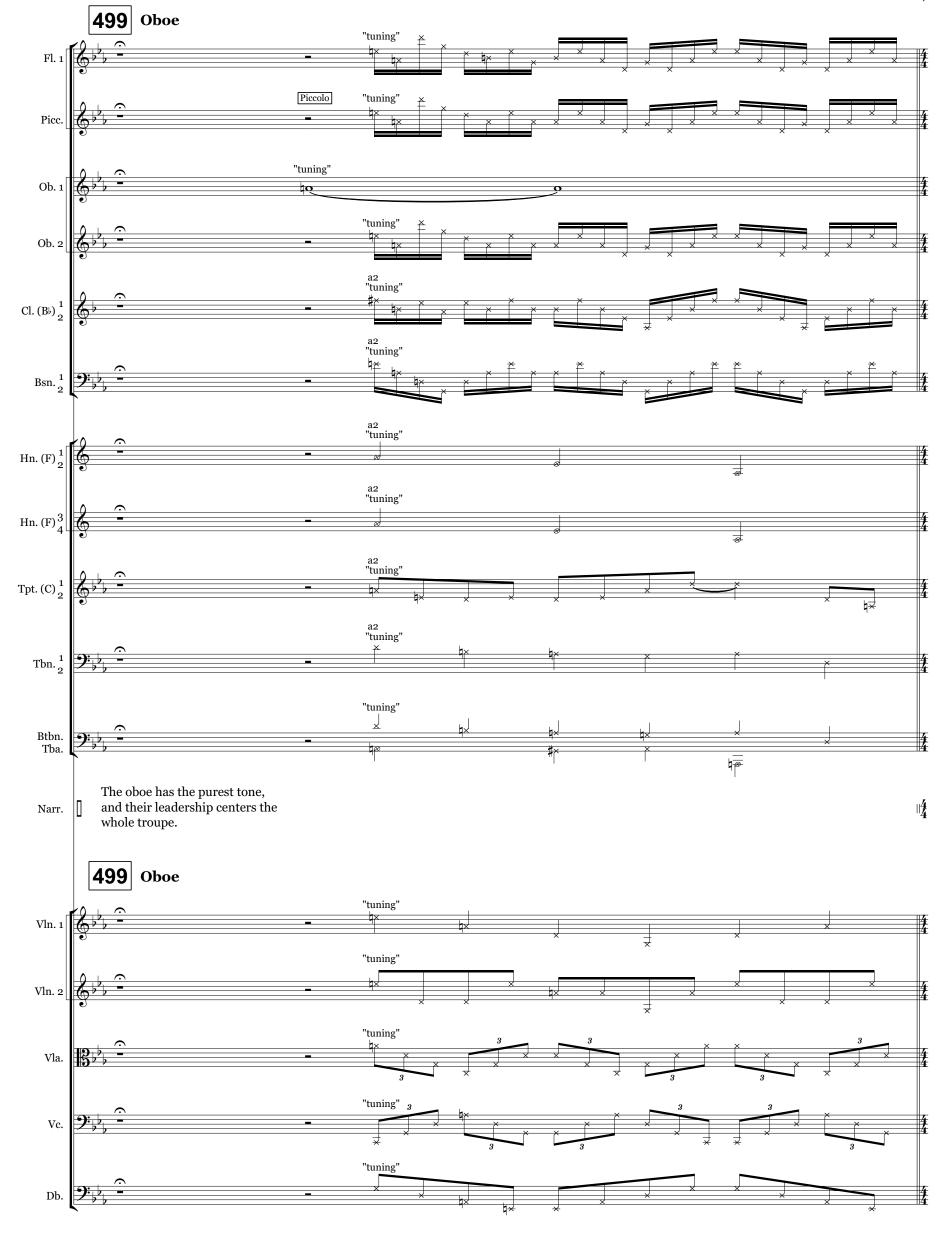


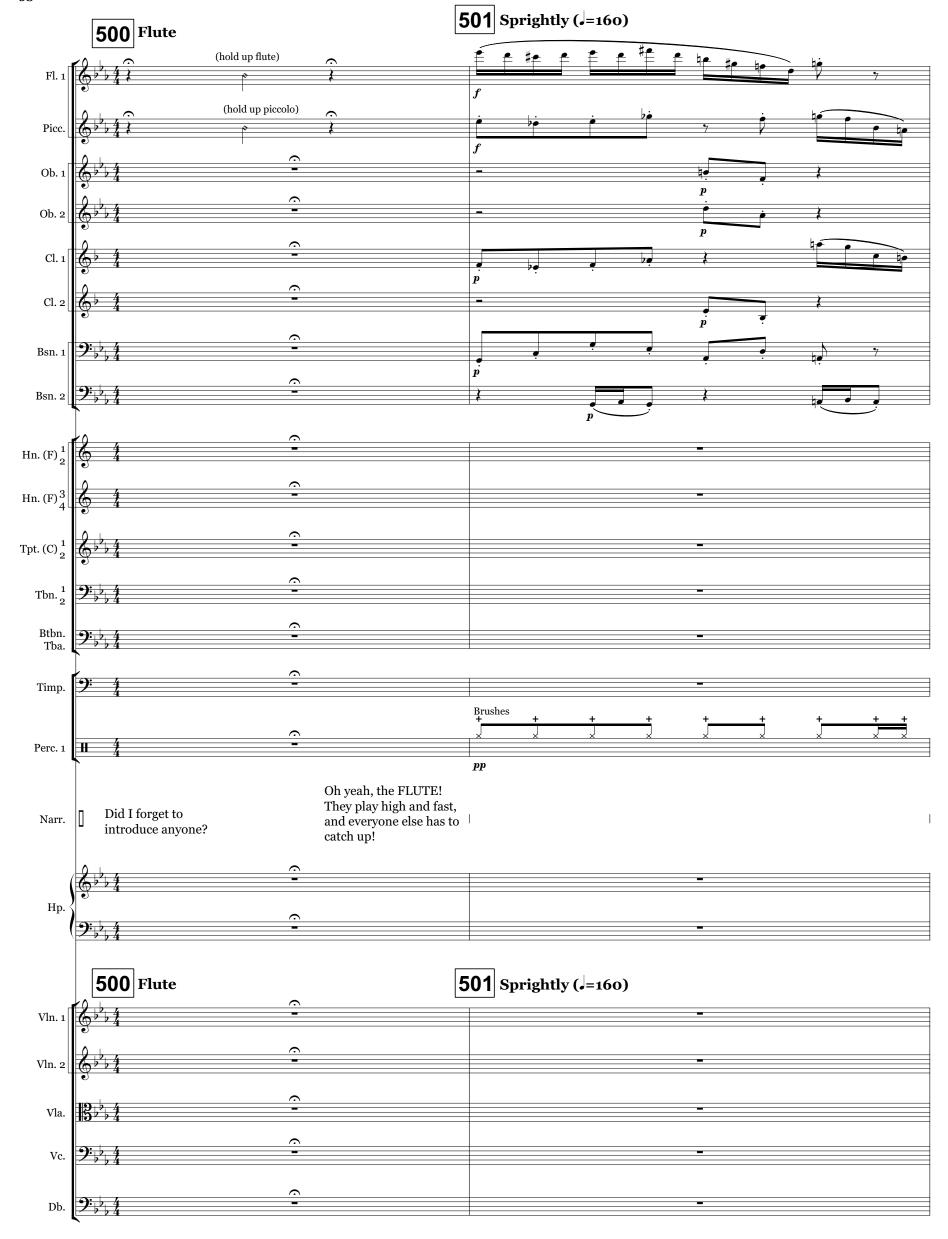


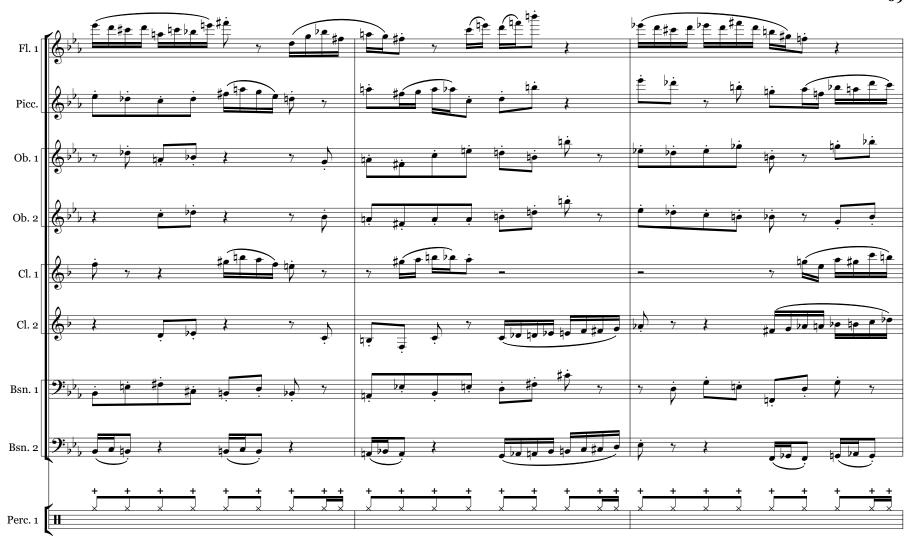


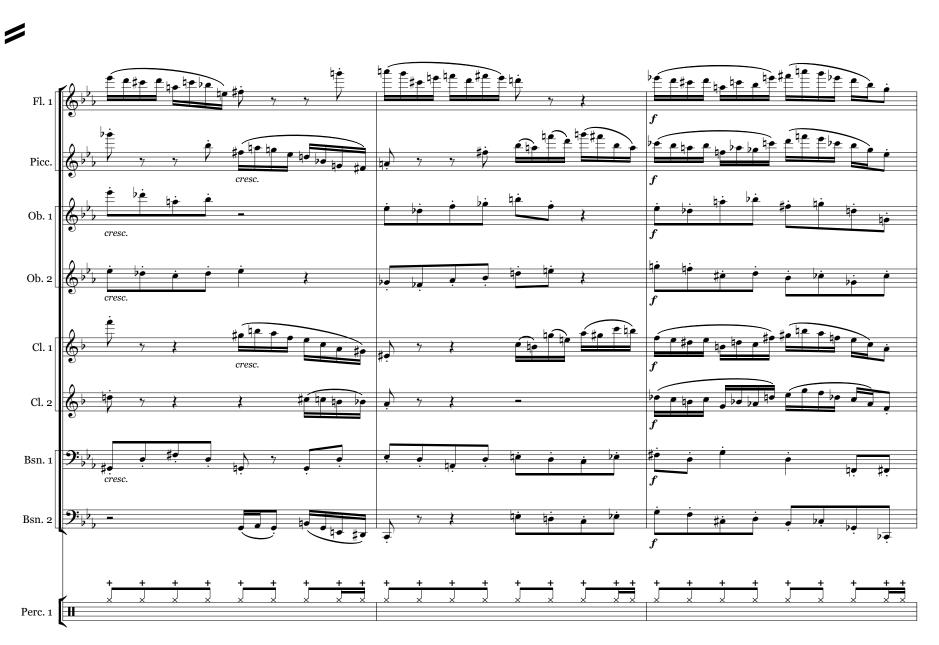




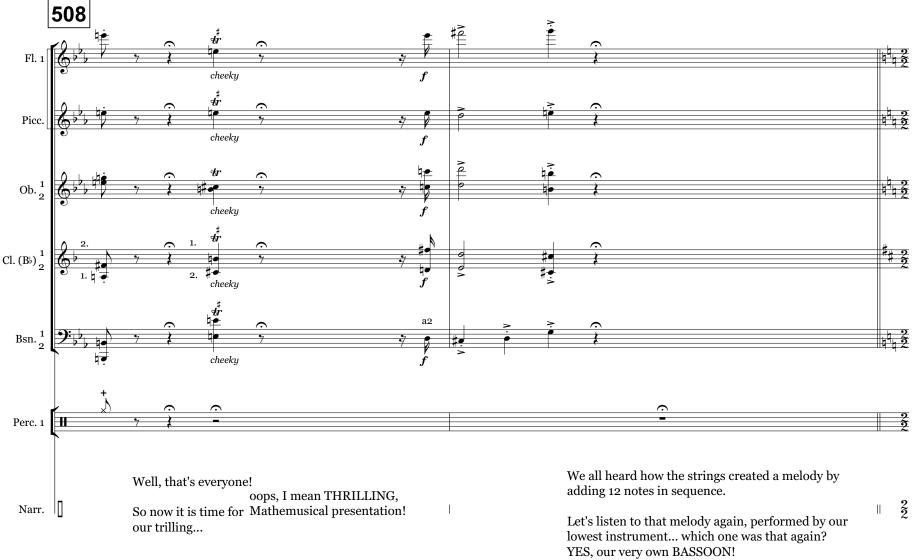


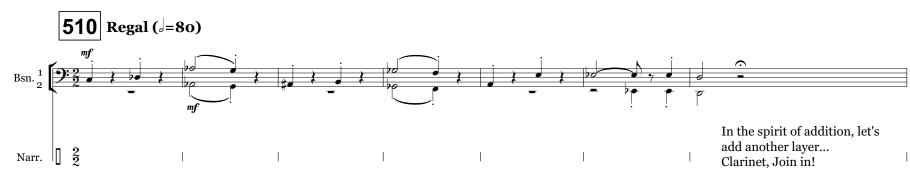






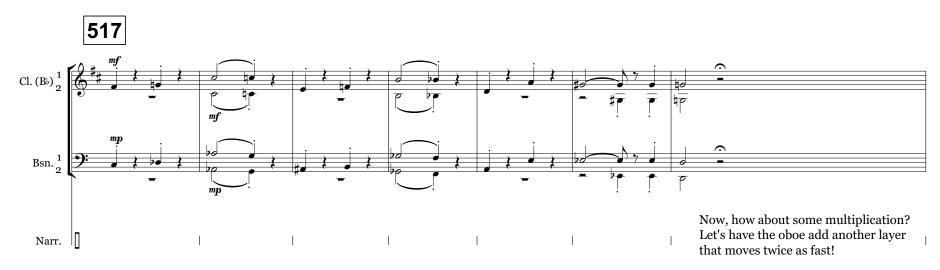




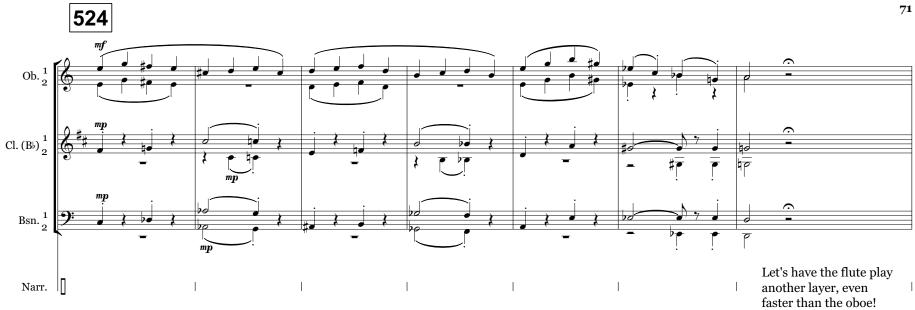


