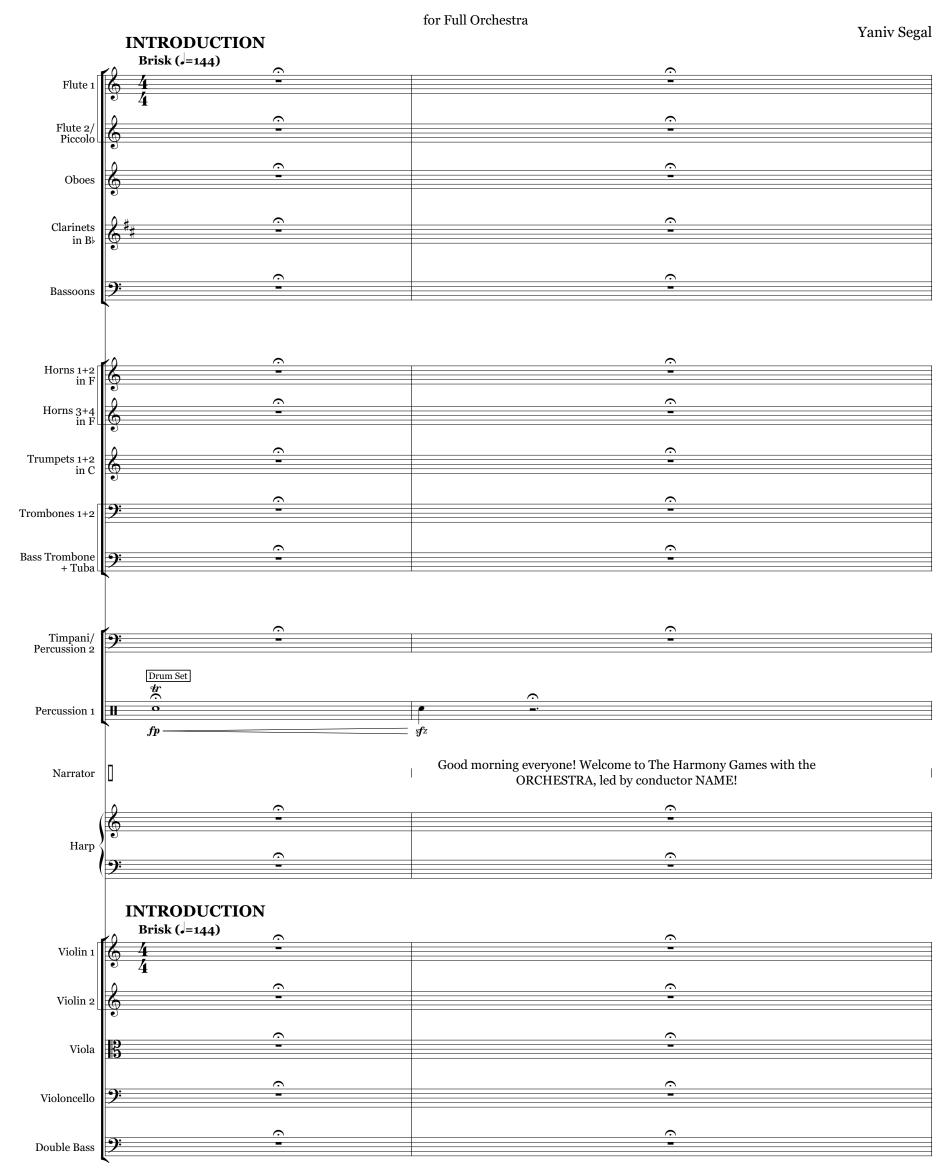
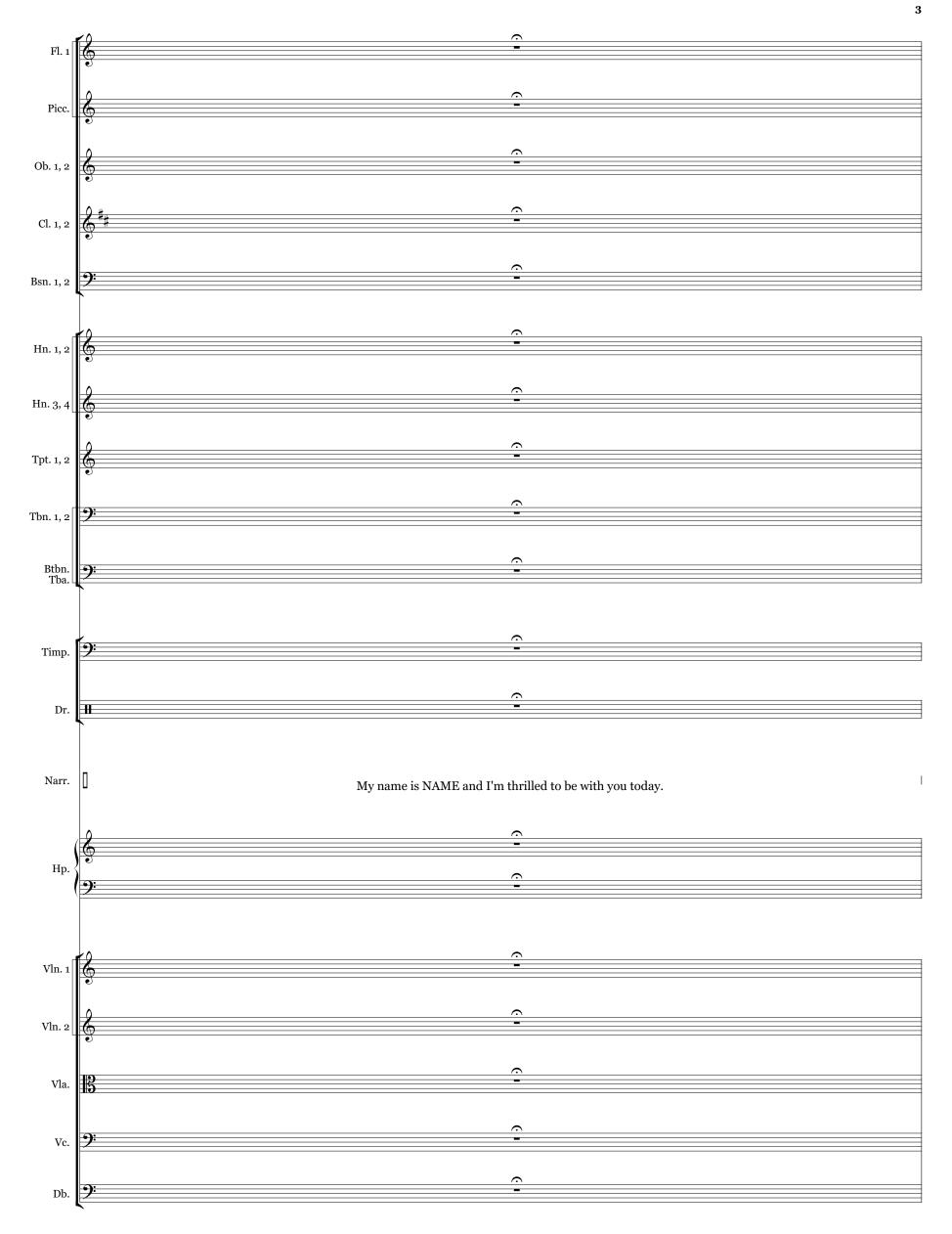
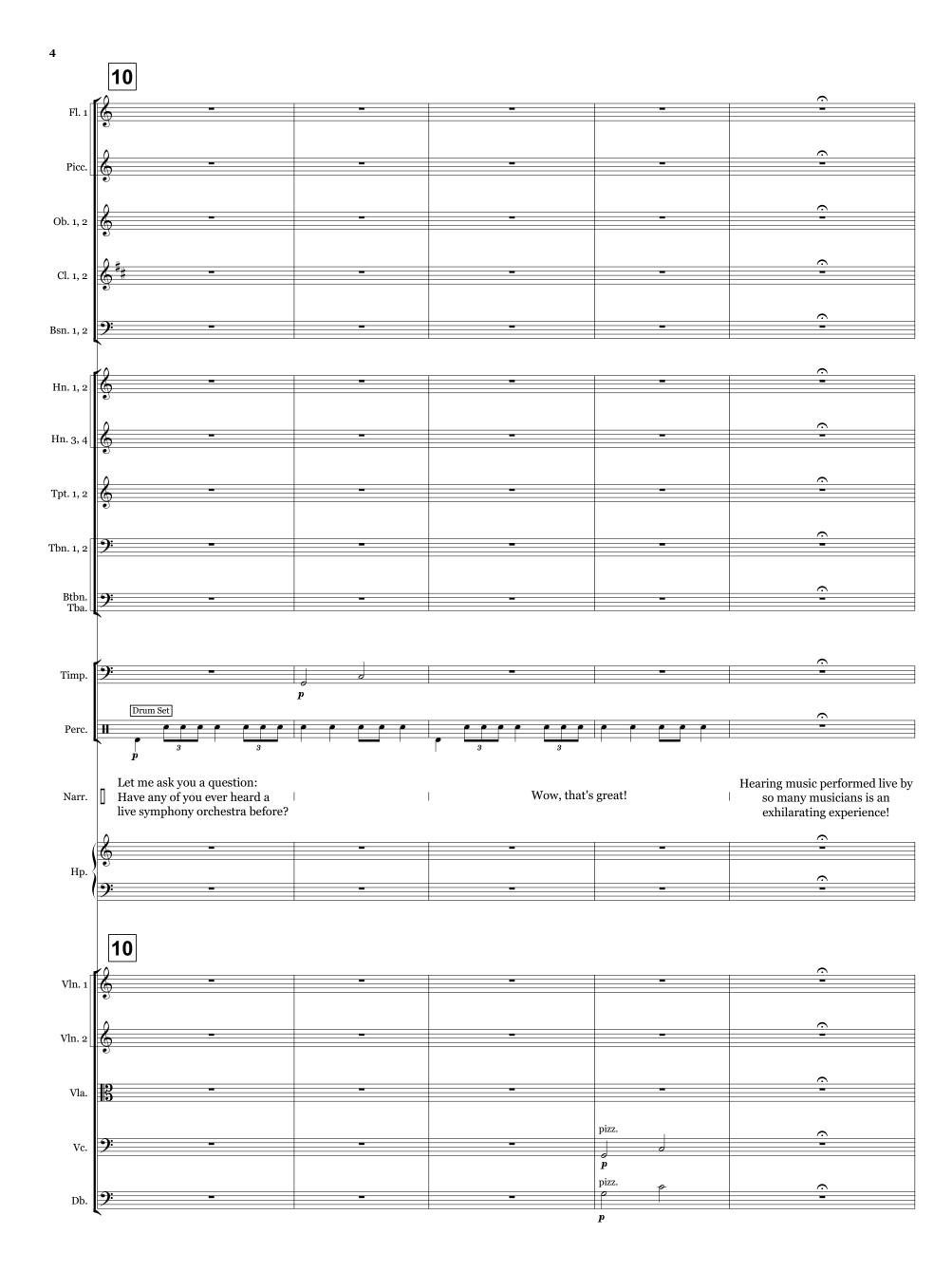
The Harmony Games













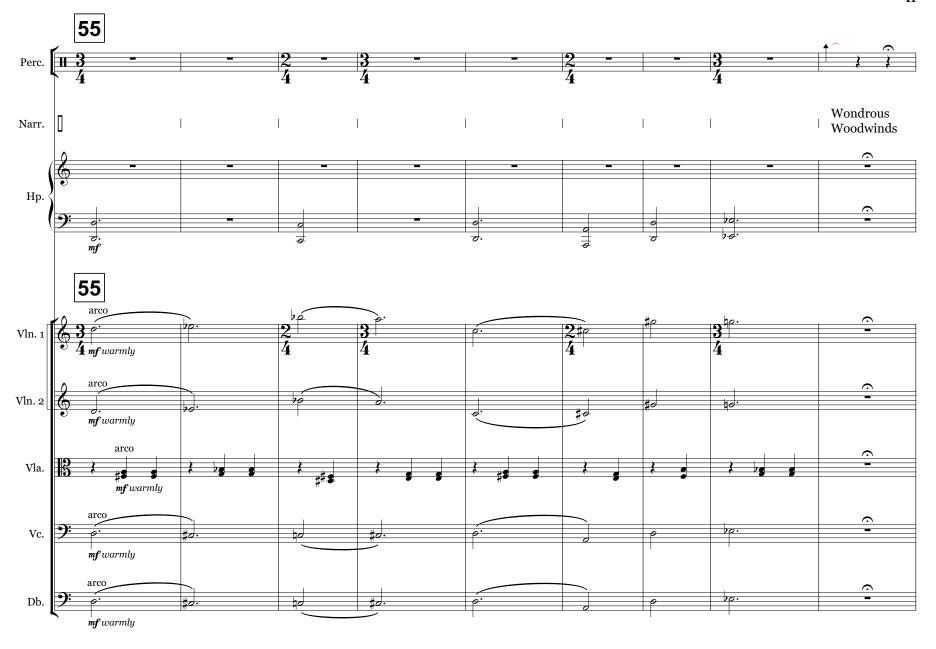








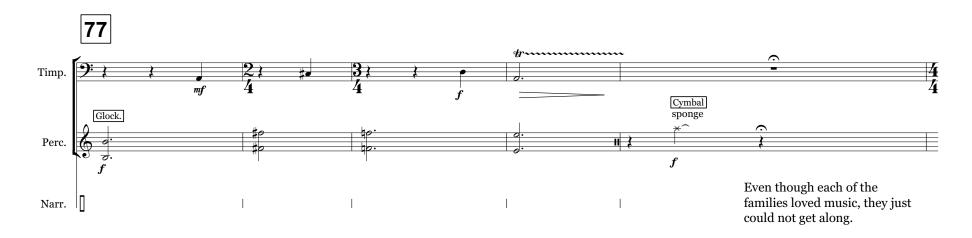








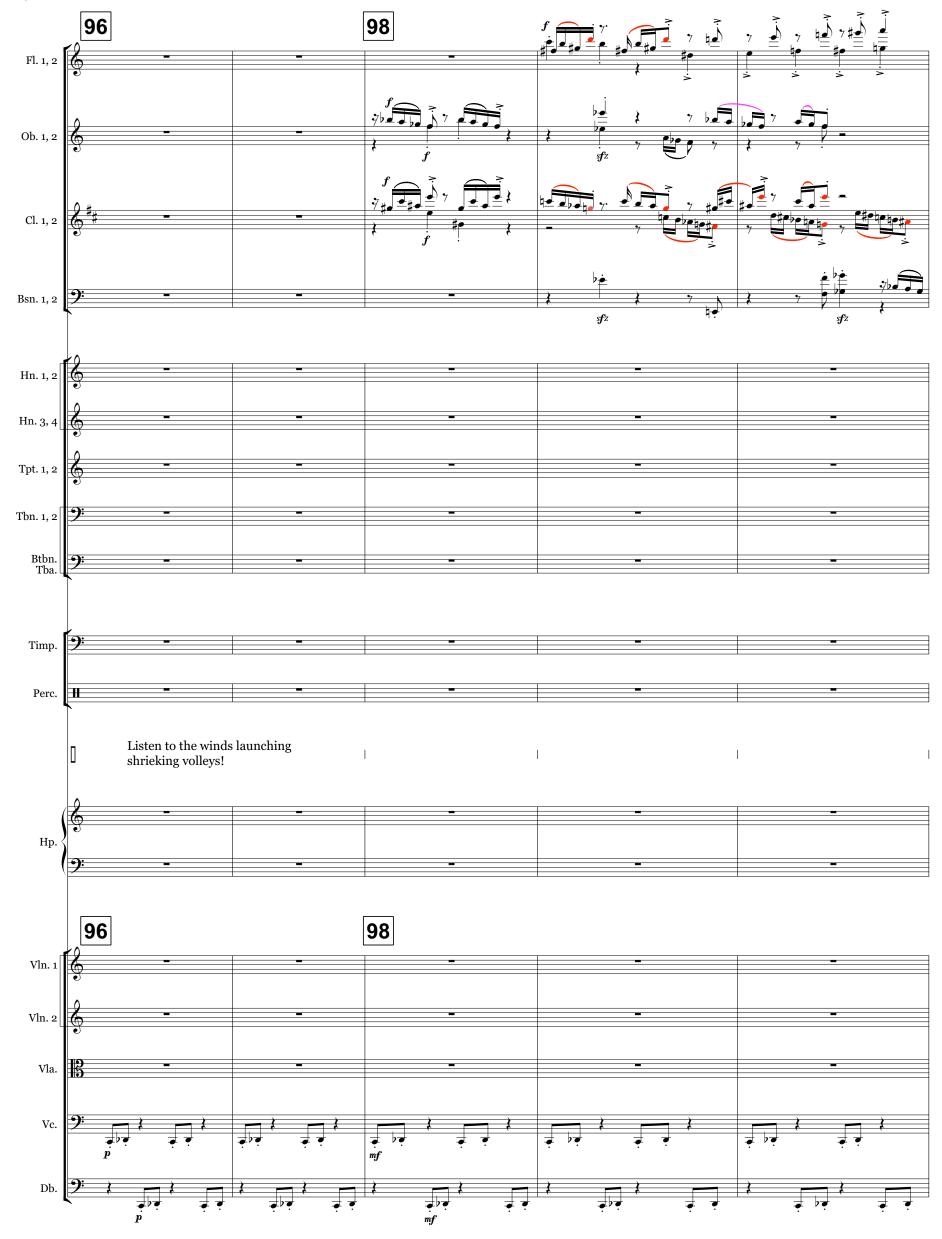








































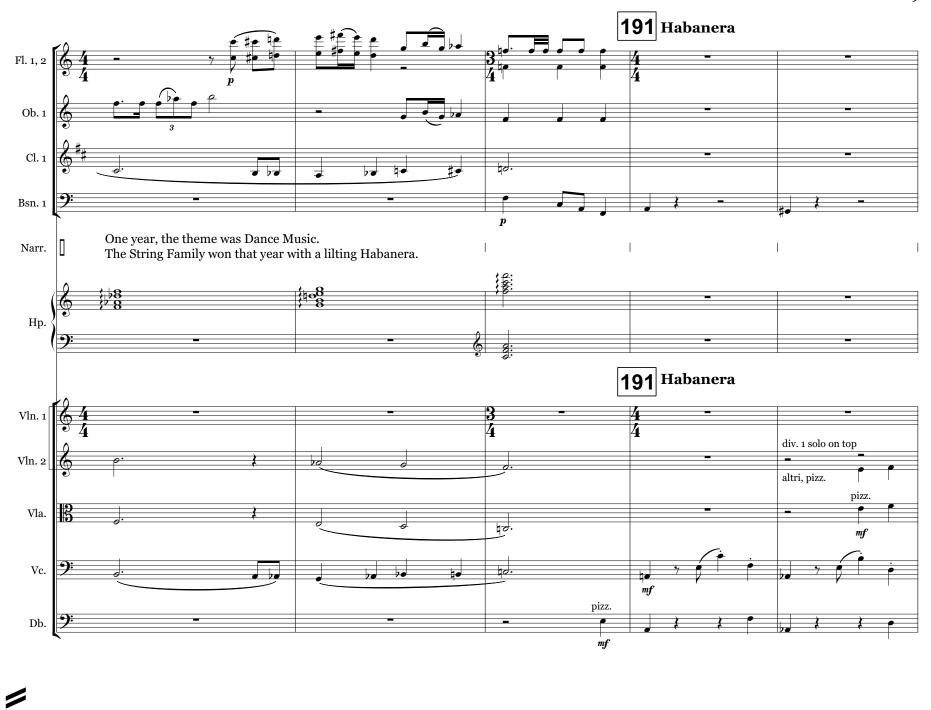


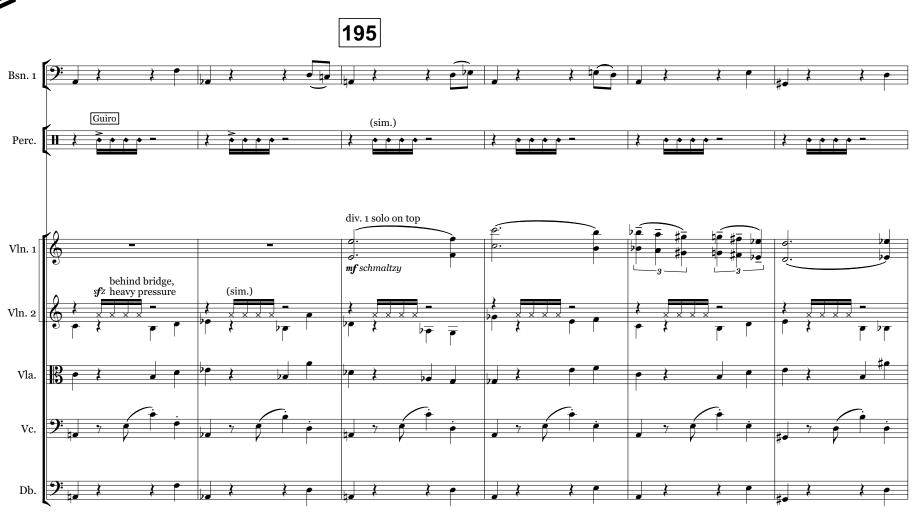


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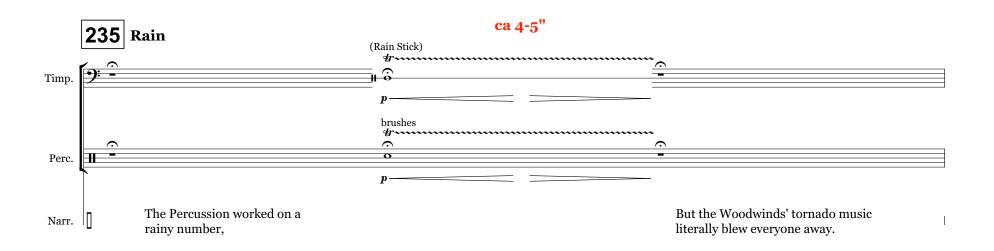