When they play together, this is called HARMONY.

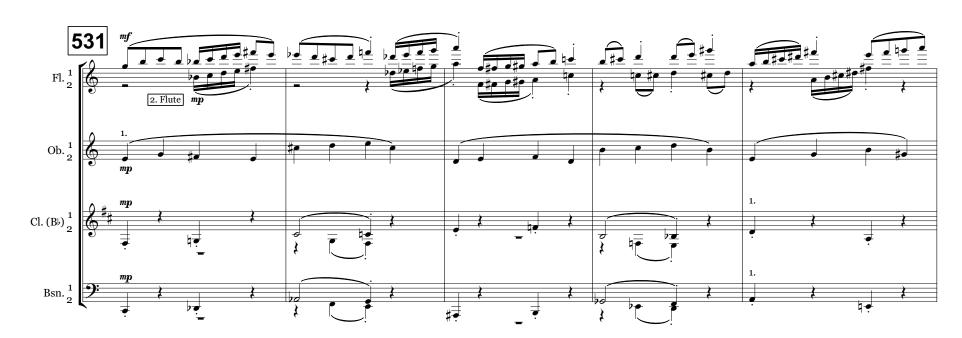


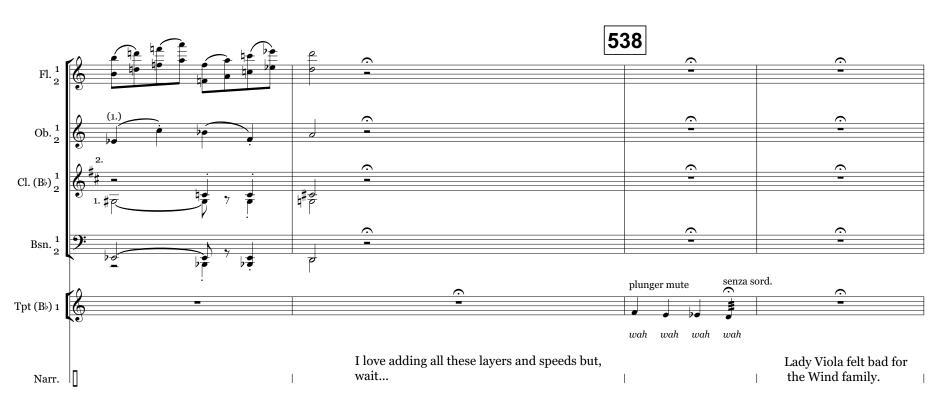


These elements combine to create something called POLYPHONY!

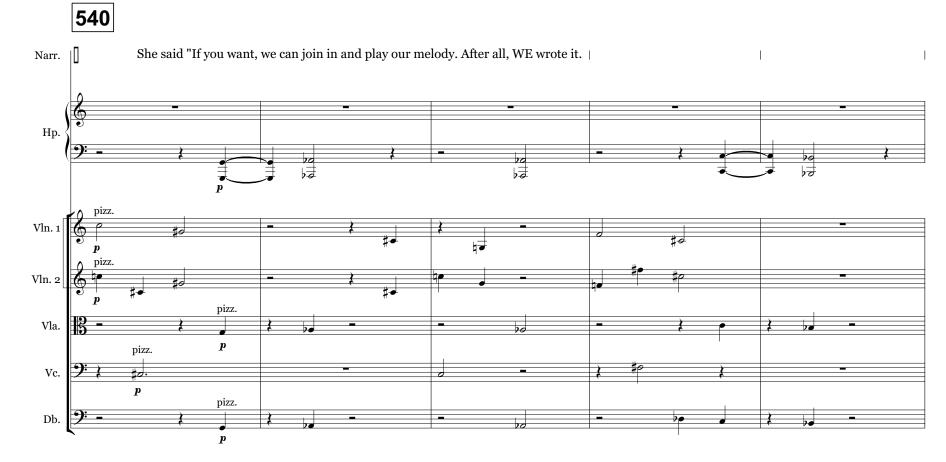








Oh No! We cannot add more layers, we don't have any more instruments in our family with us here today!



