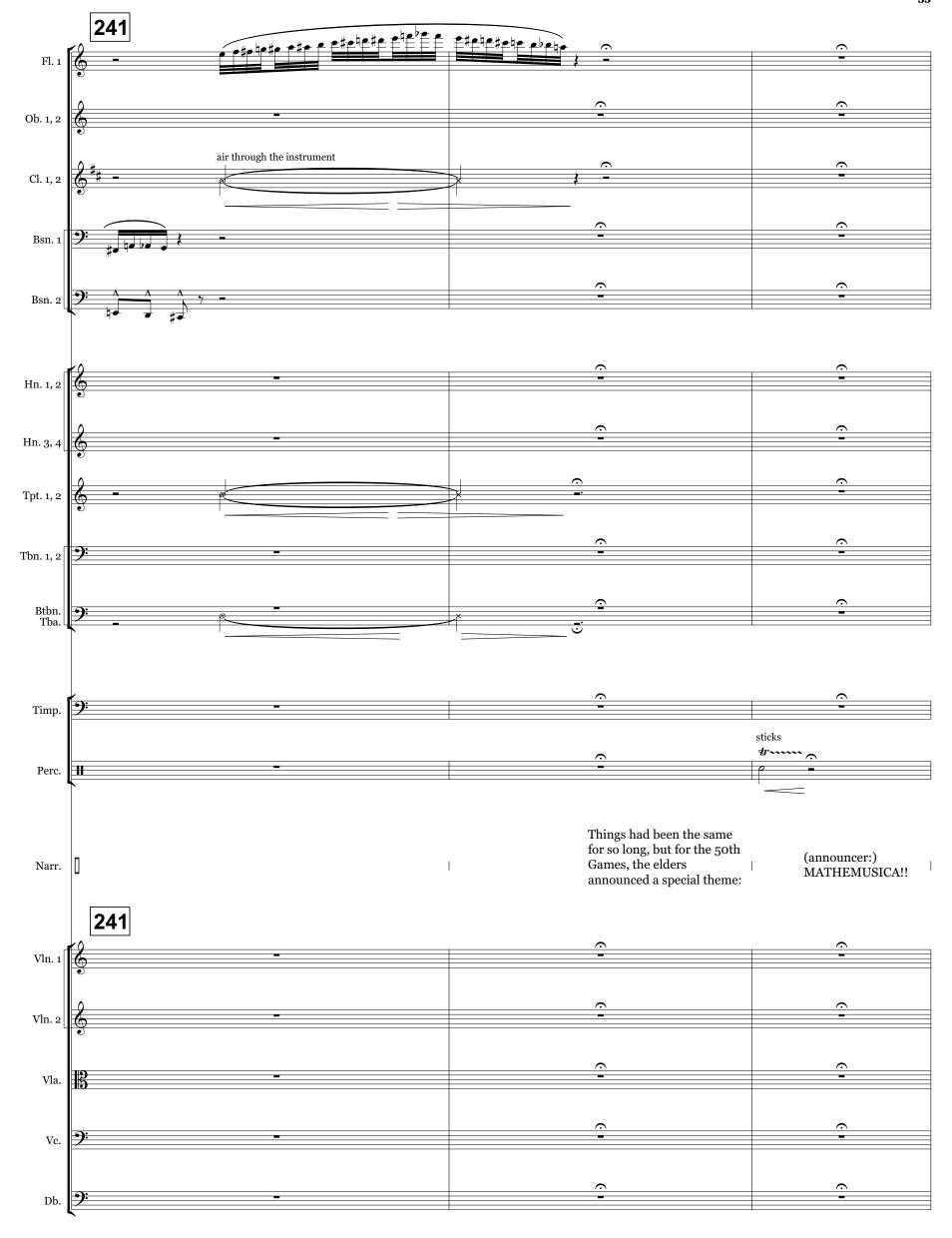


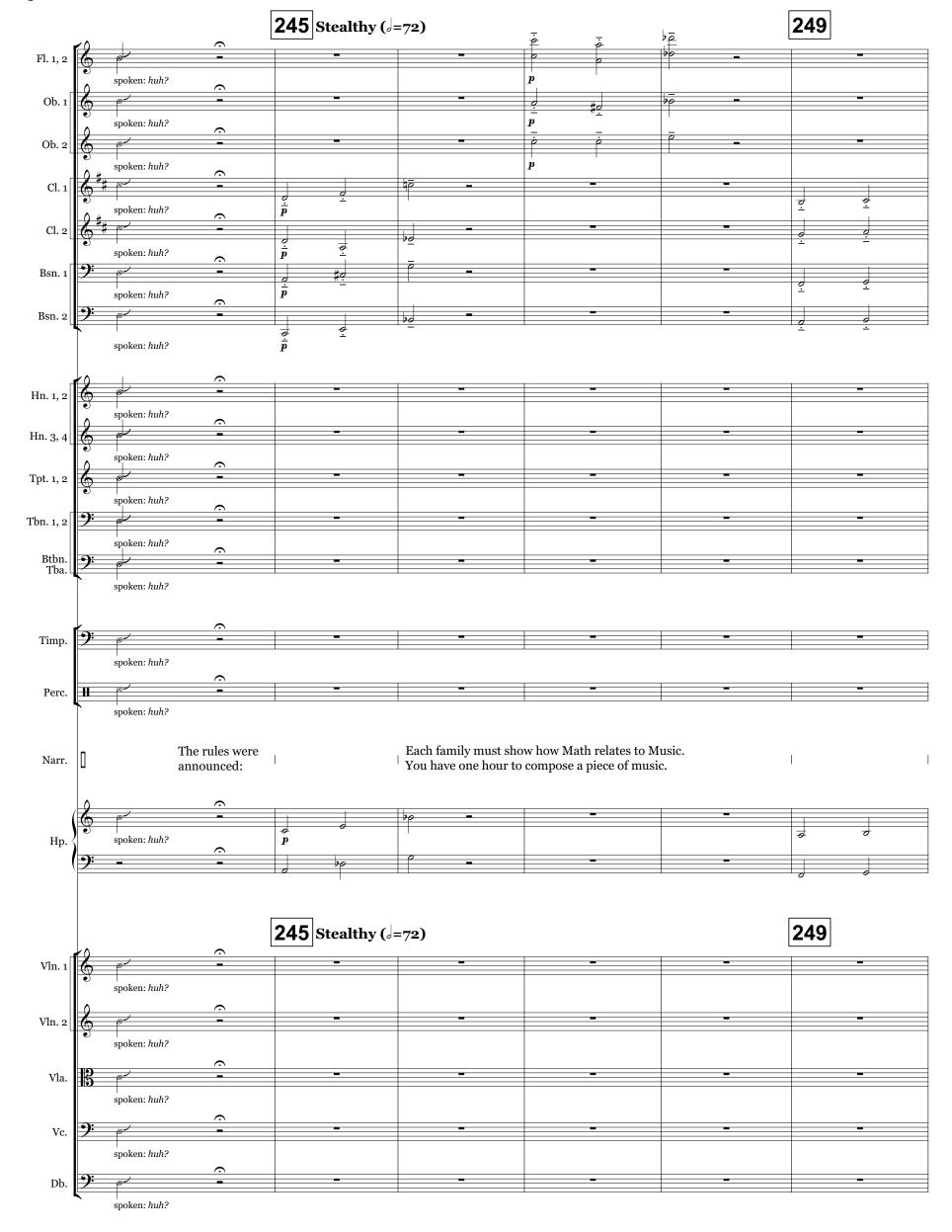


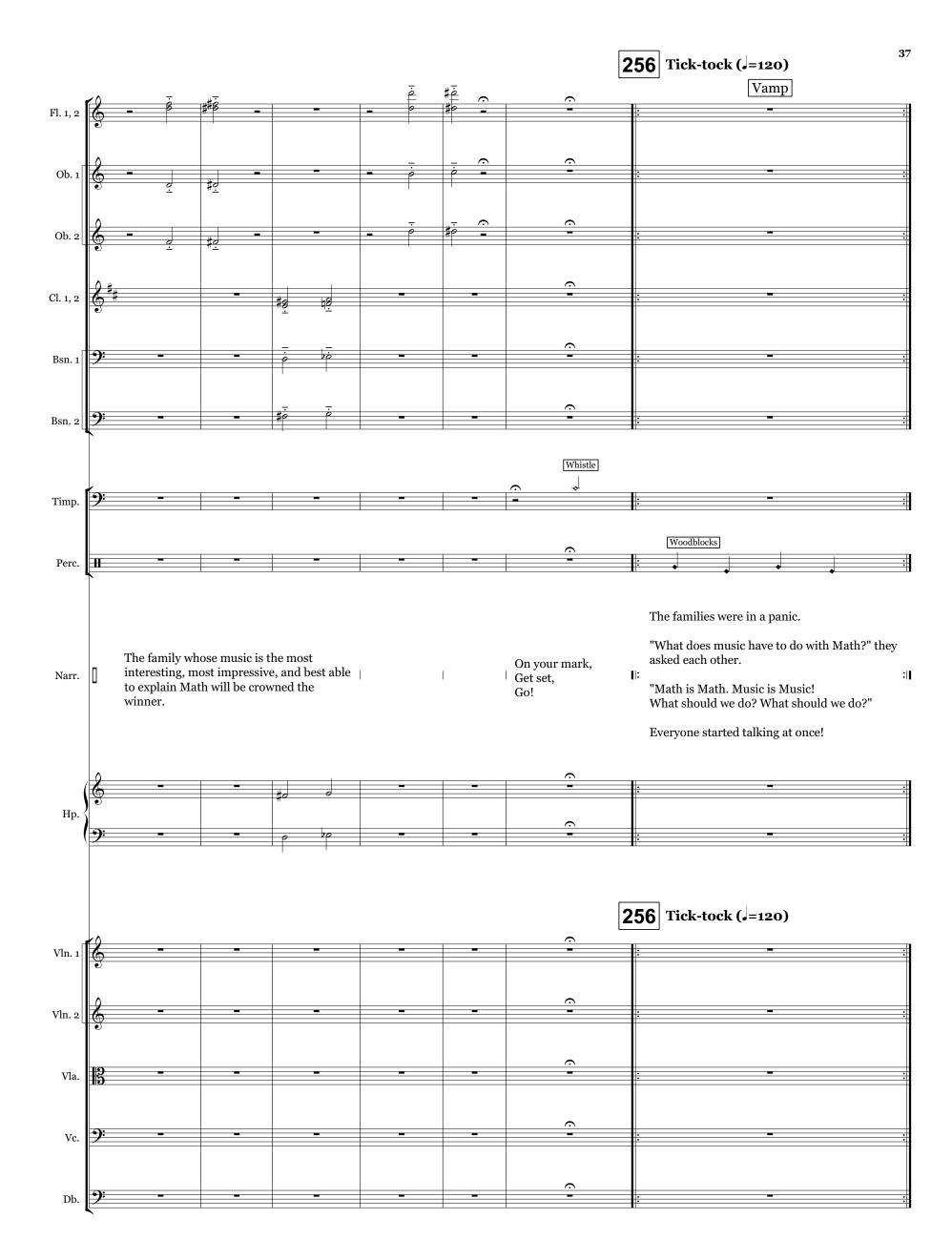


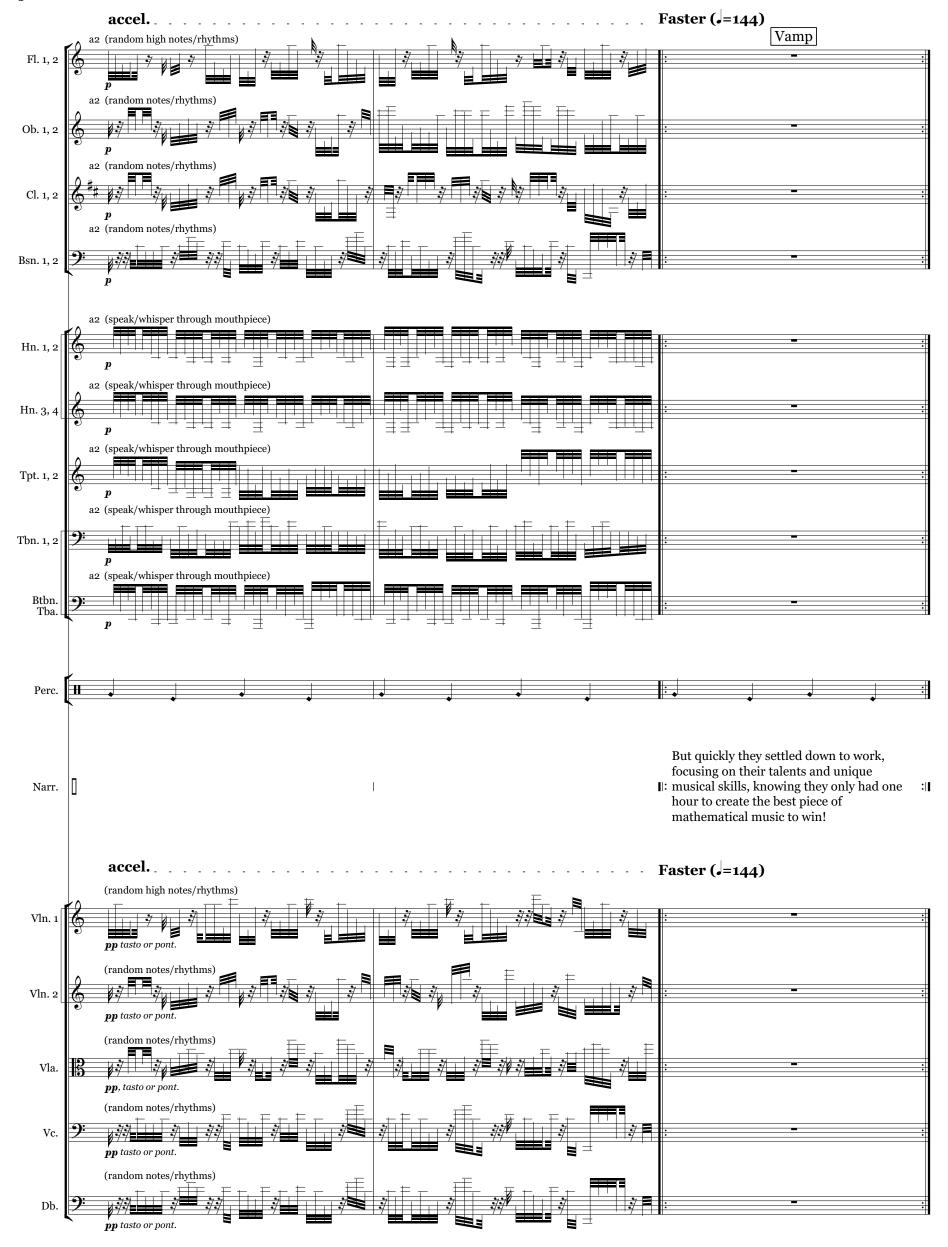






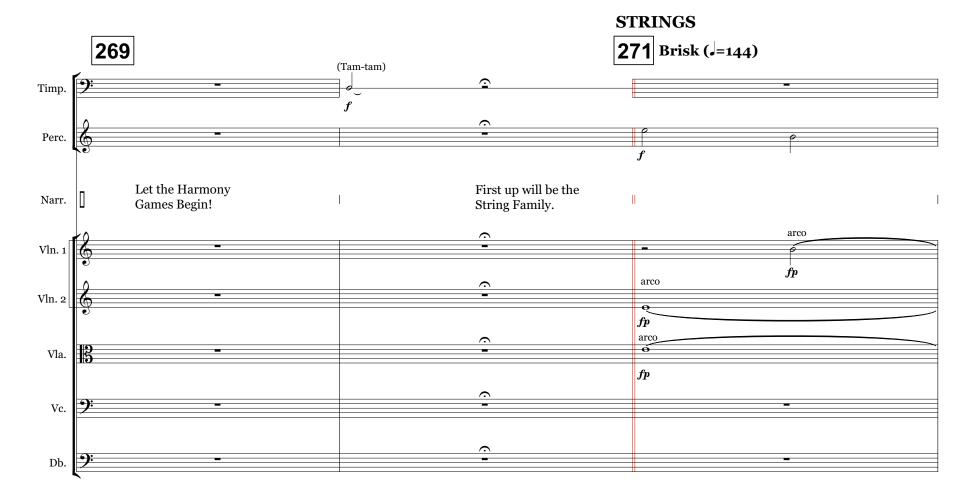


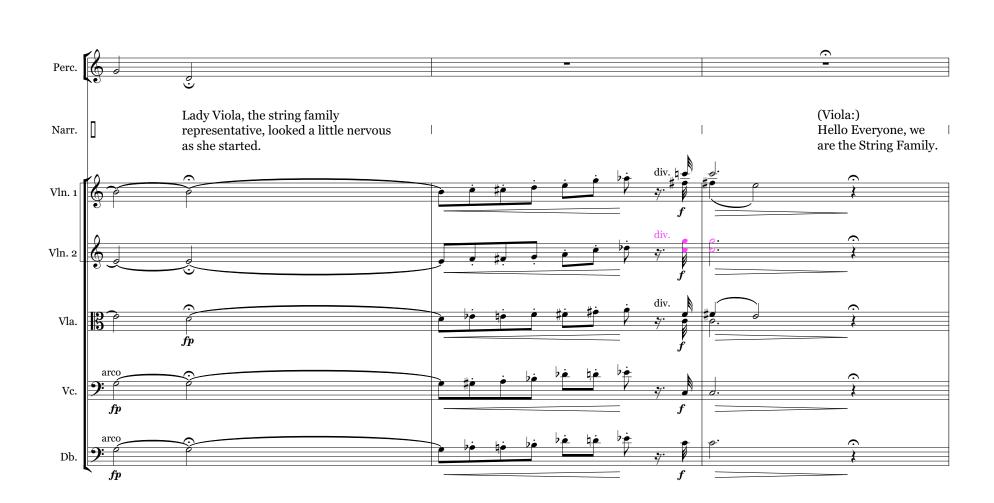


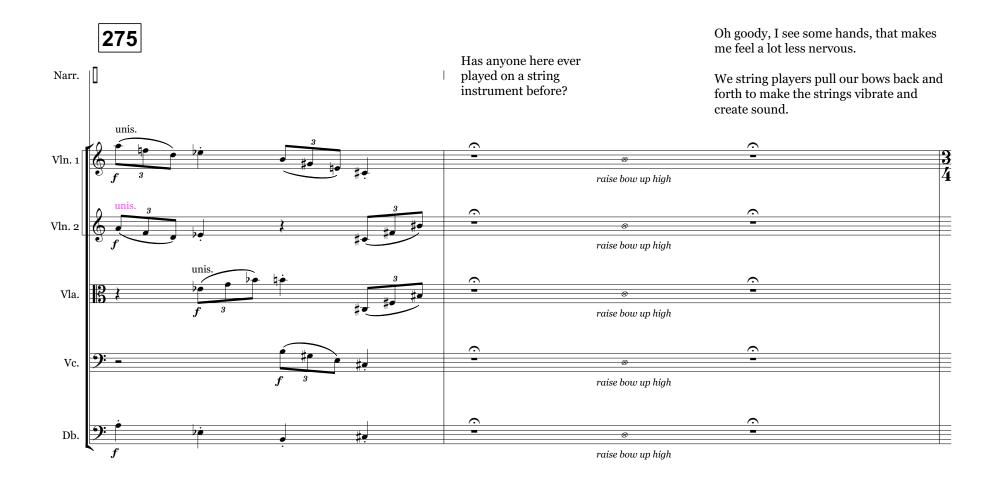




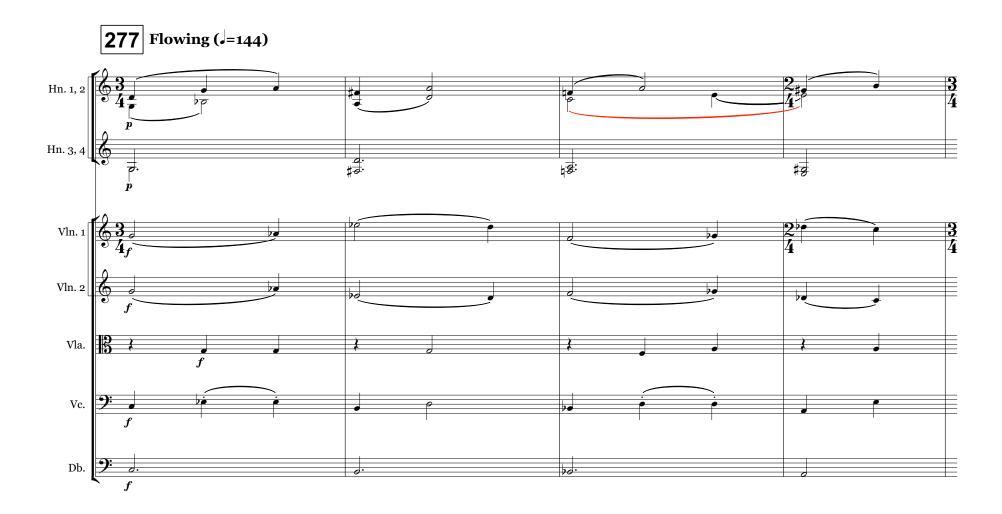


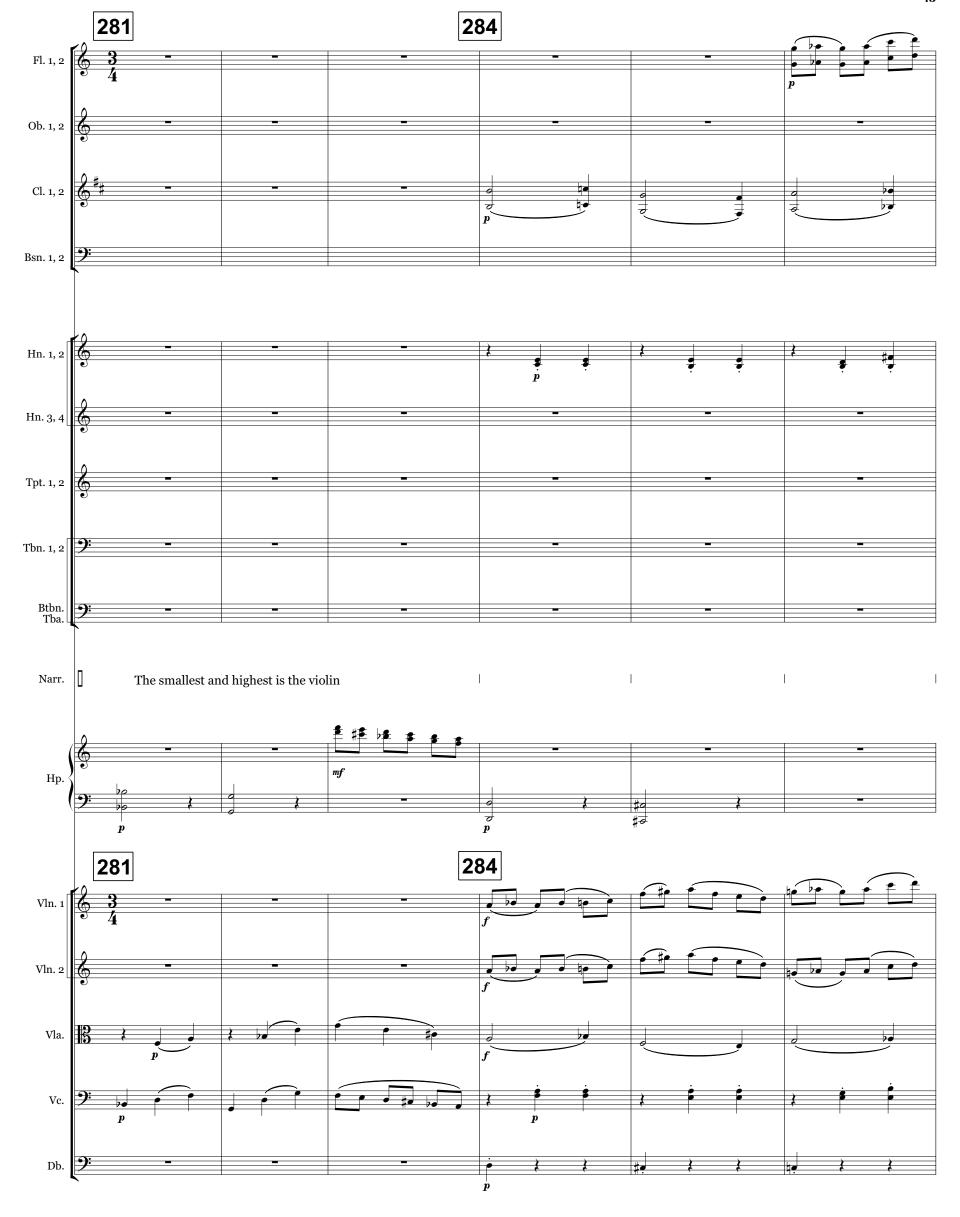


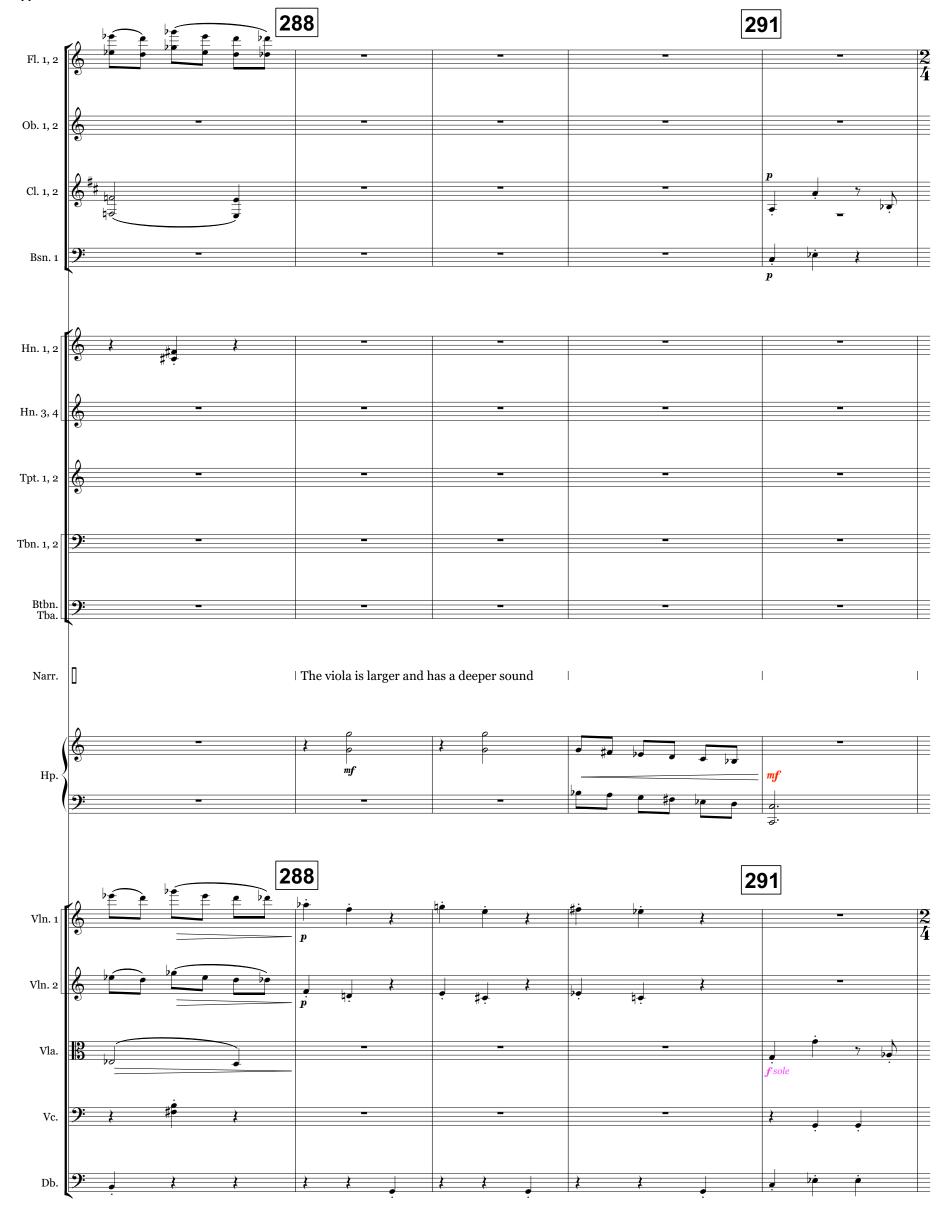


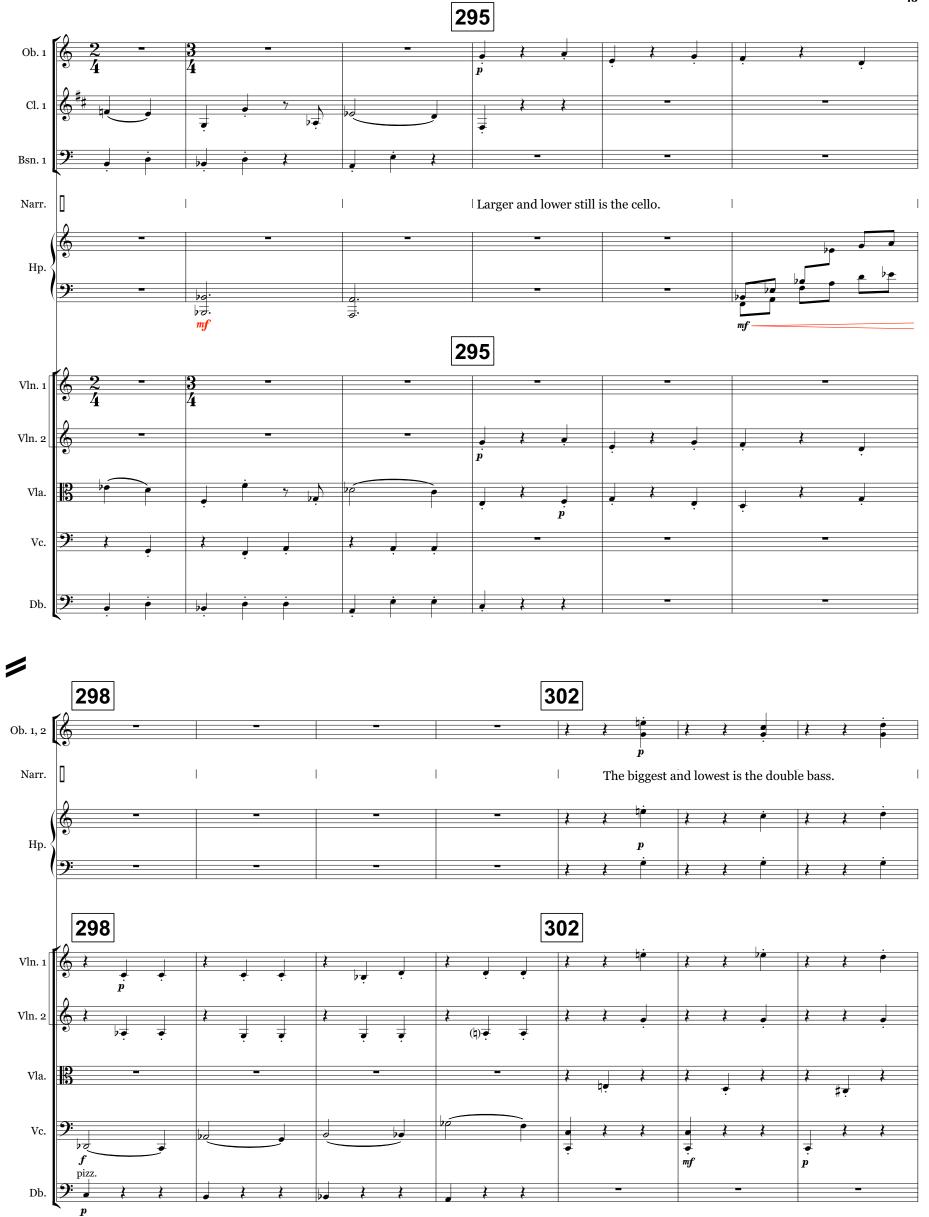










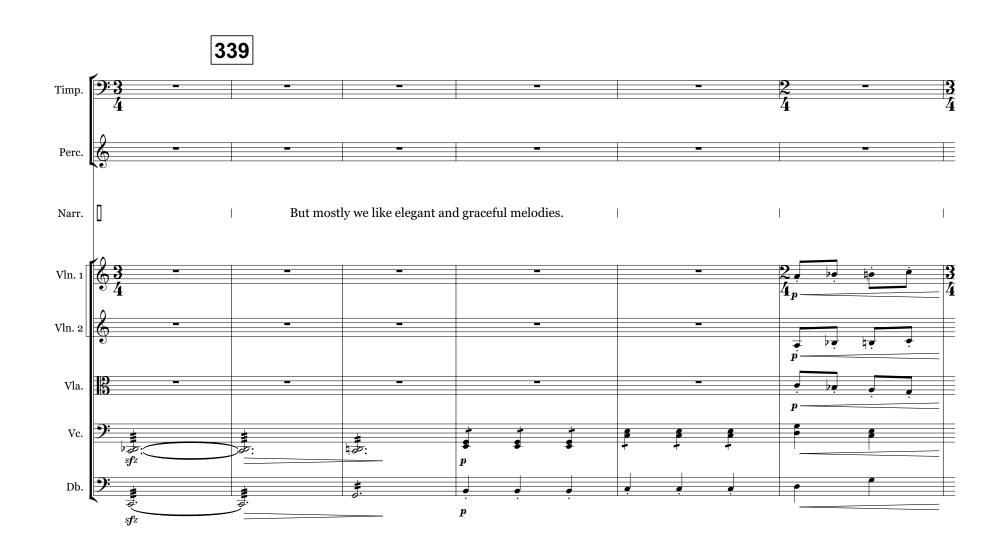






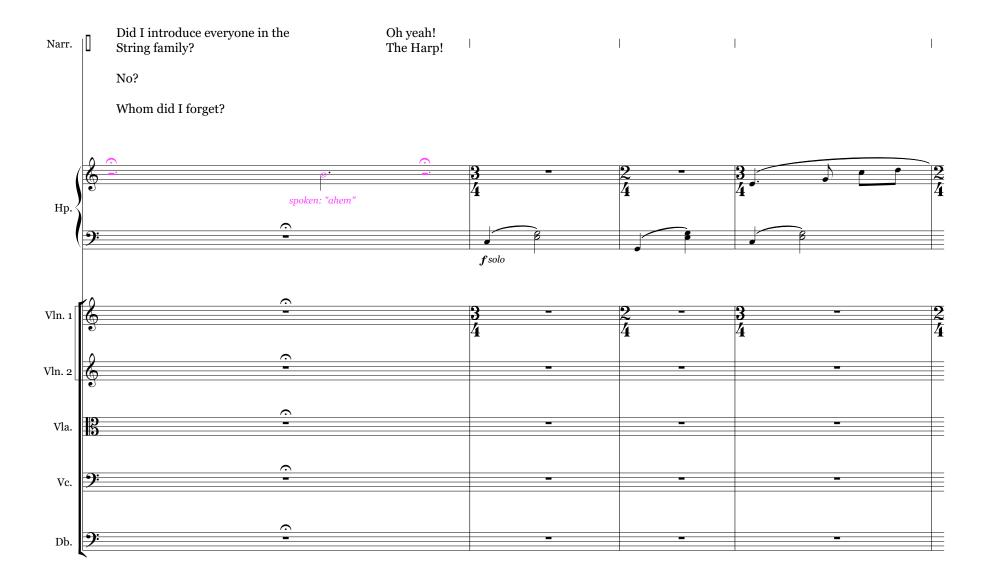
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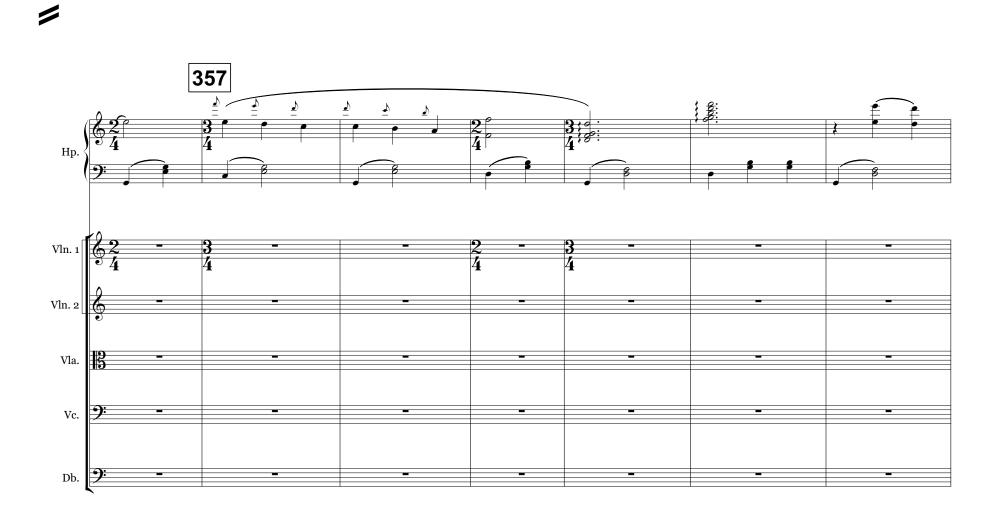
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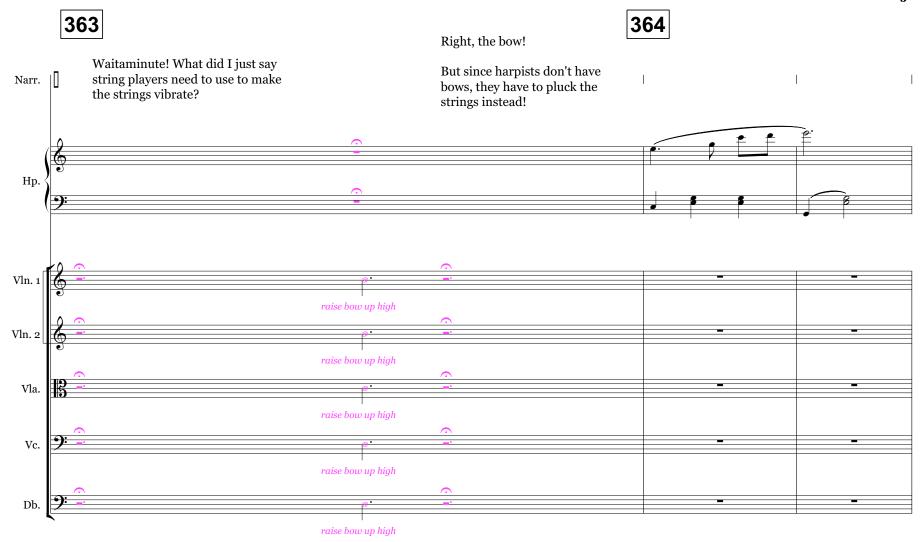


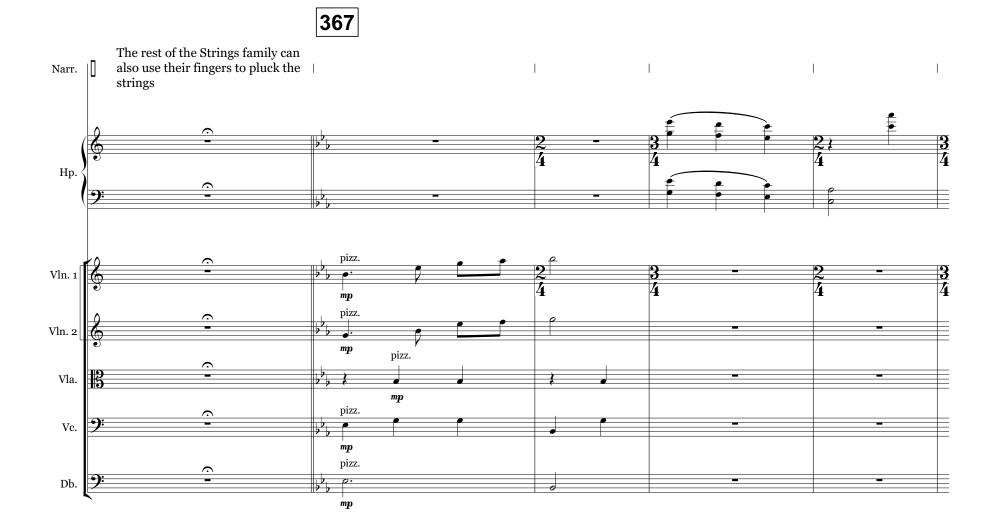


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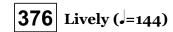