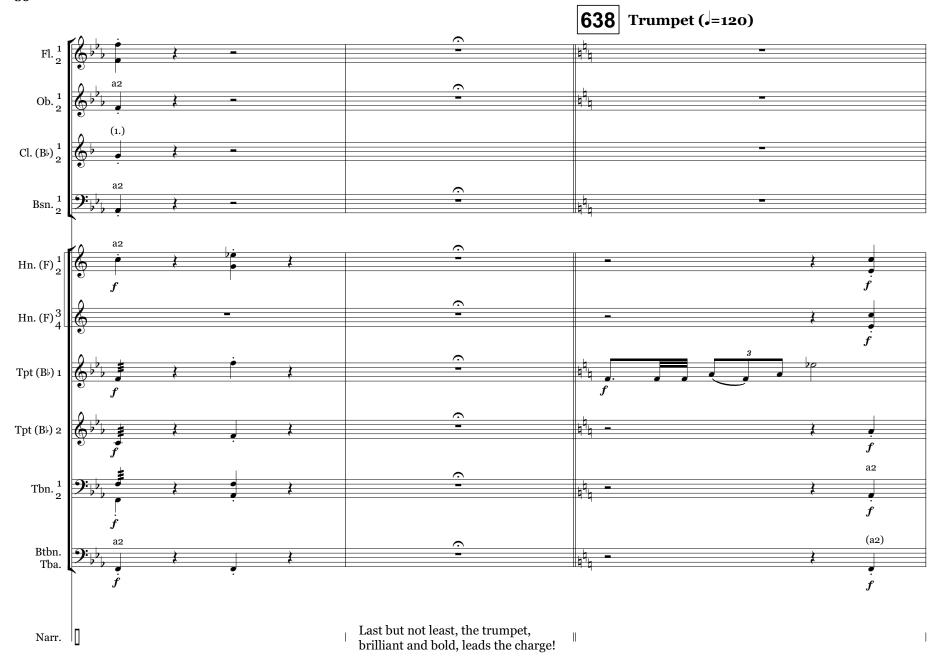






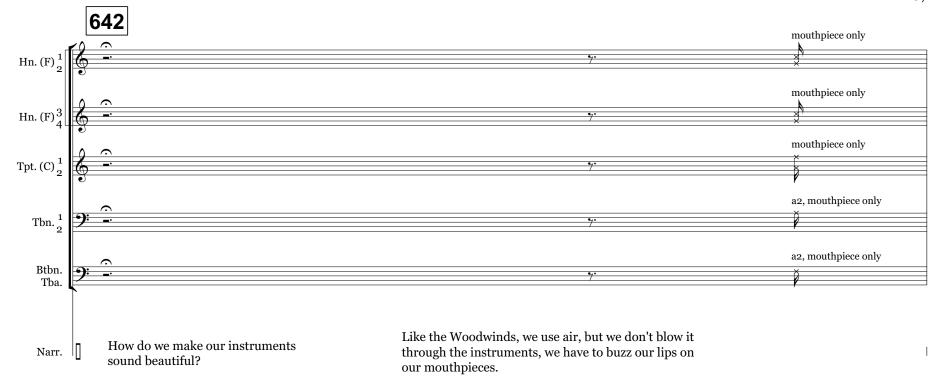


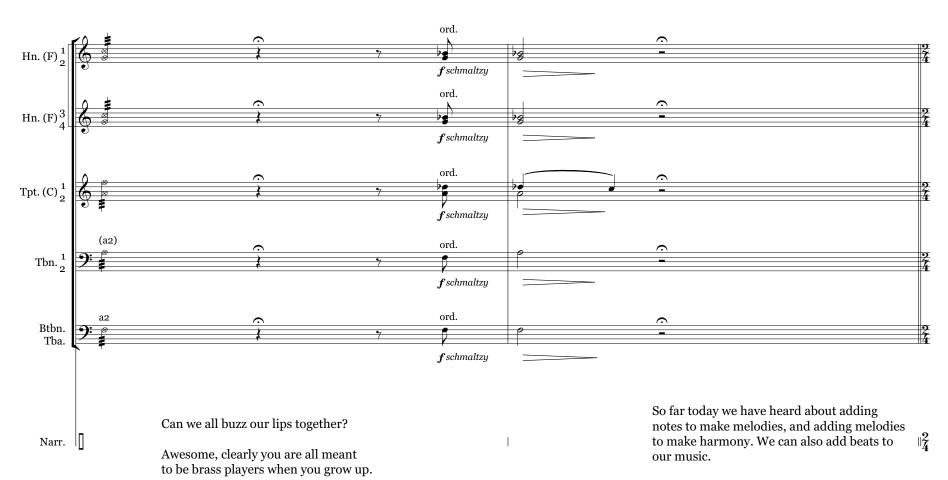




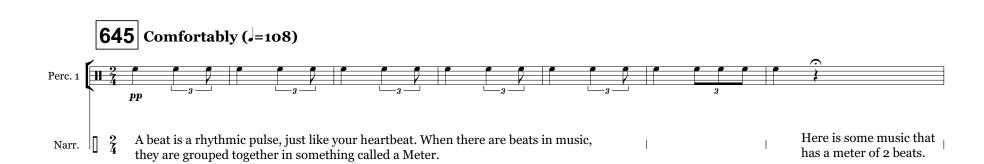




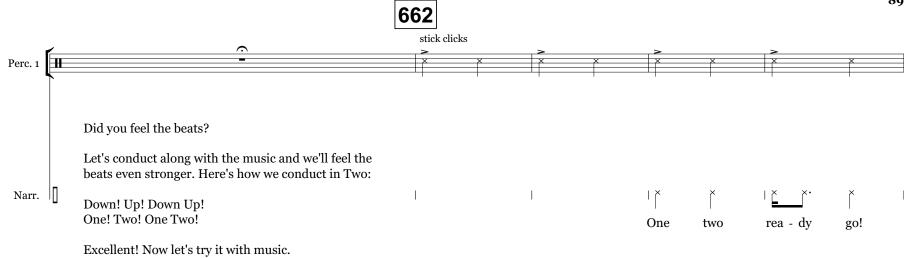




But what is a beat?







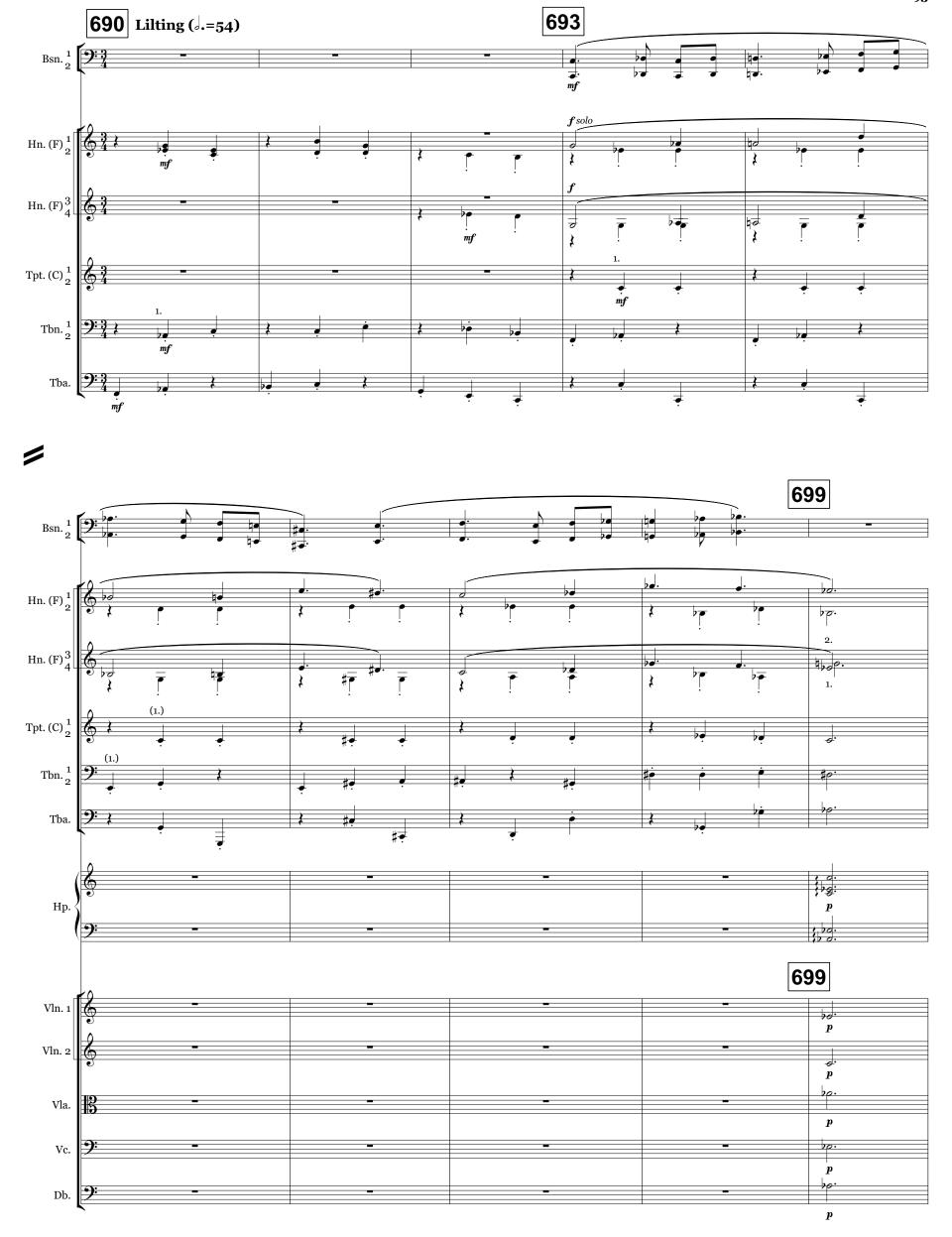
Excellent! Now let's try it with music Can I have some beats please?

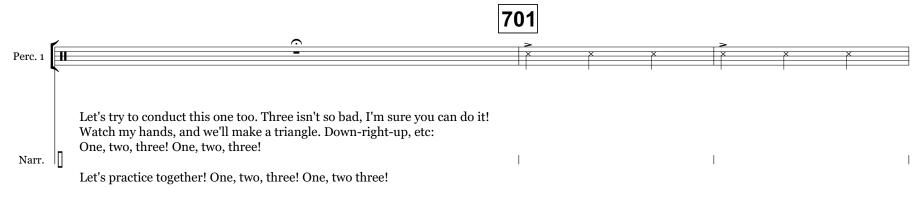




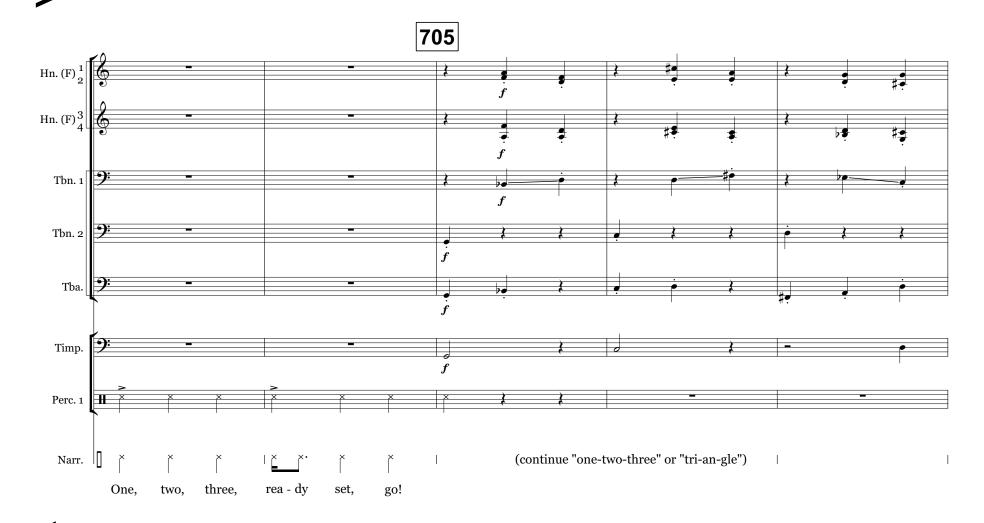








Excellent, now with the music!