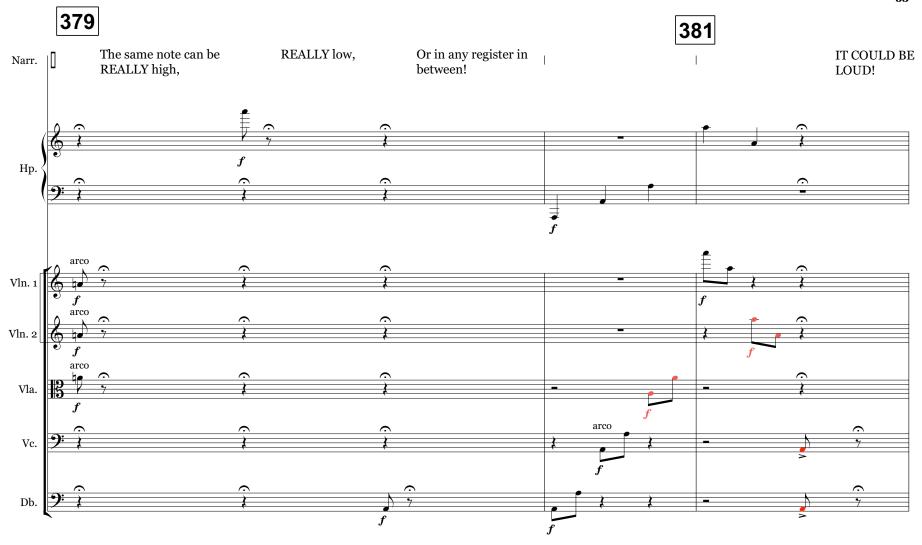


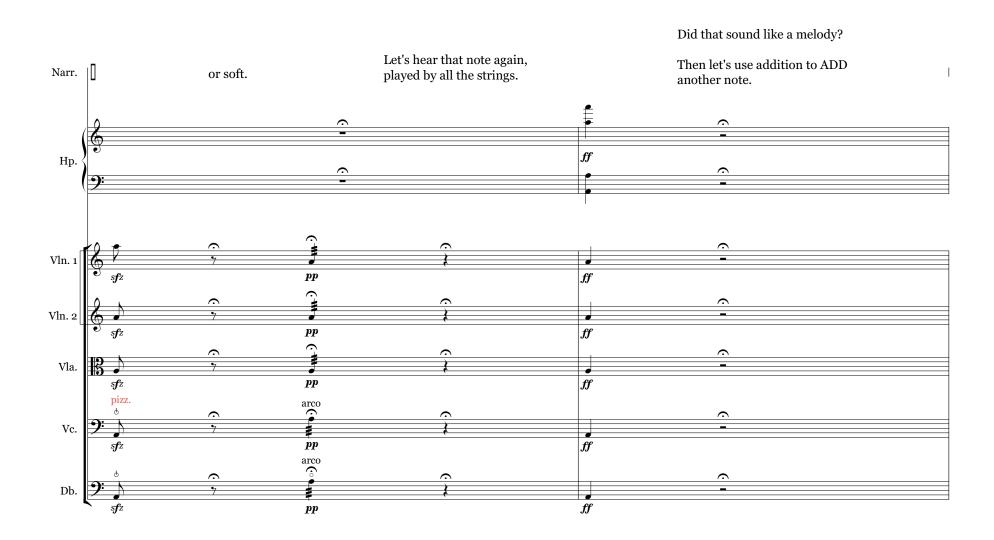


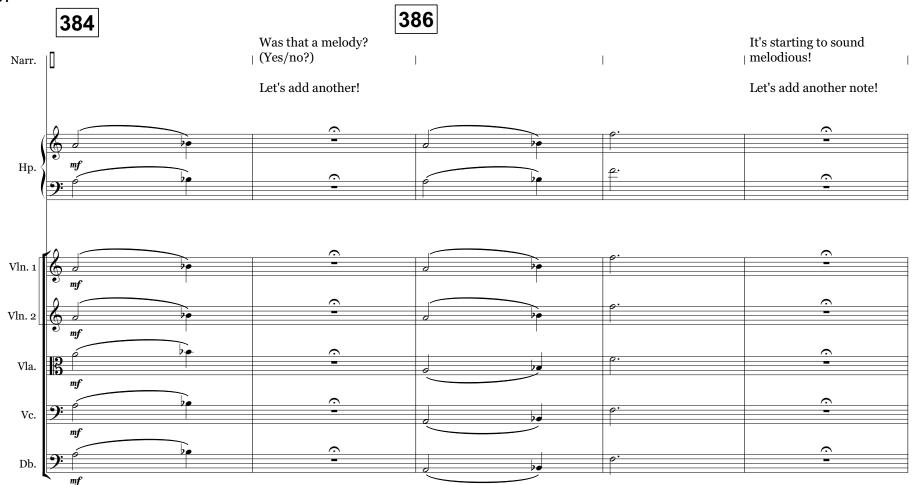




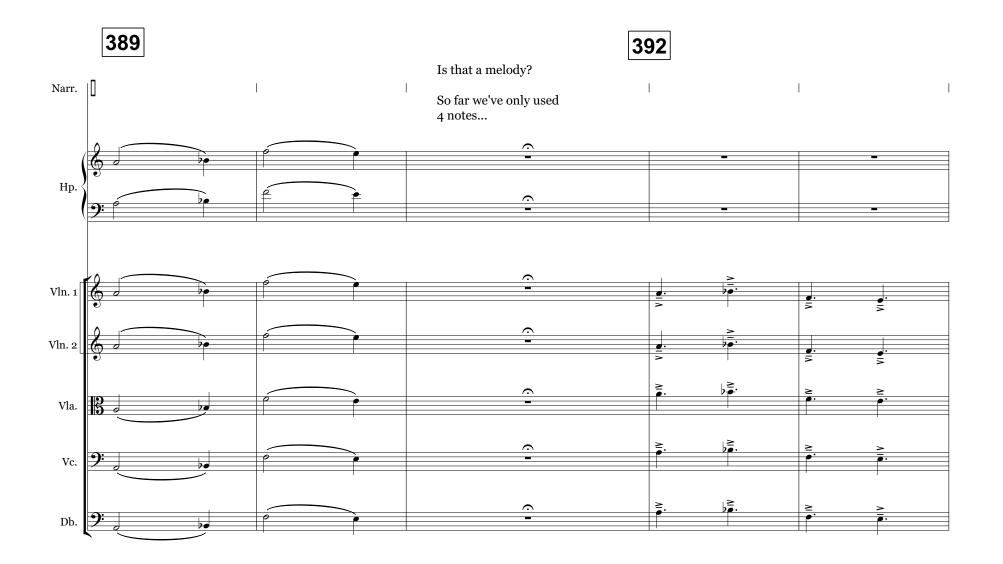


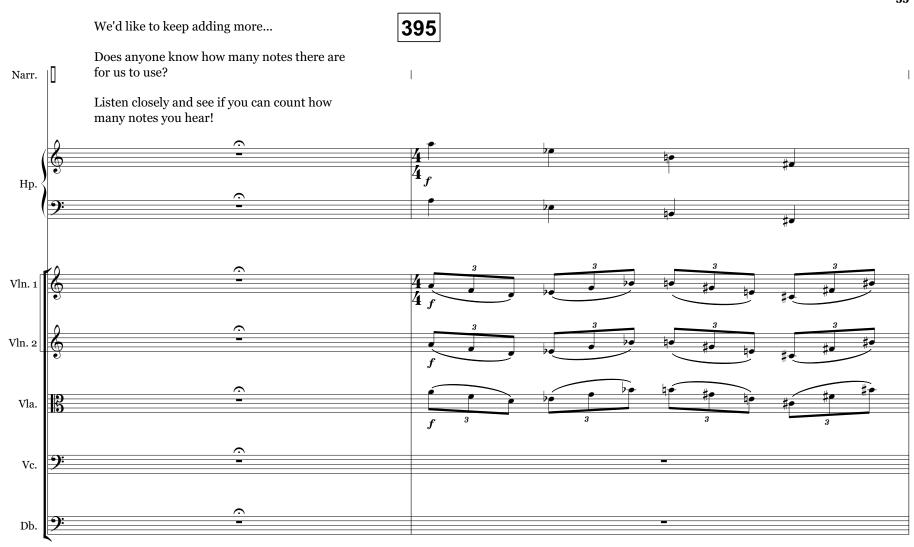


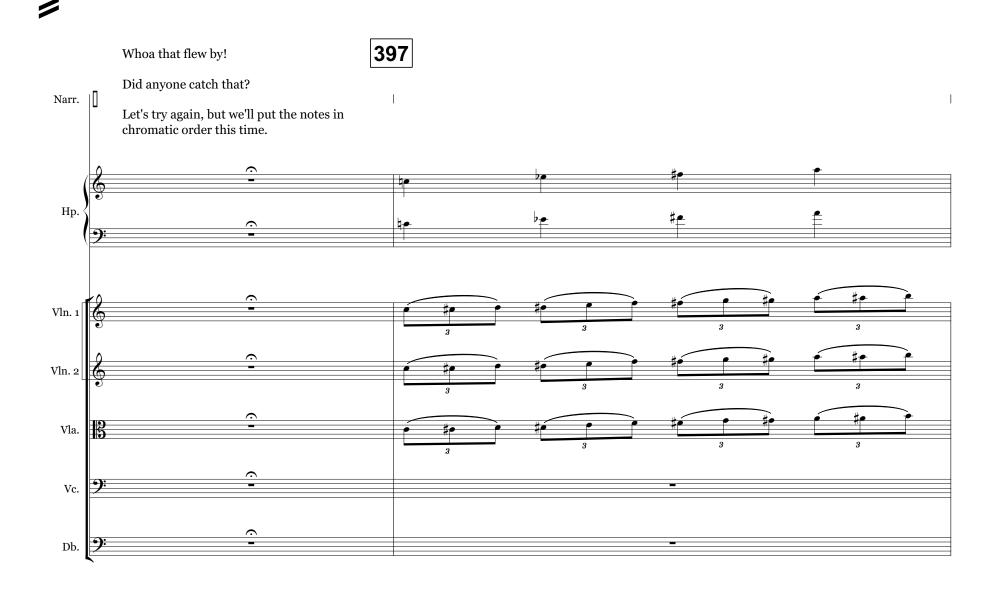


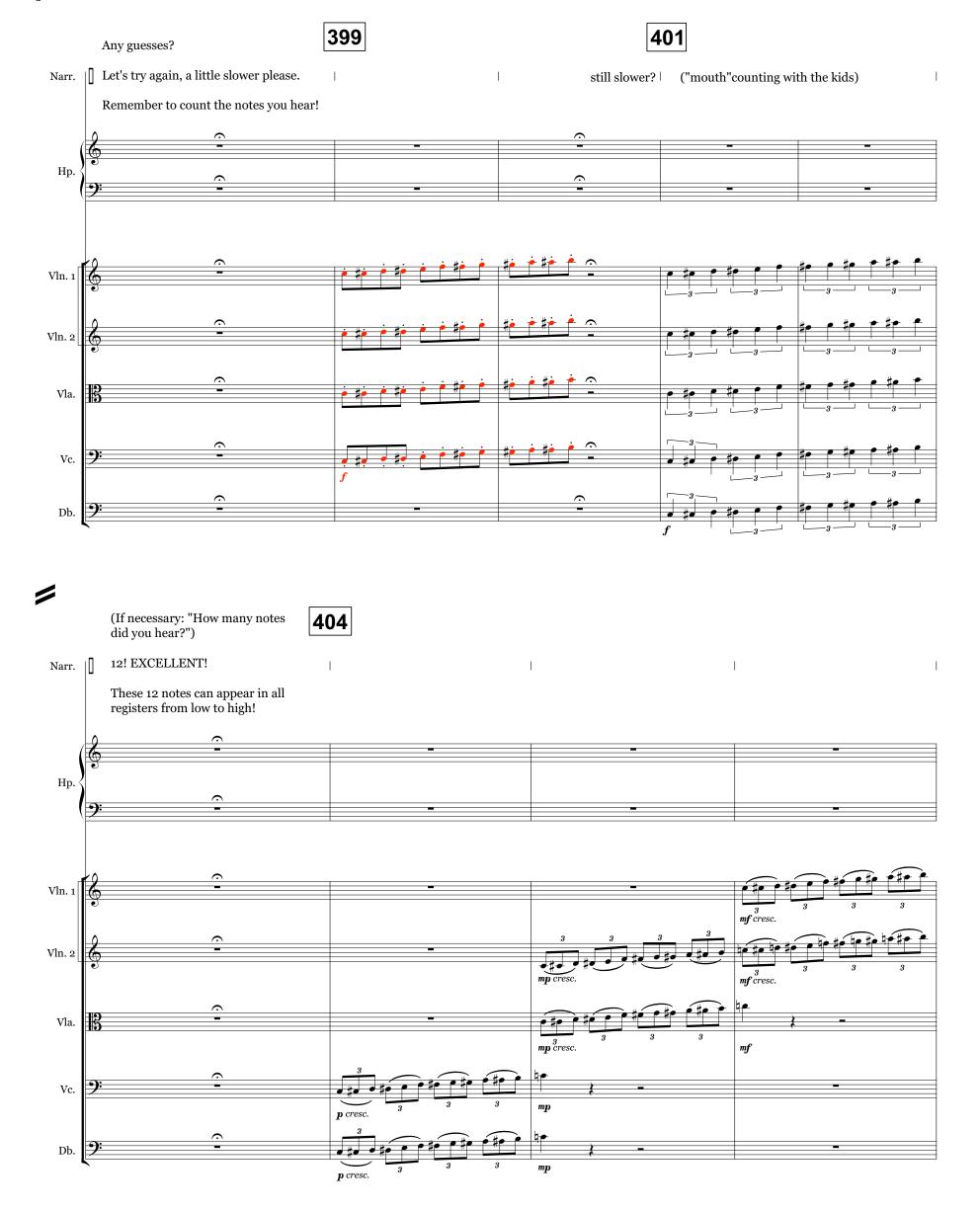


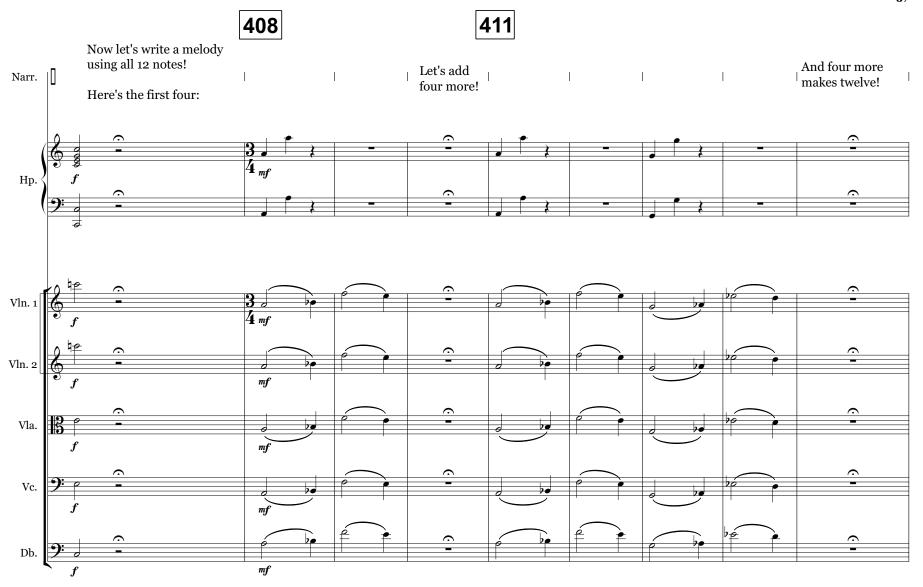


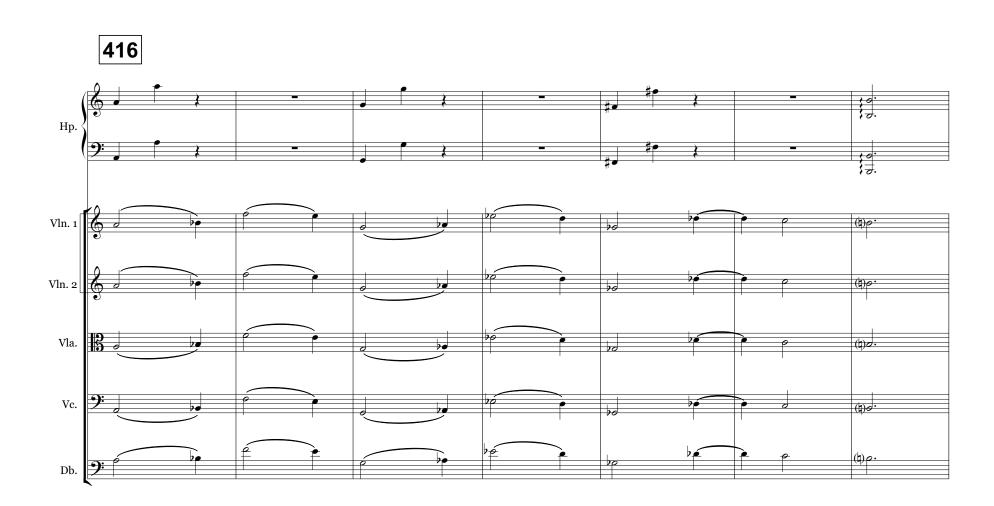


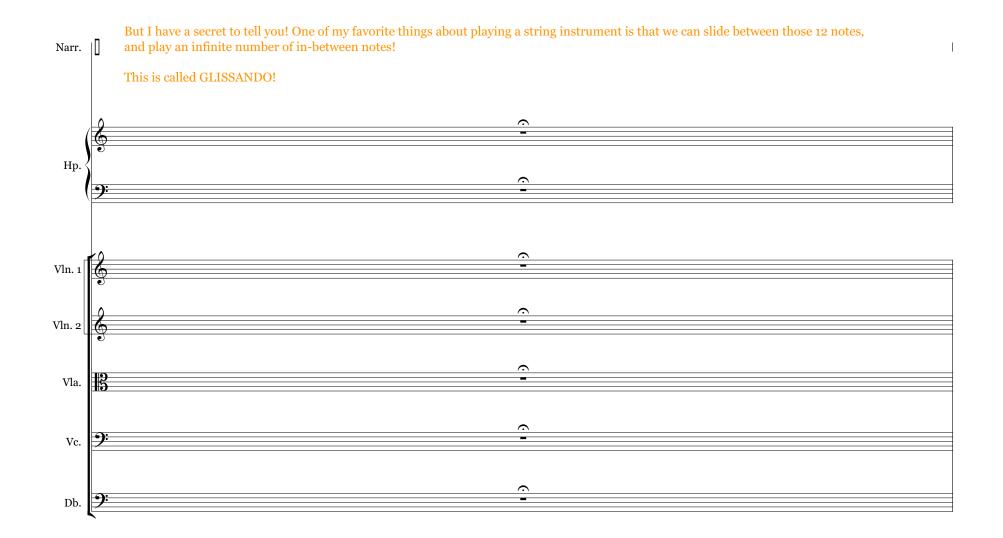


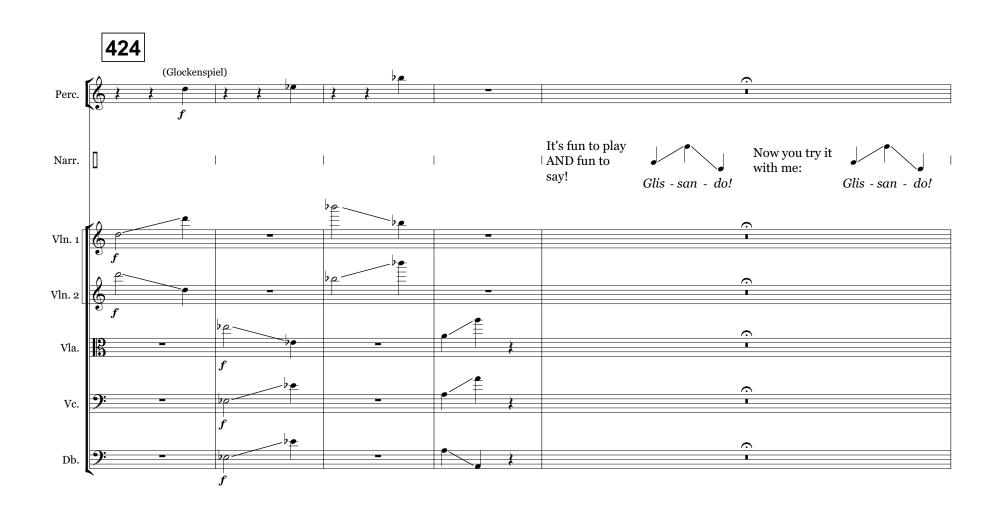


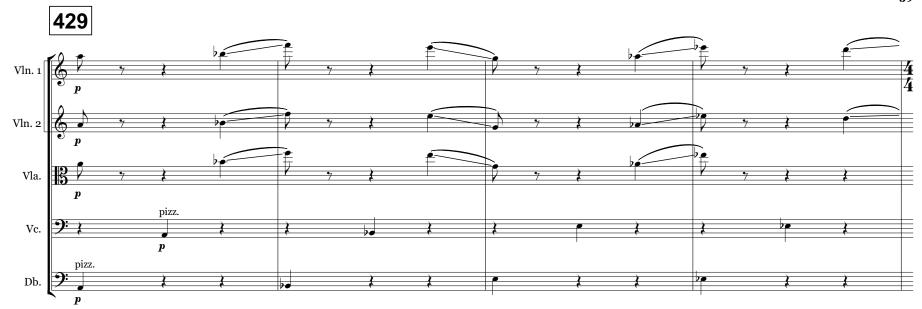


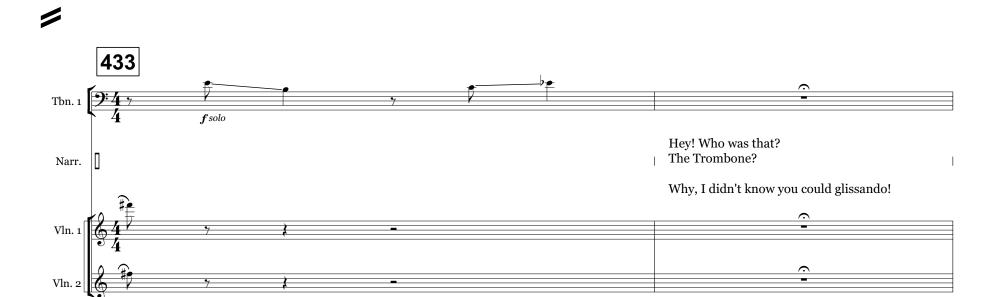


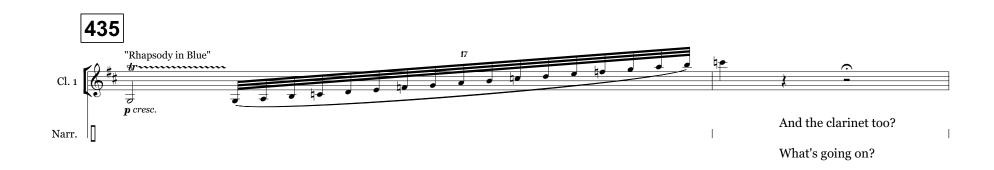




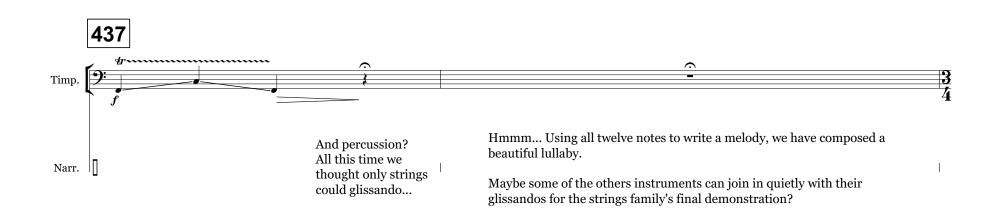


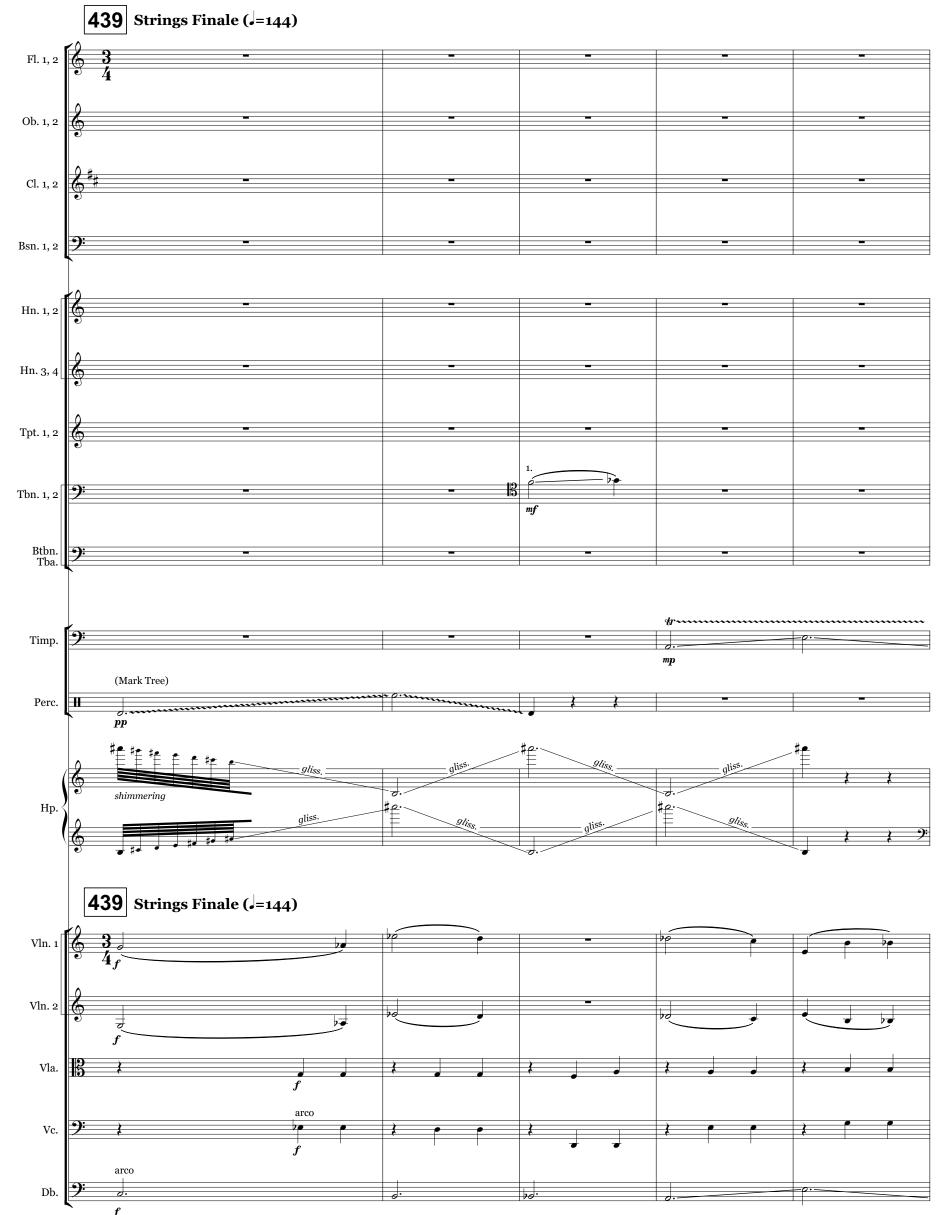


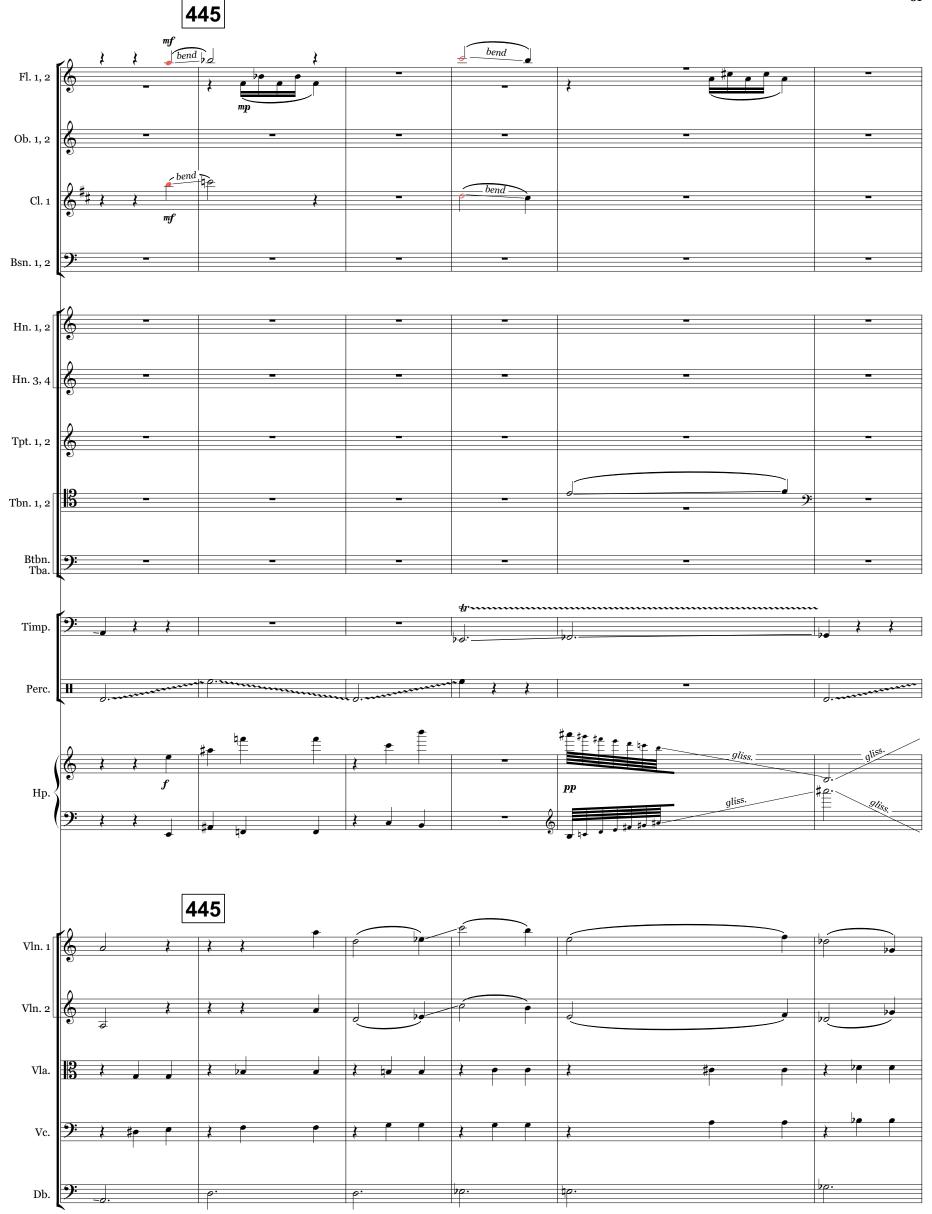




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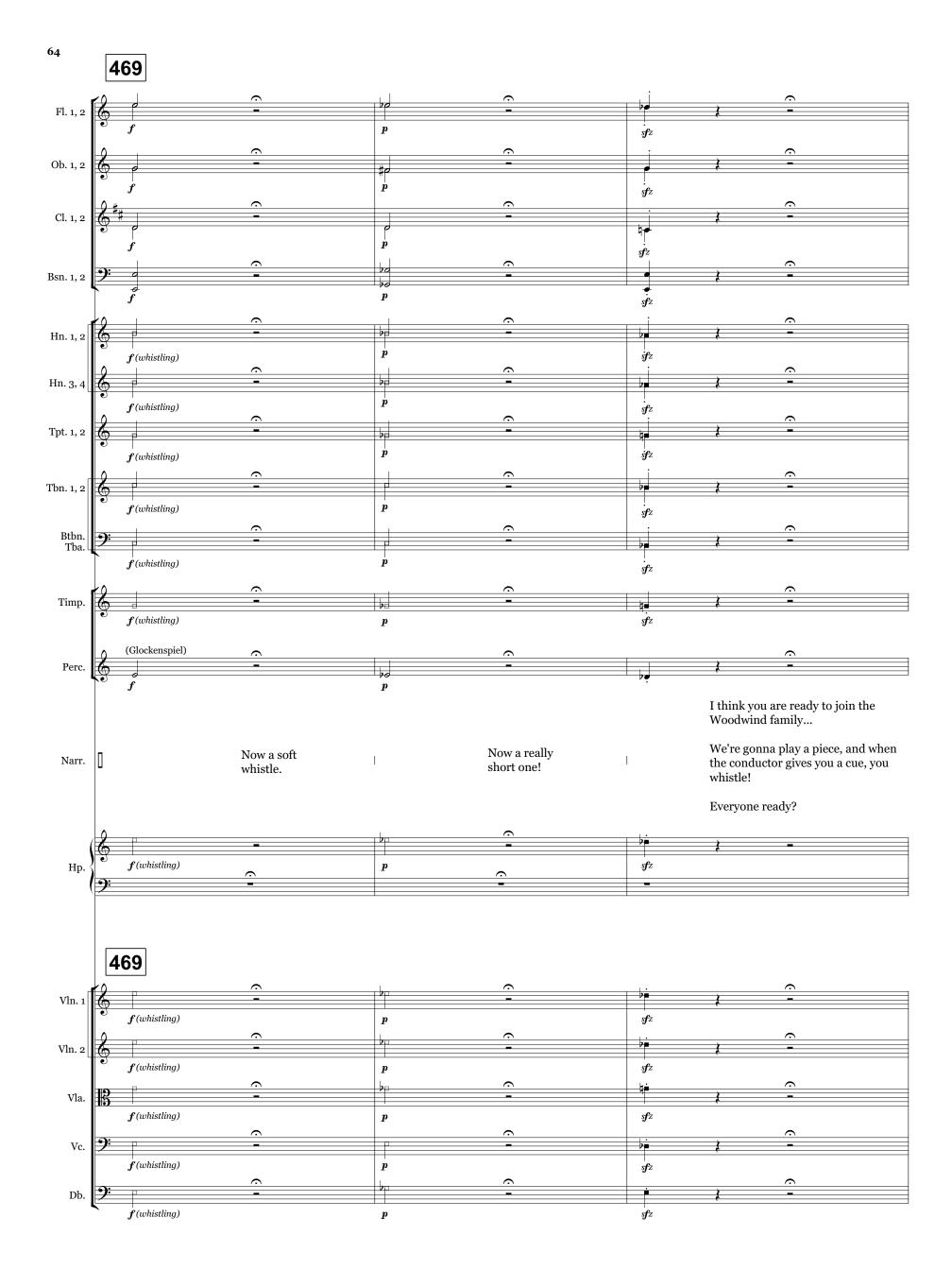






