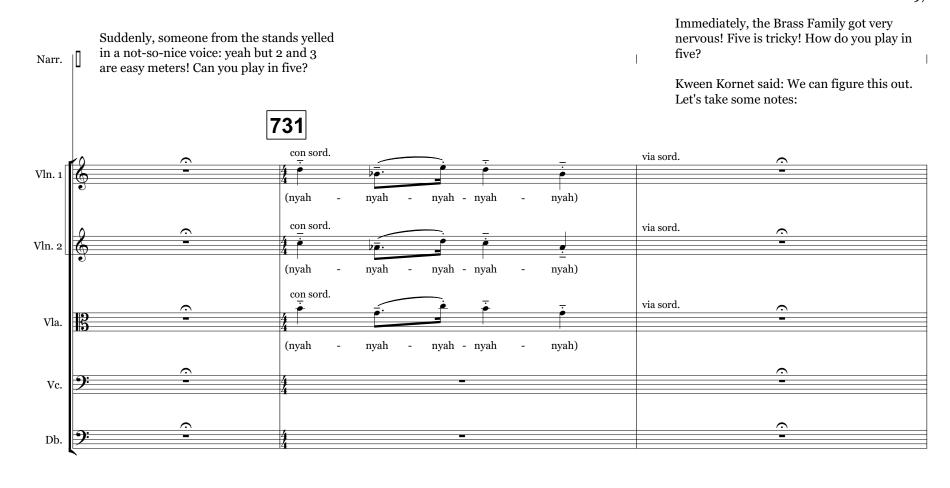


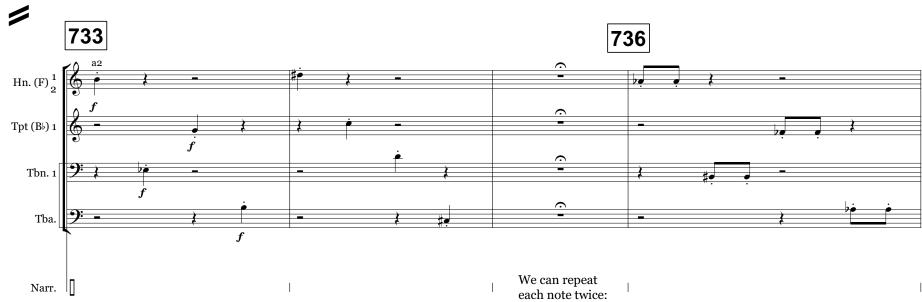


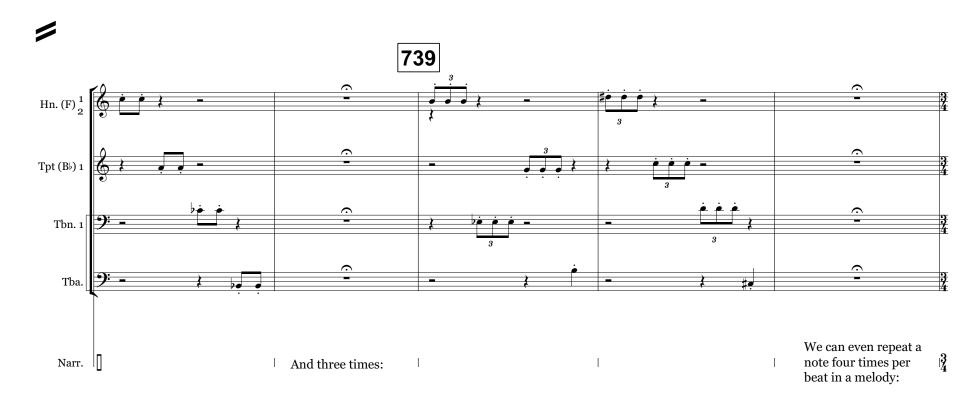




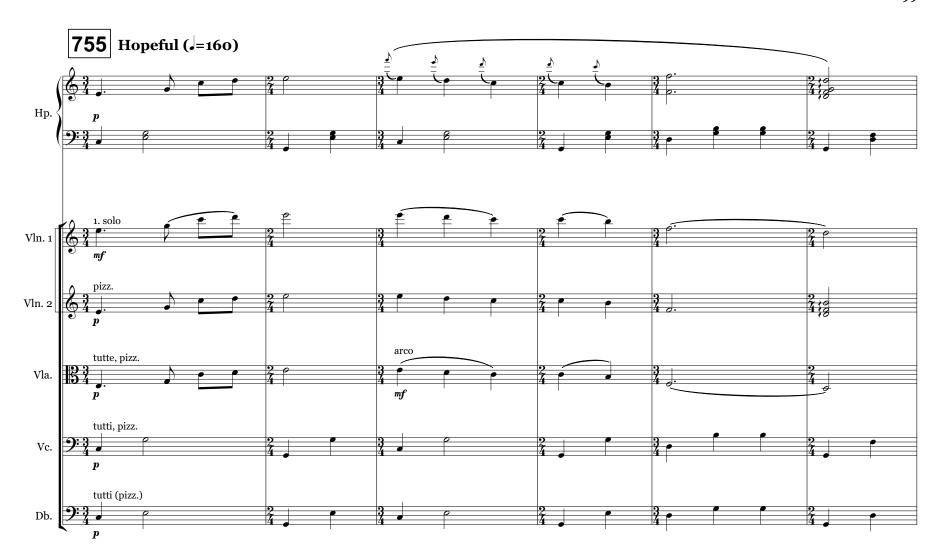


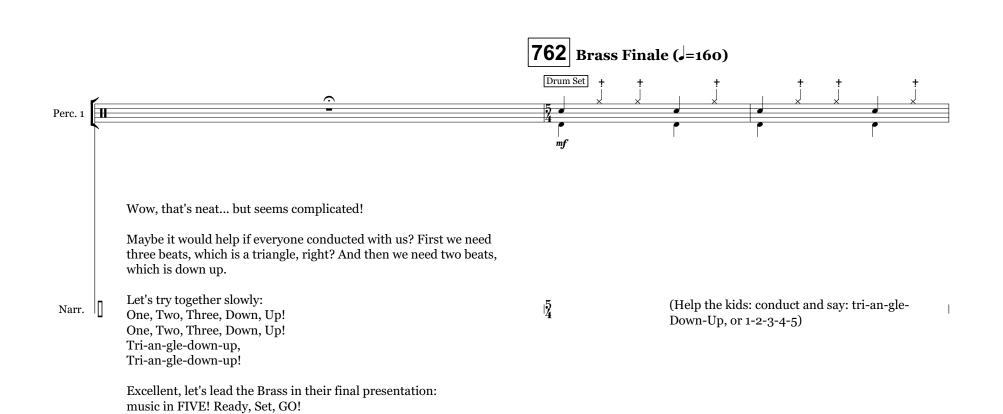










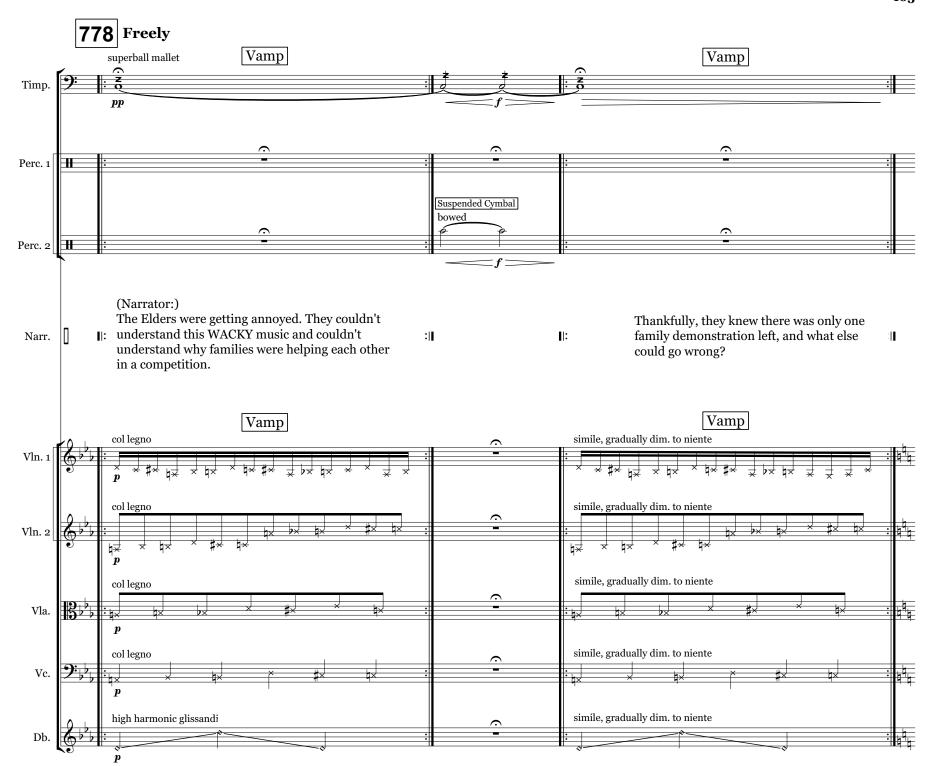






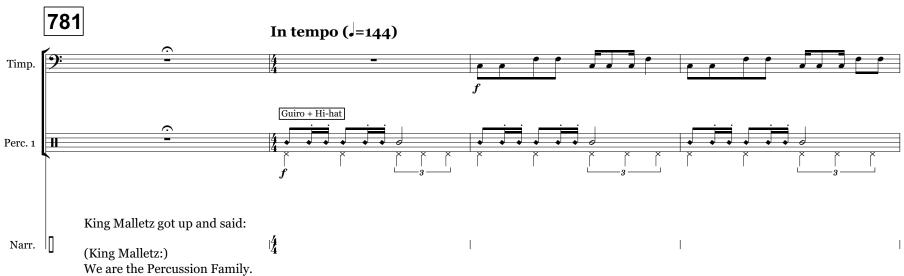


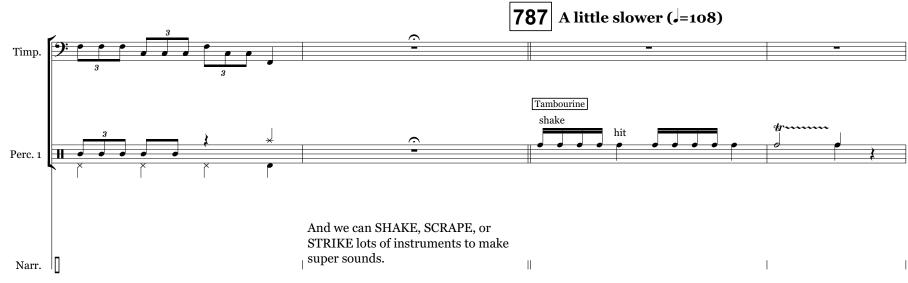






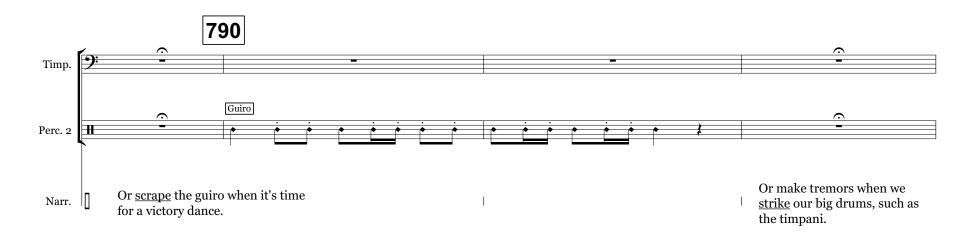
PERCUSSION



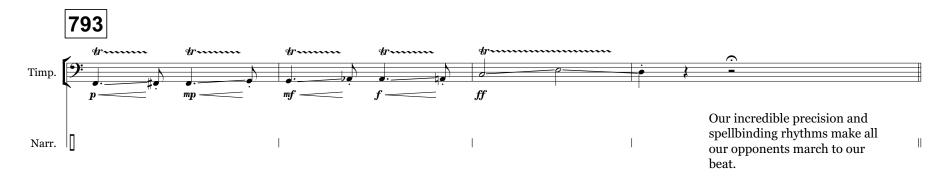


We can shake the tambourine,

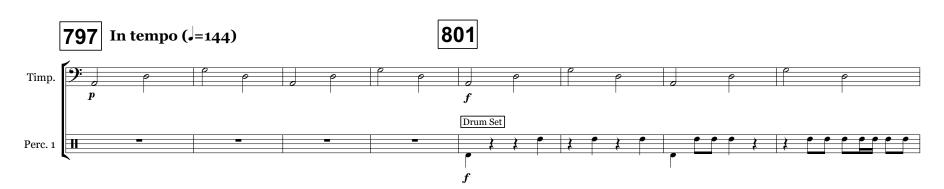