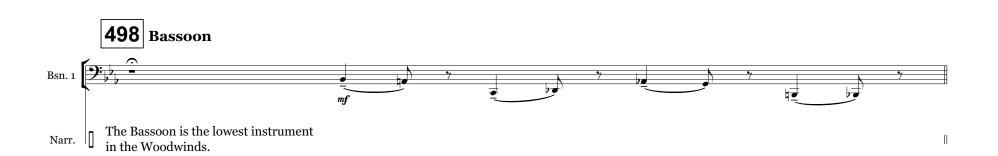


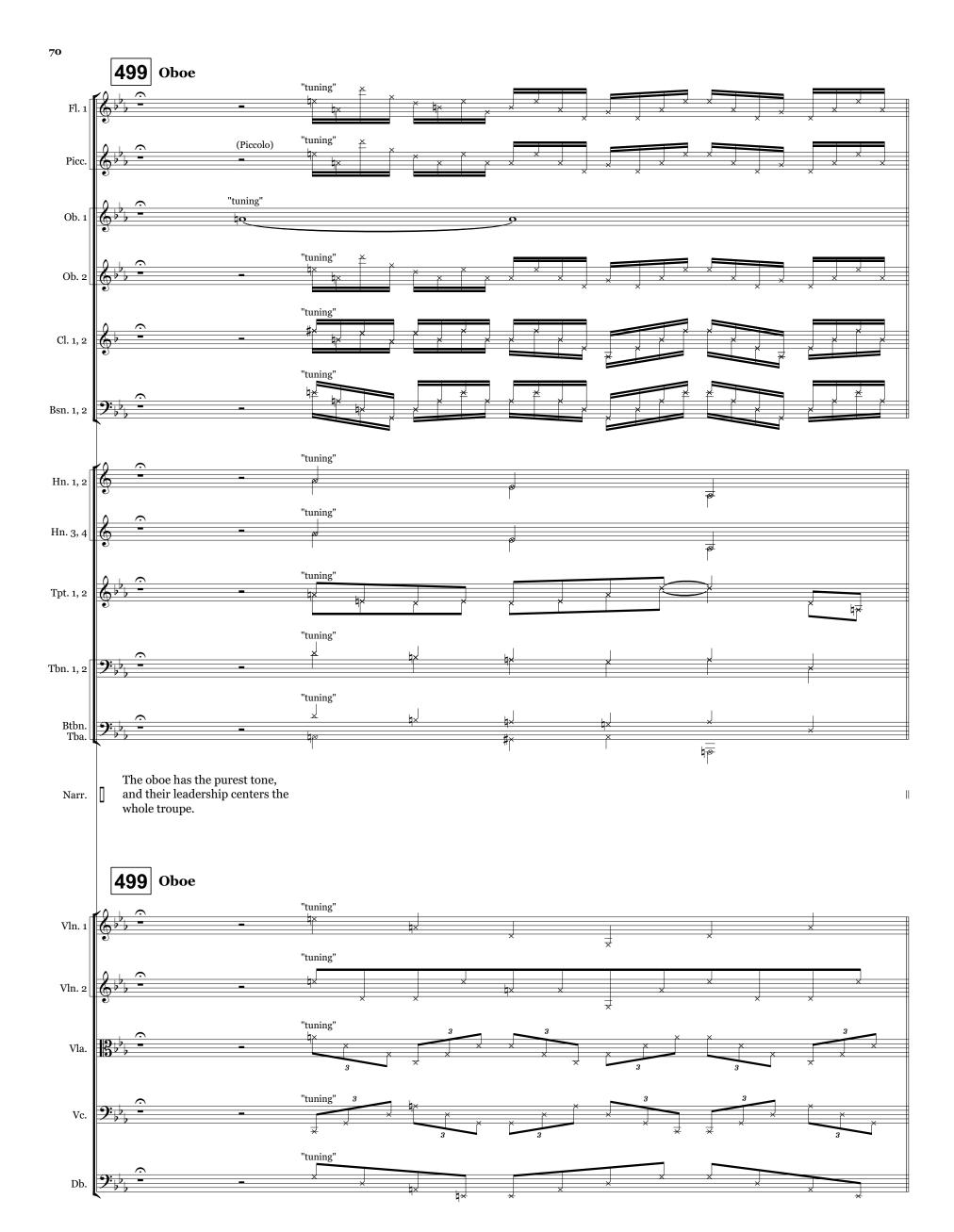


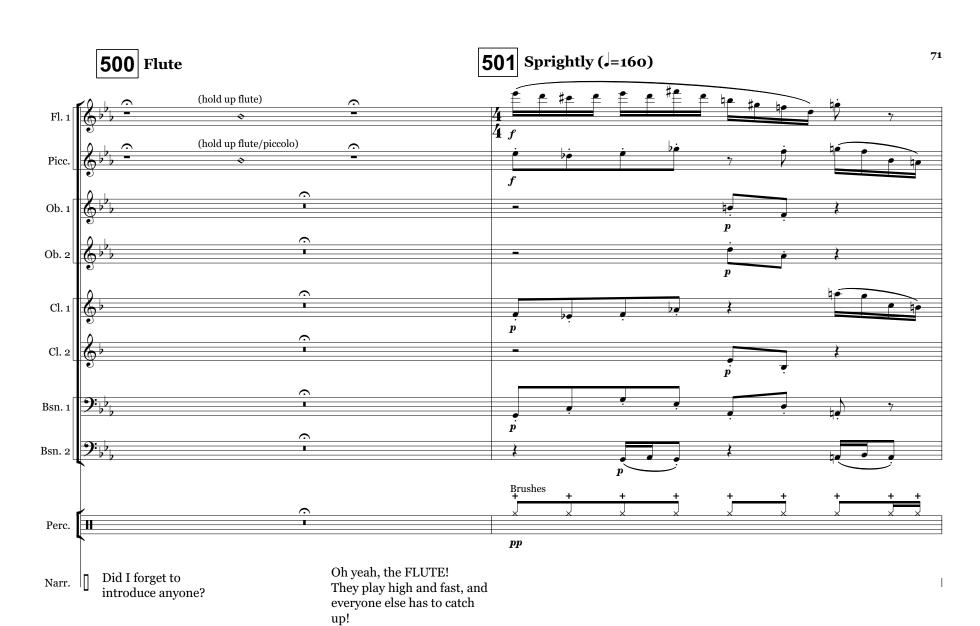


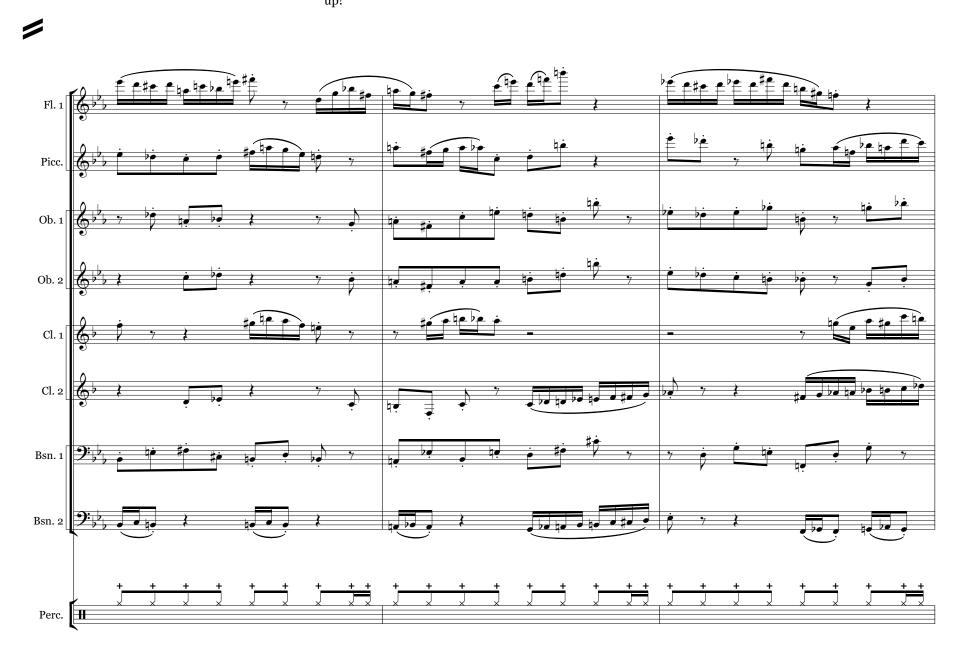




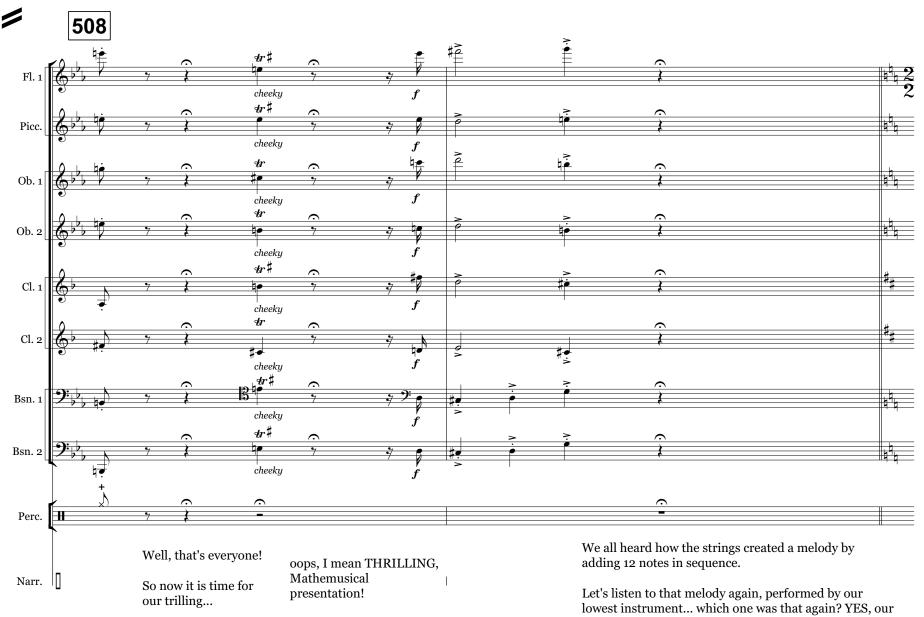




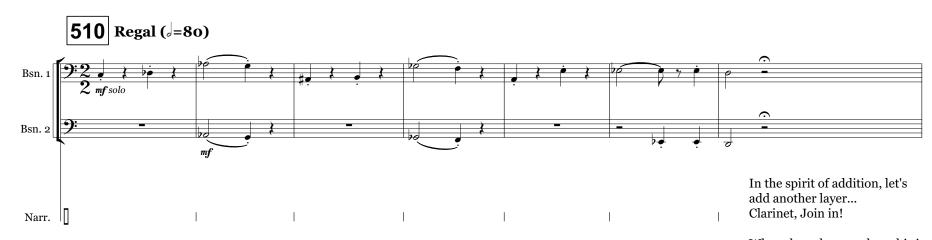




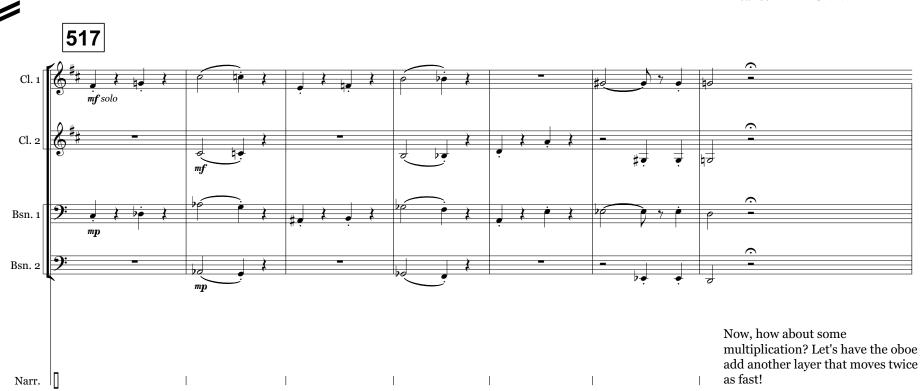




very own BASSOON!



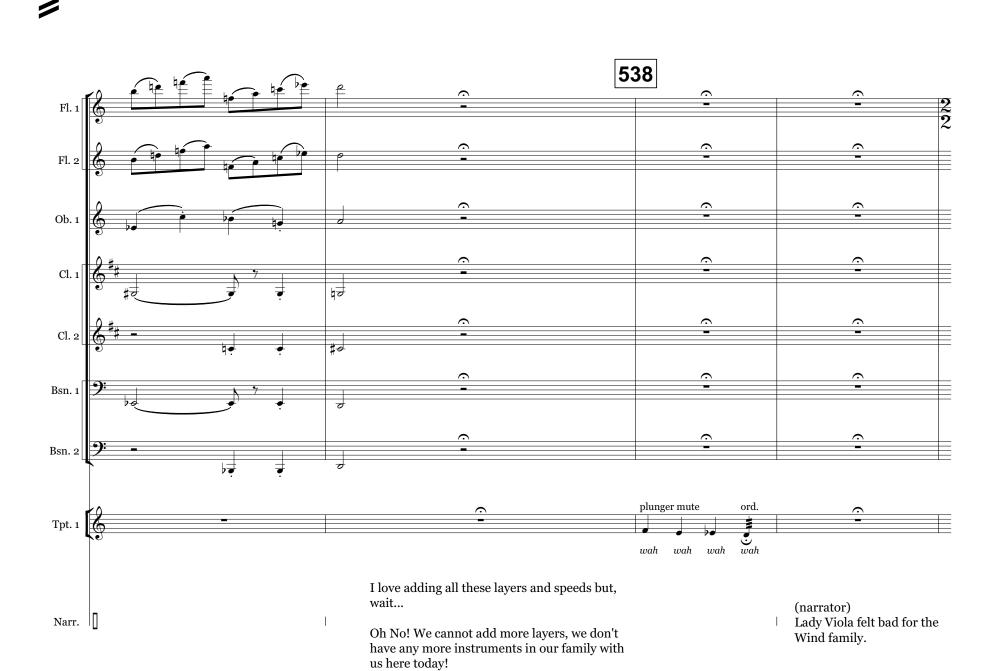
When they play together, this is called HARMONY.



These elements combine to create something called POLYPHONY!