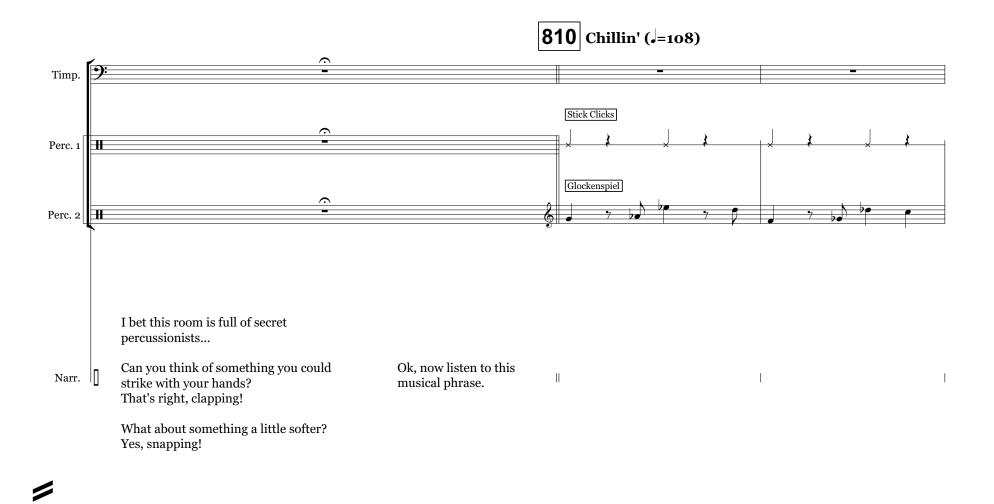


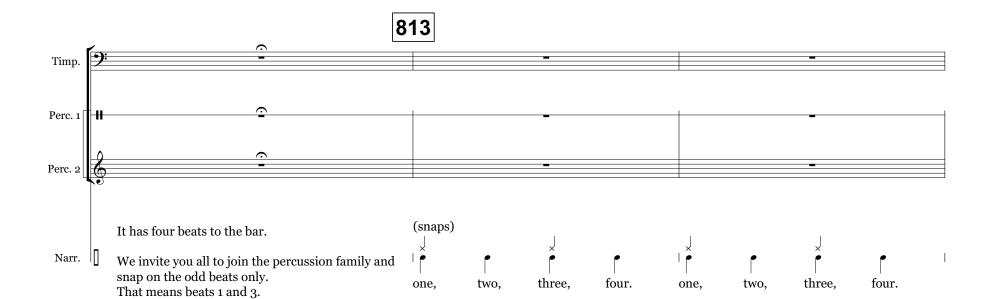














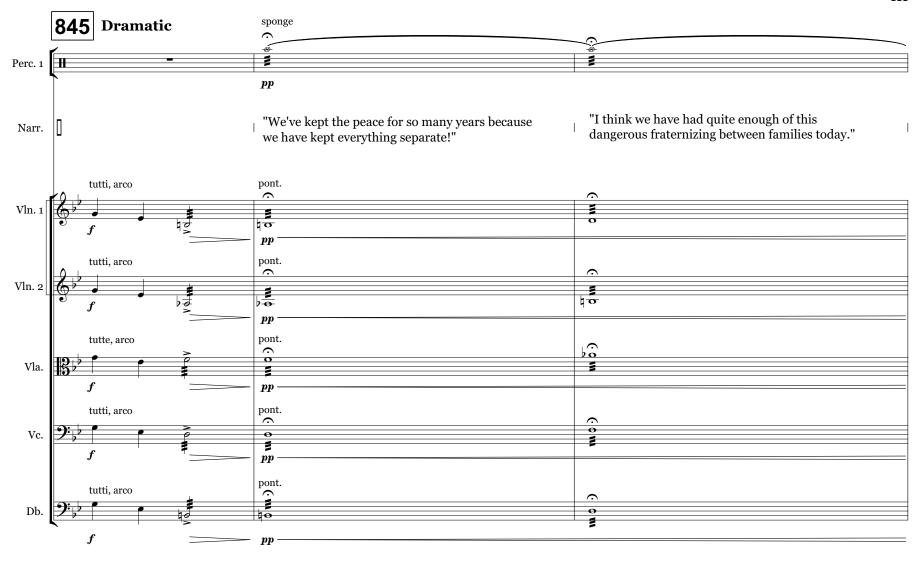


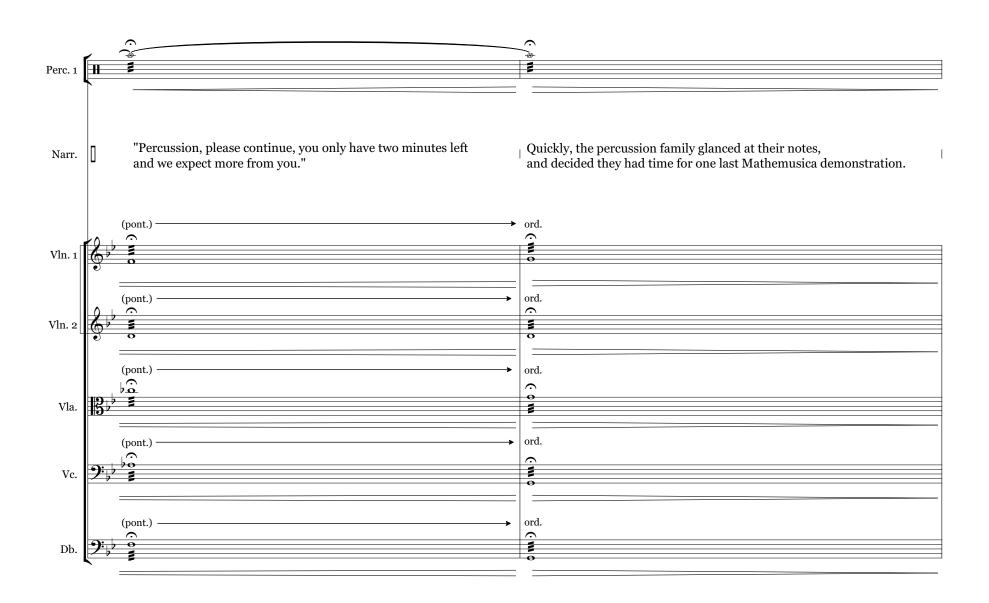


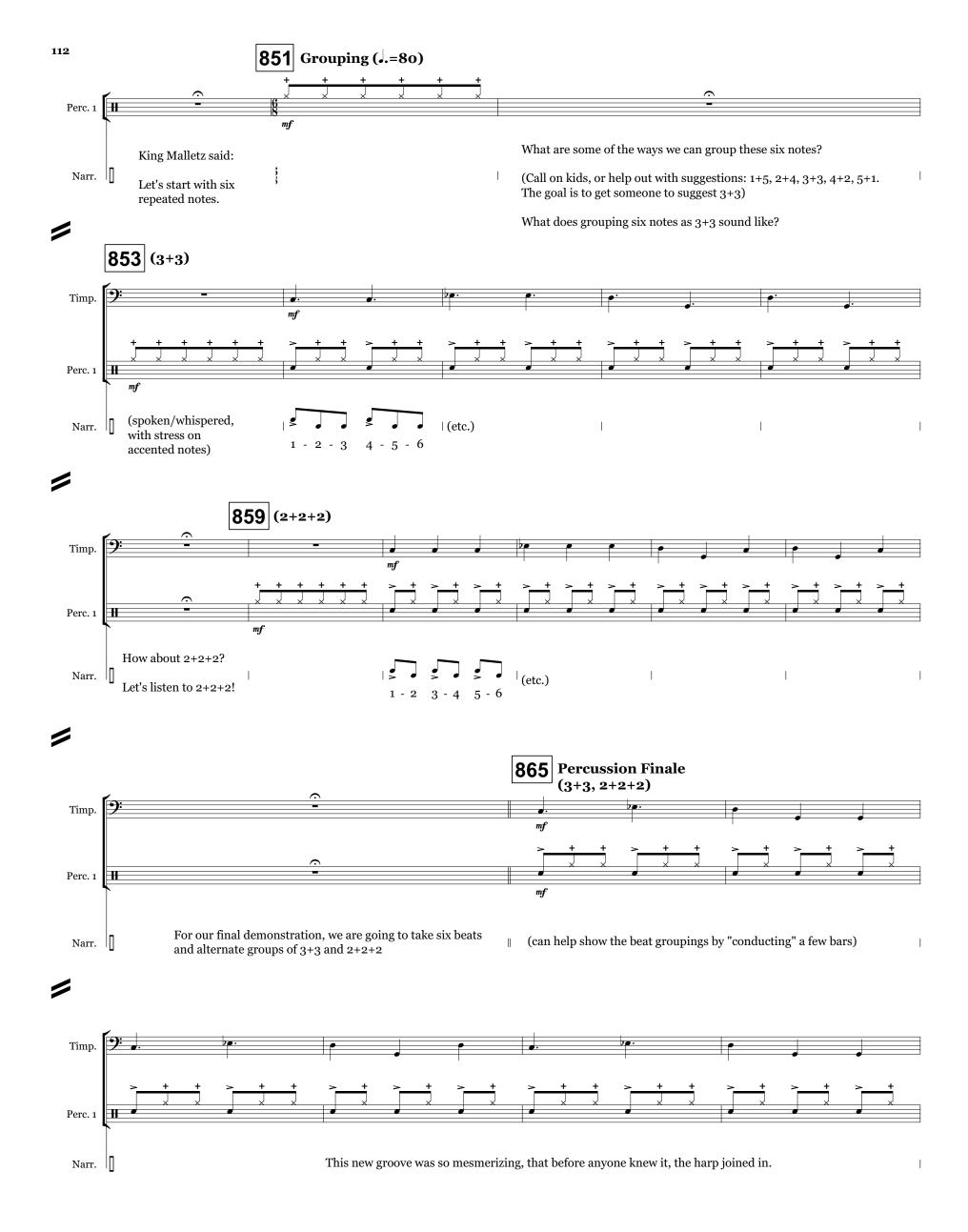


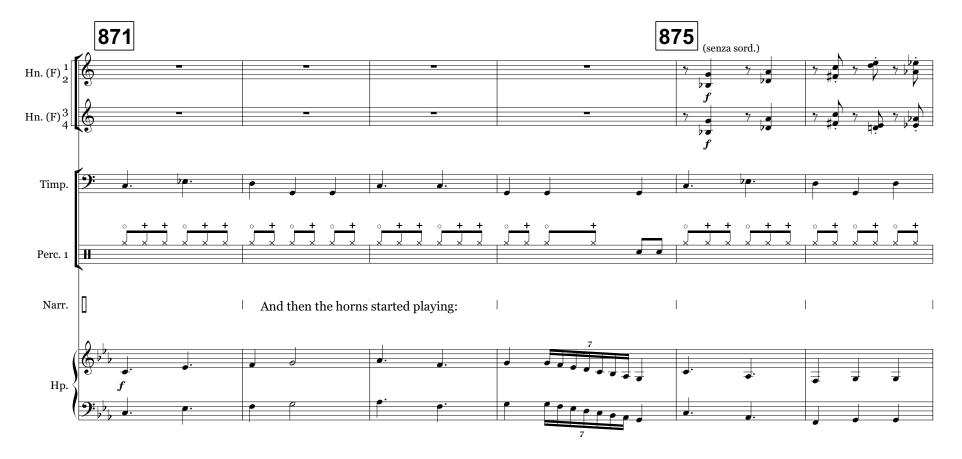














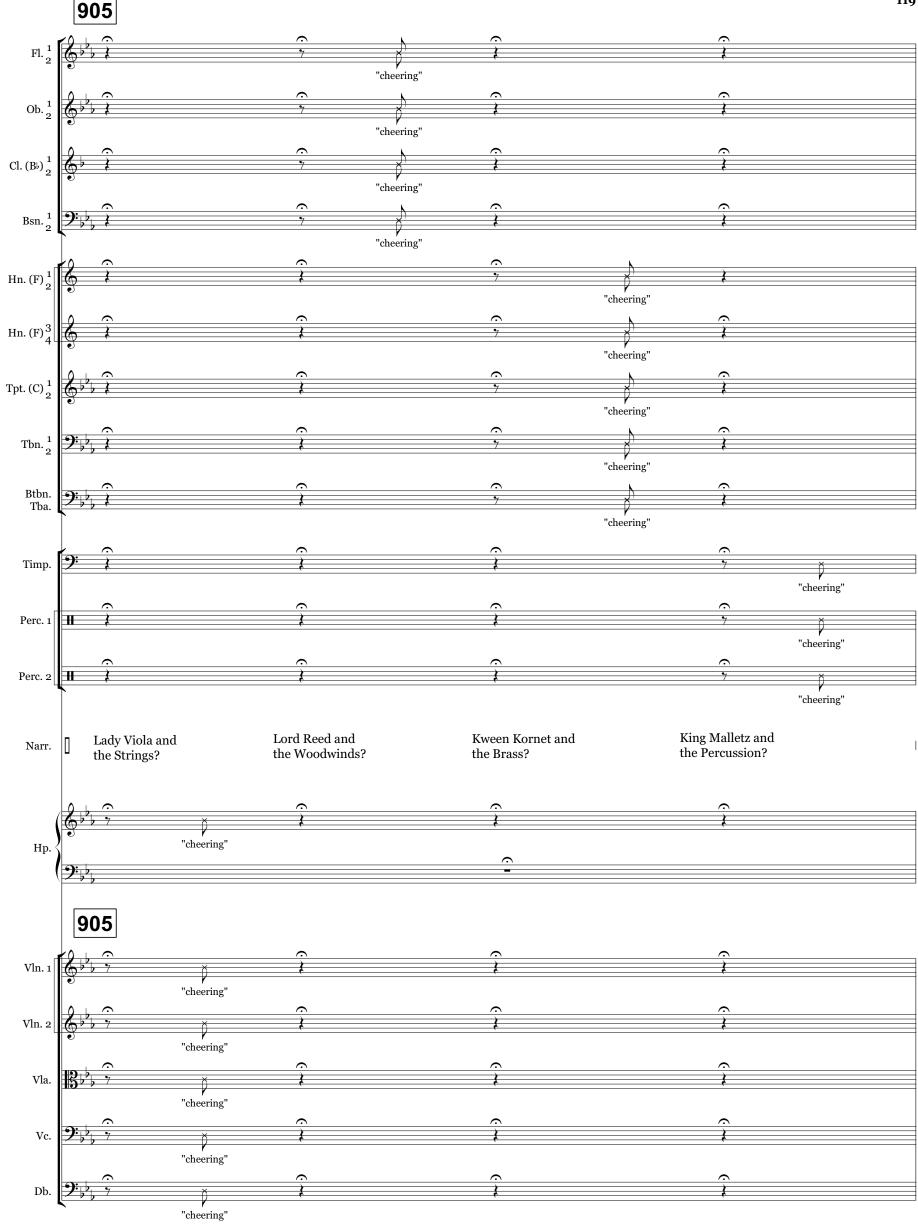


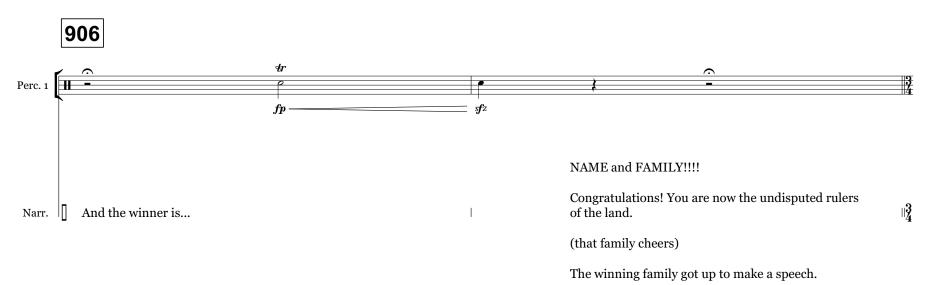




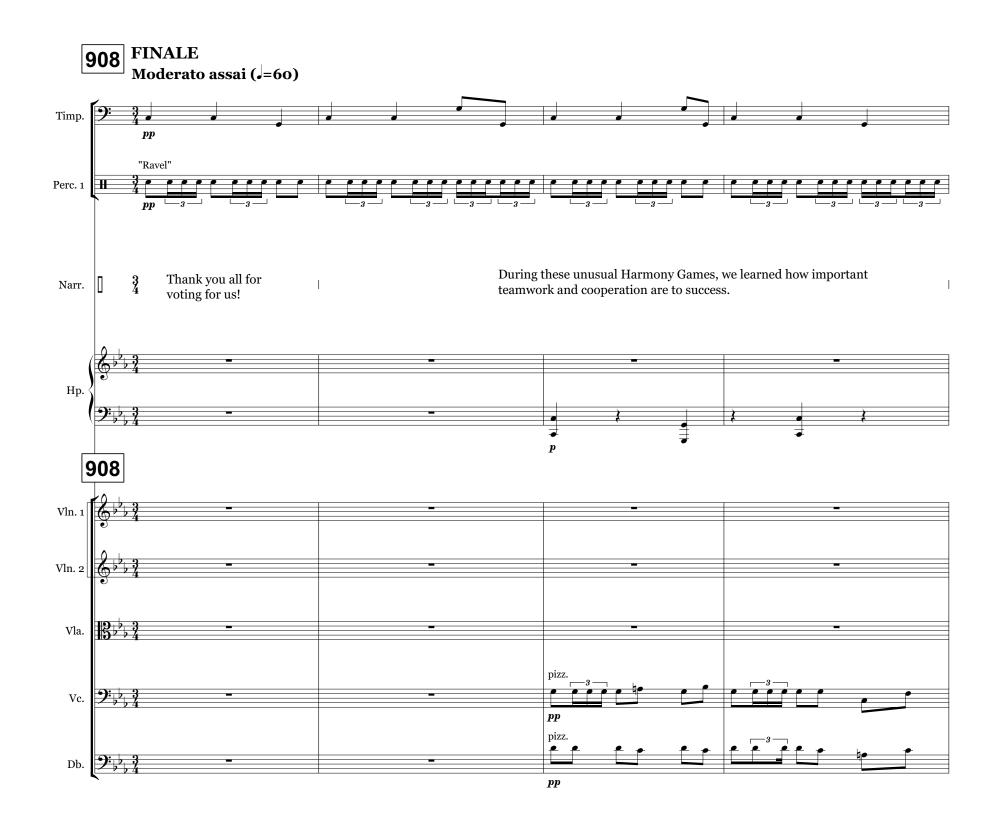




















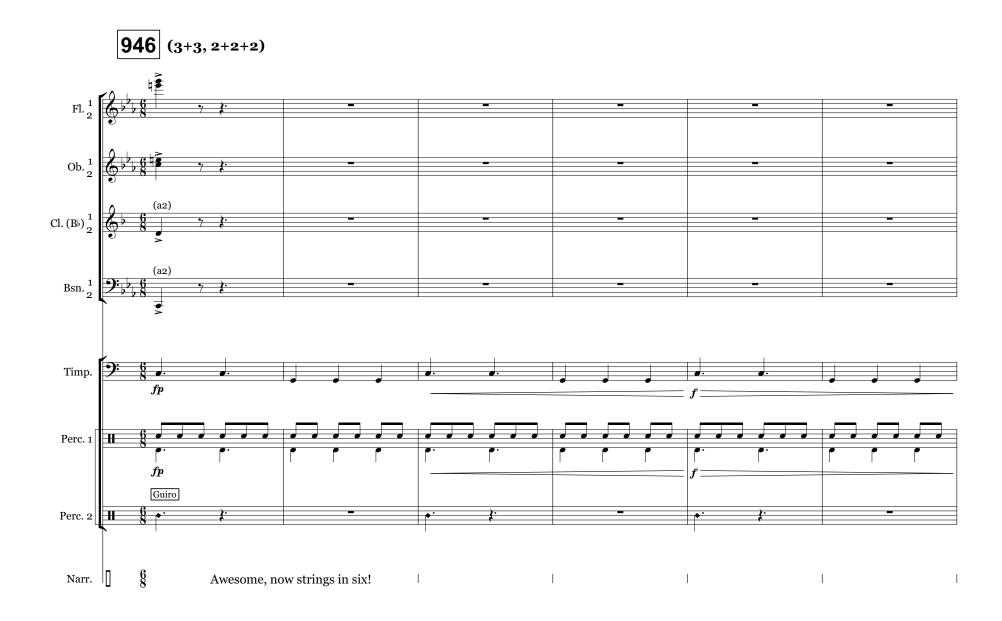








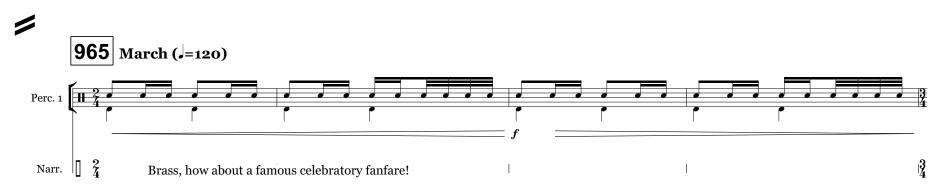




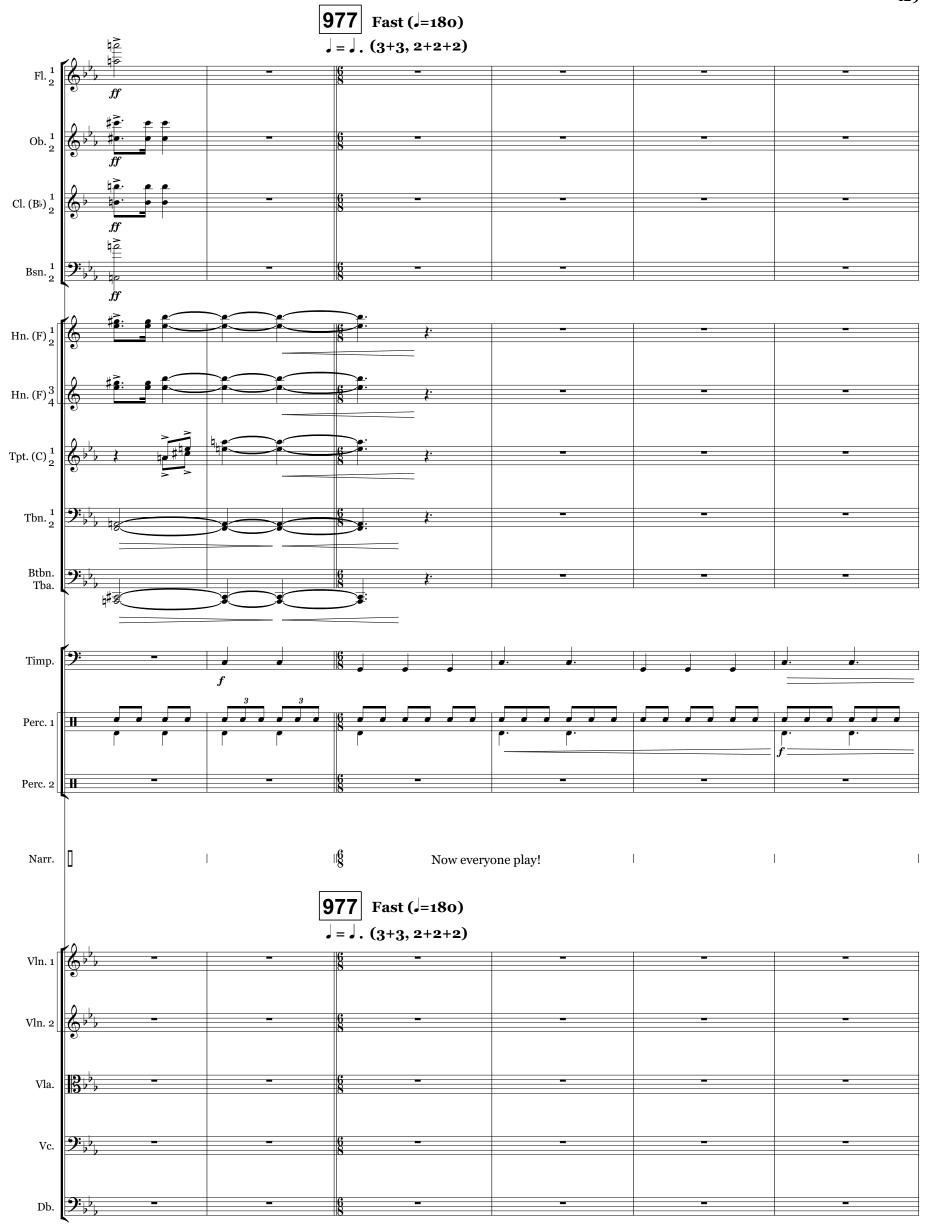
































Guided Q & A

I. INTRO

(Narrator:)

What did you think of the performance by your ORCHESTRA, did you like it? Now let's see if you were listening carefully...

Who won the Harmony Games?

Narr. And what was a big lesson they learned about cooperating with other families?

We heard a lot about how math and music can be related today.

What are some ways you can use addition in music?

Excellent! Now here to tell us more about our ORCHESTRA is our conductor, NAME.

(Conductor:)

Thanks, NARRATOR!

Hi Everyone! I'm so glad we got to share the legend of the first Symphony Orchestra with you today.

Narr. Family was a very important part of our story, so let's see if we can remember all the families that make up an orchestra.

(can shorten entire Q&A by re-introducing all families here, without playing associated musical excerpts)

II. STRINGS

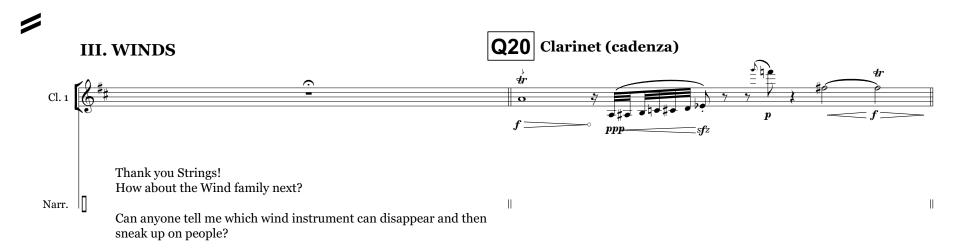
Which family is sitting up here in front, closest to you?

Narr. Strings, right! Made up of violins, violas, cellos and basses.

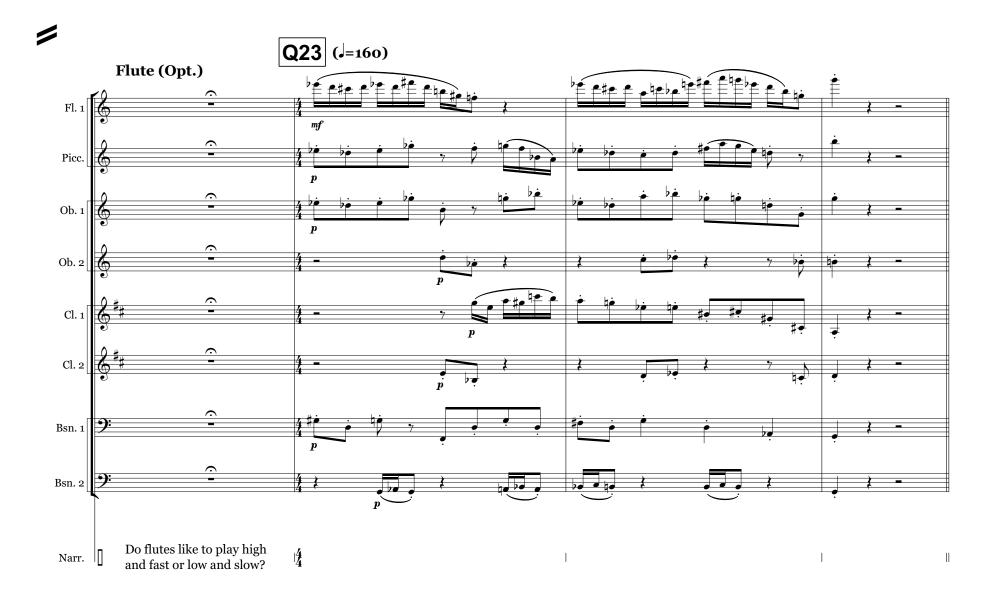
Does anyone remember what string players need to pull back and forth to make the strings vibrate? The bow!

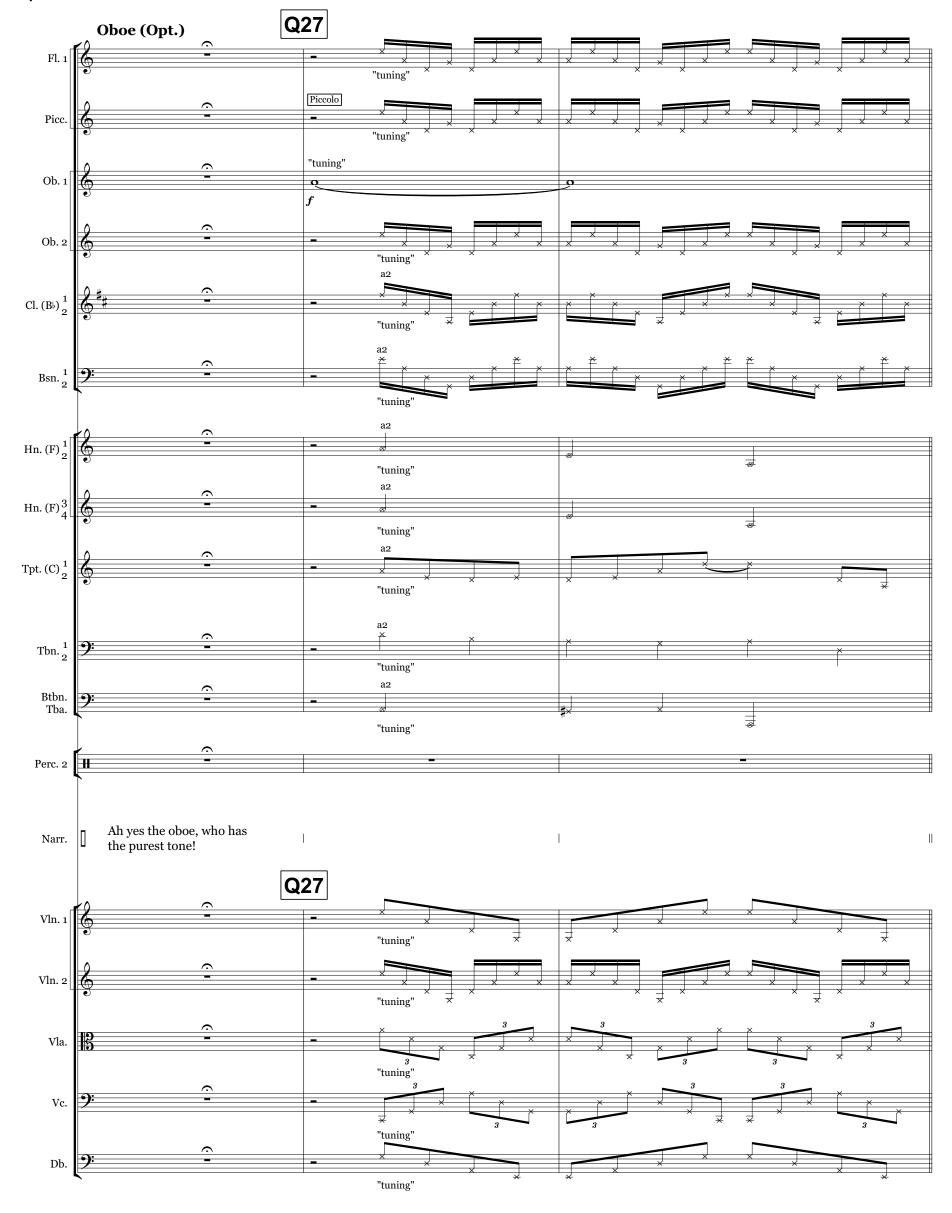


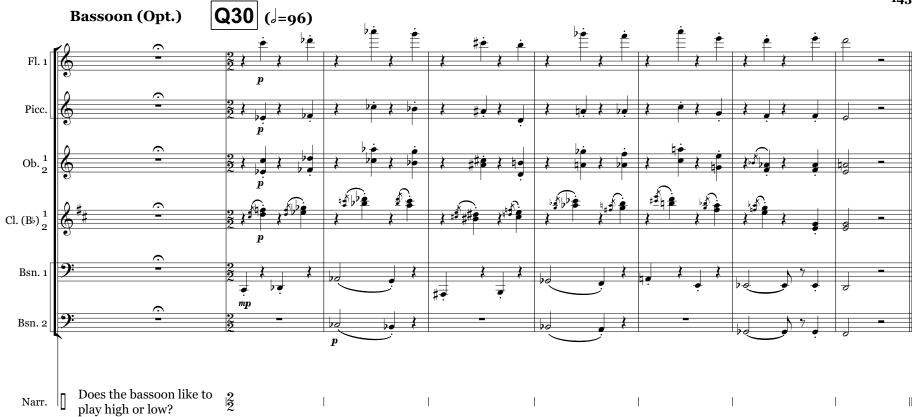




Narr. [] Can anyone name another wind instrument? (skip to Flute/Oboe/Bassoon as needed)







IV. DYNAMICS

Our wind family today demonstrated that adding layers created harmony and polyphony. The music also got louder as we added more musicians.

In music, volume is called dynamics. Let's take a passage played by just a few players and hear what it sounds like.



How did that music make you feel?

Now let's play the same music but with the whole orchestra playing!





V. BRASS

Narr. Speaking of volume, let's talk about our Brass family. Does anyone have a favorite brass instrument? (skip to horns/trumpet/trombone/tuba as needed)









Db.

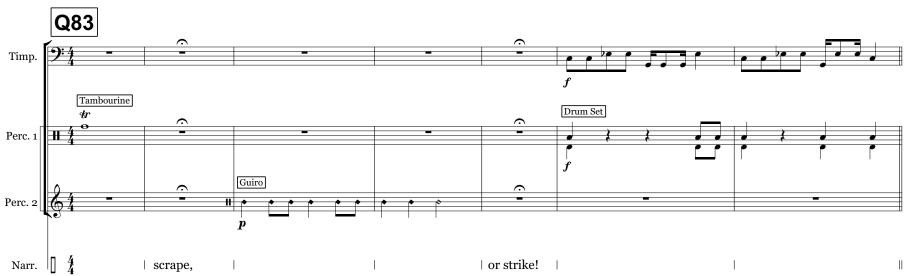
VI. PERCUSSION

Narr.

Our last remaining family is the percussion!

Remember, percussion is anything you can shake,







Do you remember that percussion groove that brought down the house?

Narr.

(It was in six beats.)

Does anyone remember how those beats were grouped?





151 VII. TEMPO

We've heard a lot about math and music, but there is one more important thing we should mention: speed.

Narr. Speed in music is called tempo, and the tempo is determined by the number of beats played in one minute.

Do you remember the exciting battle music at the beginning of our story? It went like this:





What happens if we play that same music very slowly? Do you think it will be as exciting?

Narr.

(Feel free to take the tempo even slower, or slow down as you go - to the point of running out of steam several bars before reaching the end of the excerpt)





VIII. "GUESTS" CONDUCTING

Now you yourselves have heard what big differences dynamics and tempo make to the music, maybe someone wants to show us how to change the tempo by conducting the orchestra?

(Choose volunteer)

Hi. What's your name?

Welcome NAME, now take a bow. (help them)

Narr.

Have you ever bounced a basketball? OK great! In order to control the tempo, pretend you are bouncing a ball. If you want the ball to bounce slower, how will you move your arm? (bounce larger, demo using your entire arm) And faster? (bounce smaller, demo only using the wrist)

Excellent, so now you can get in front of the orchestra and we will start in a basic tempo, and you can make the music speed up or slow down by bouncing the imaginary ball faster or slower. Are you ready?

I'll start the orchestra for you: "One, One"

(After the excerpt, have the participant bow again, and then repeat the process with another 1-3 kids, time allowing. I suggest scanning the audience to not just pick from the front, although easy access to the aisle and stage should be considered.

Furthermore, I recommend being inclusive with as large a variety of ages, genders and ethnicities as possible. More than 4 students tends to lead to chaos, but between 2-4 guests yields a very rewarding experience in a limited amount of time.)





IX. OUTRO

So many things can change in music by adding beats, notes, harmonies, and altering tempos and dynamics.

Thank you all for being such a fantastic and attentive audience! ... Back to you, NARRATOR!