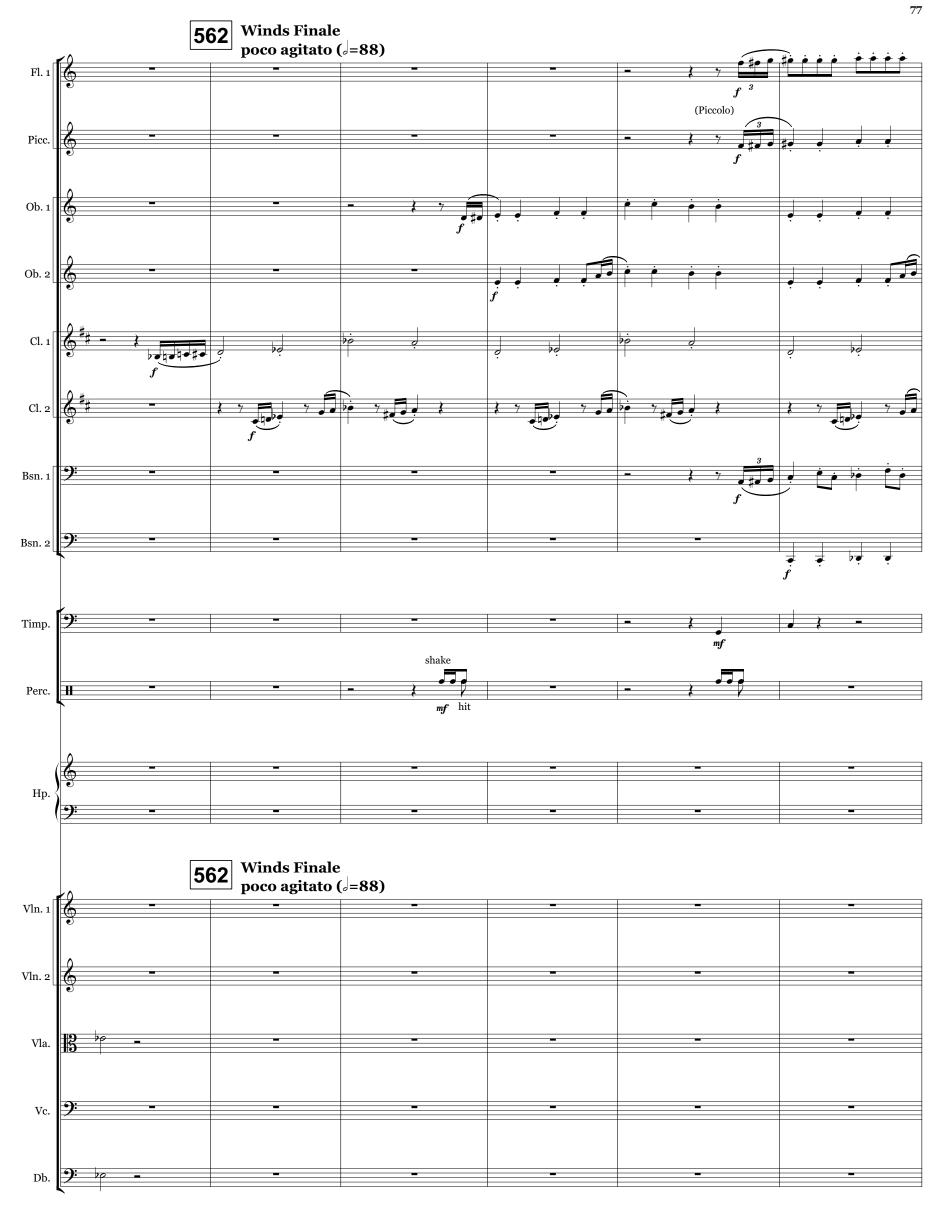












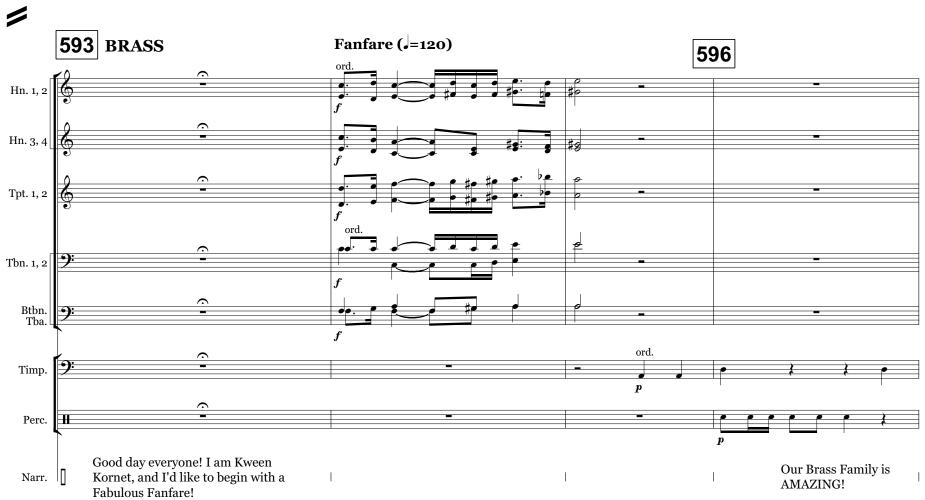


















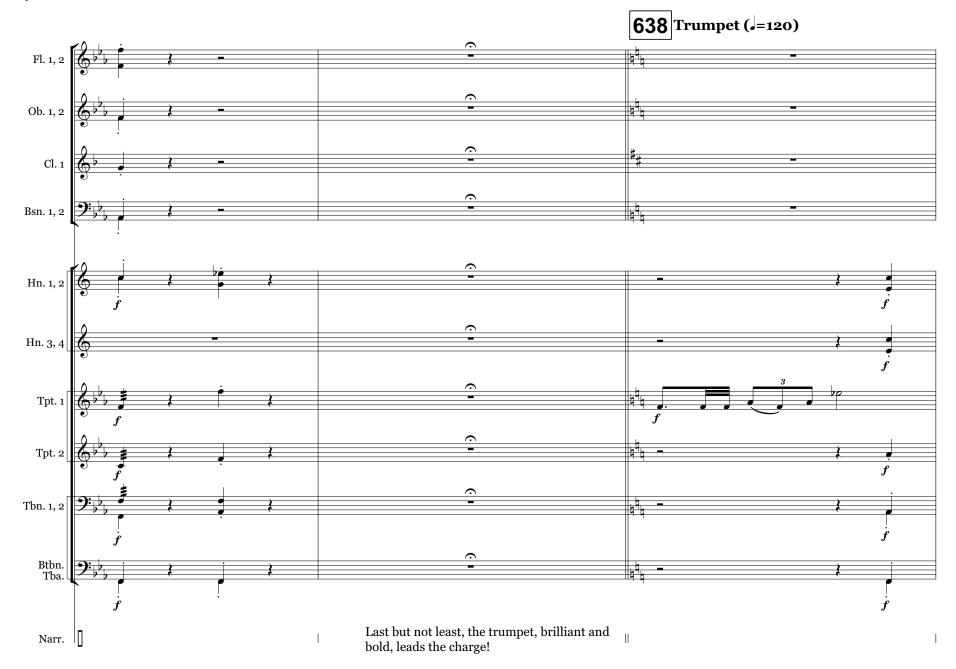






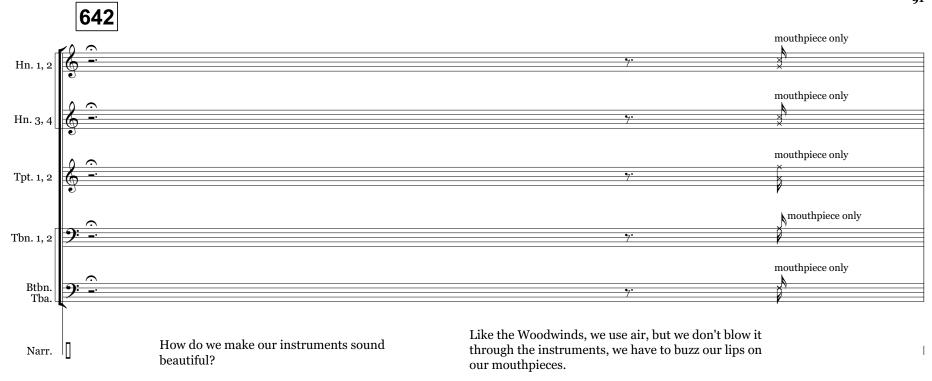




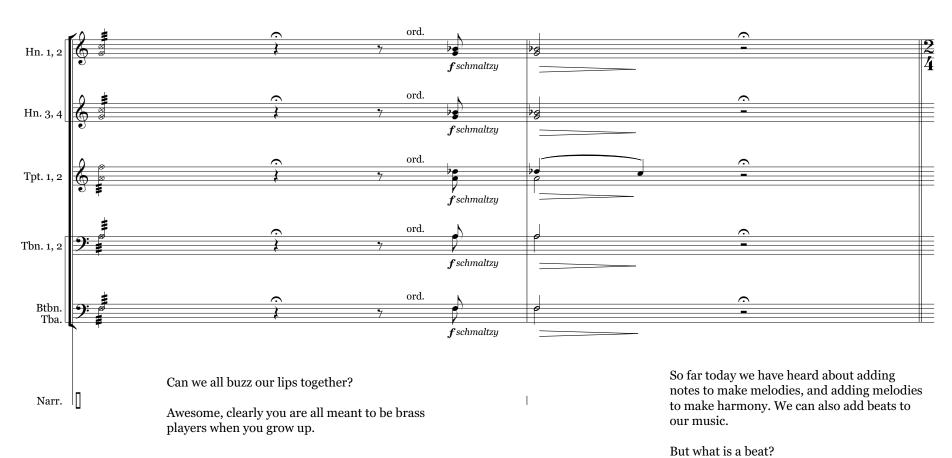




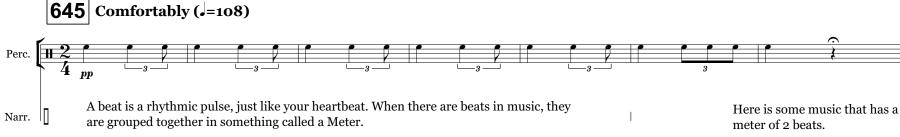




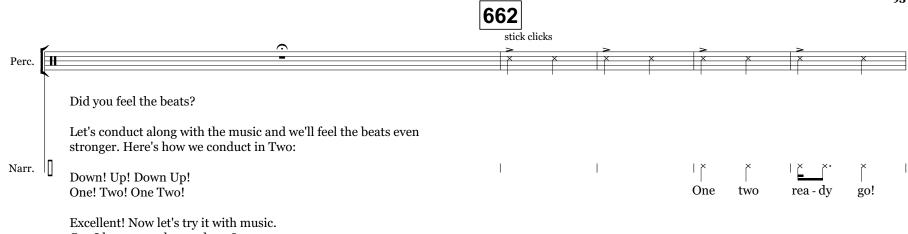




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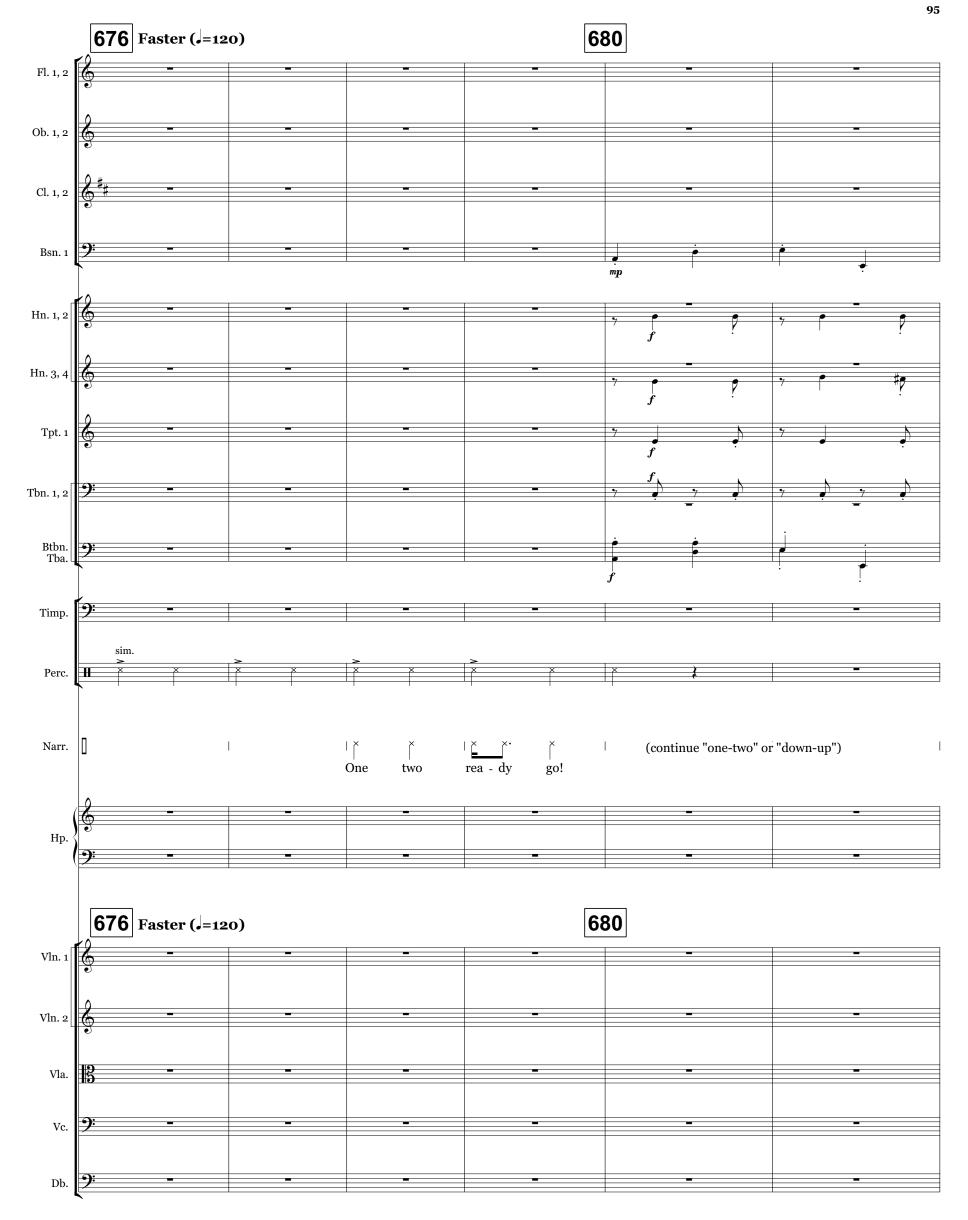




Excellent! Now let's try it with music. Can I have some beats please?

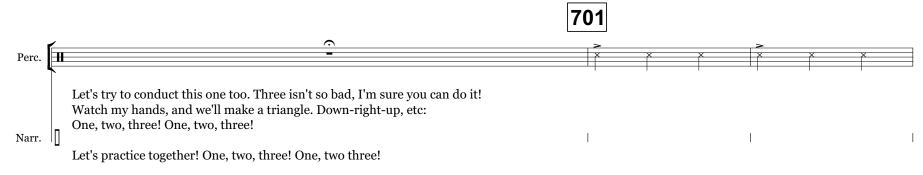




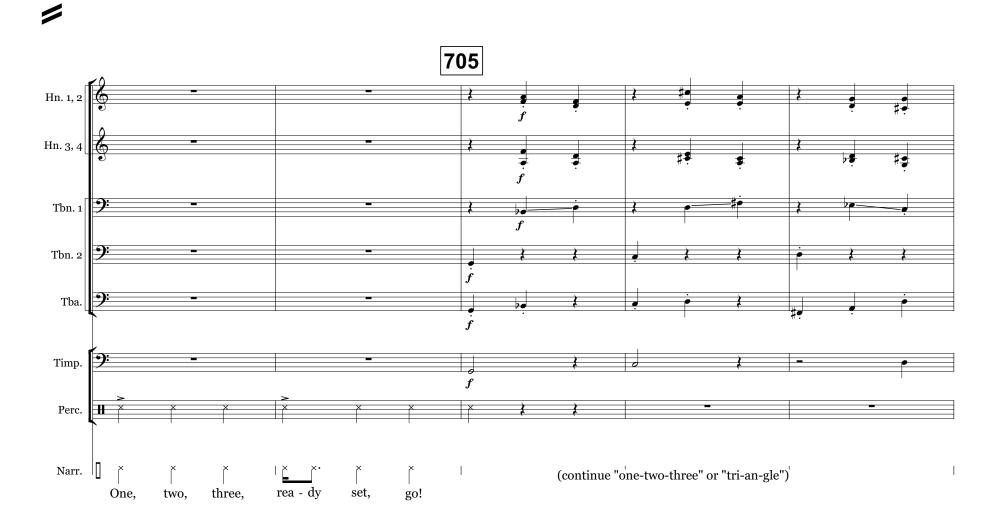








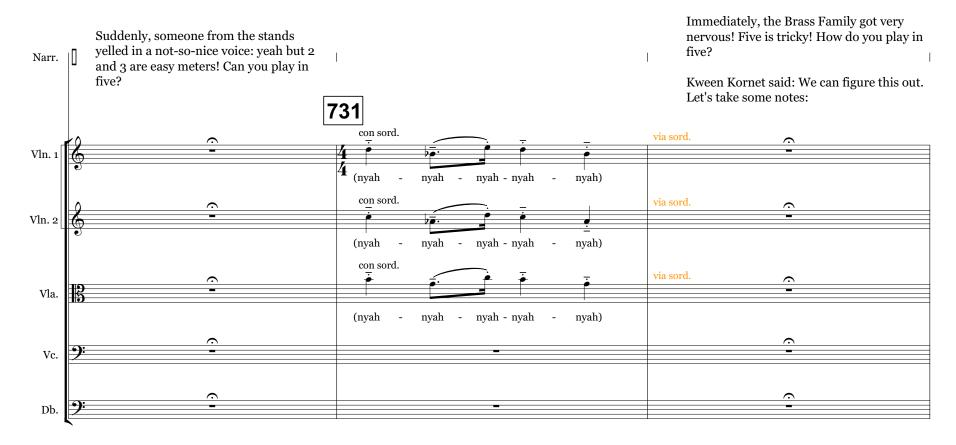
Excellent, now with the music!

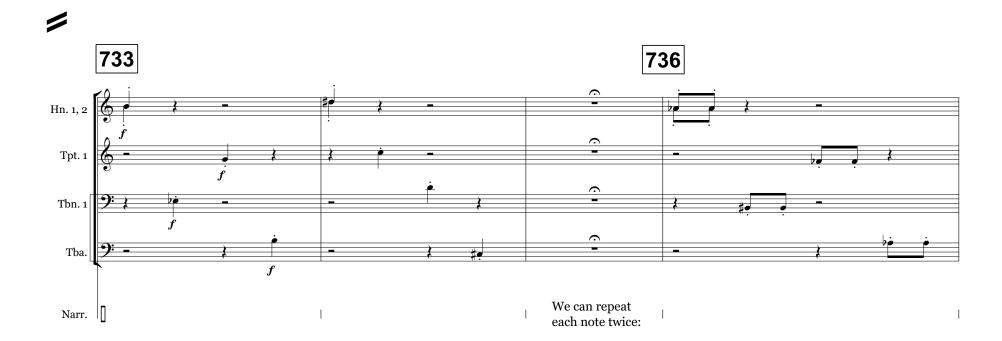


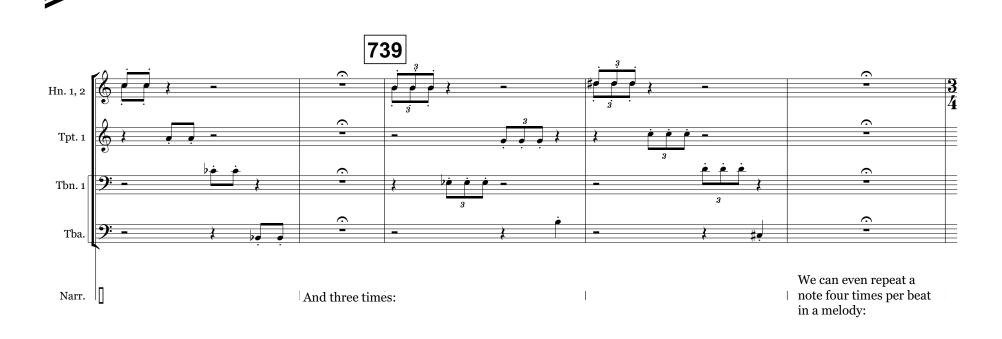






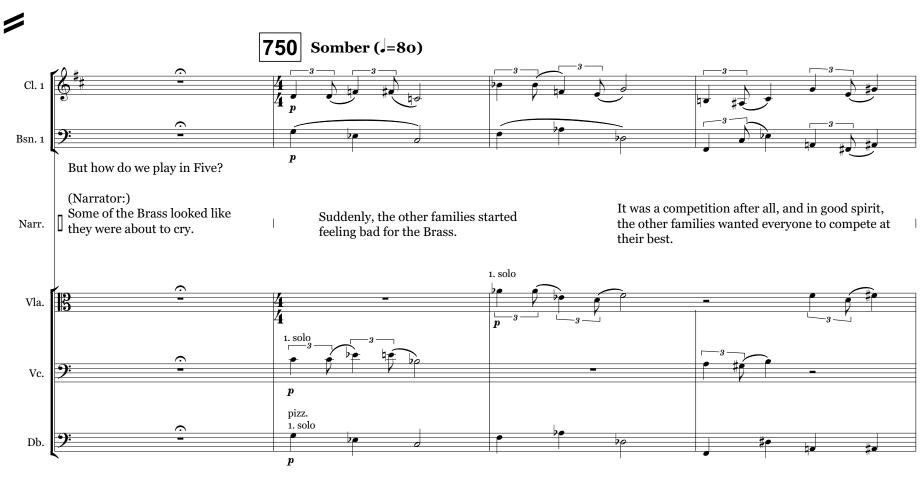




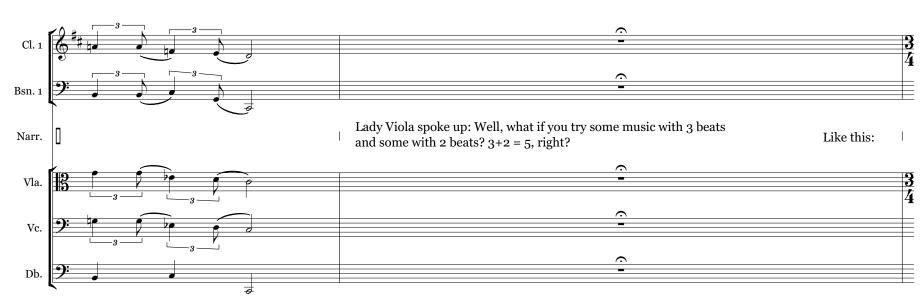




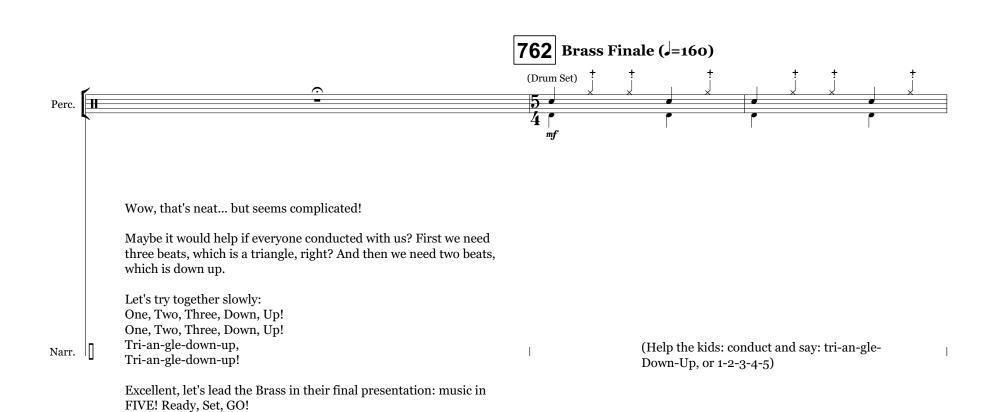








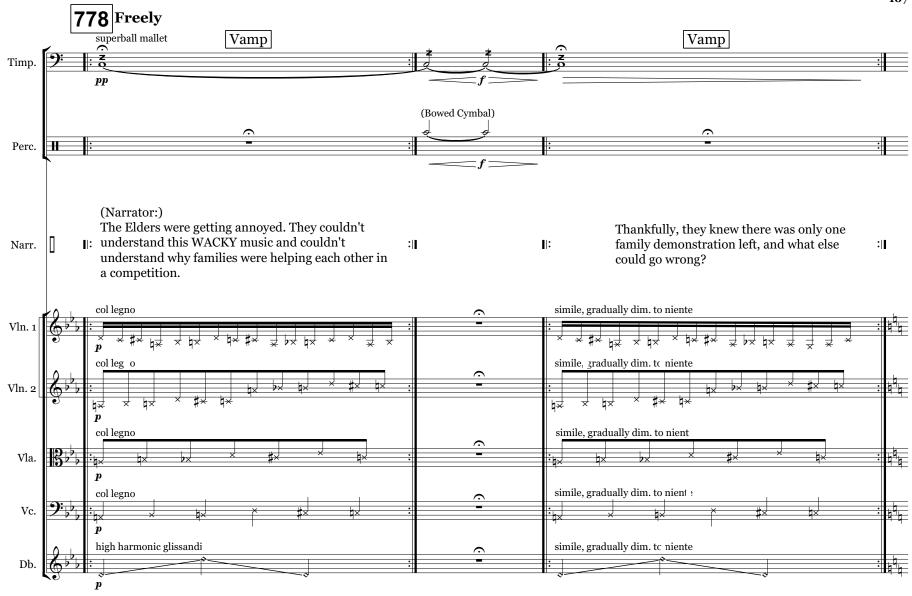


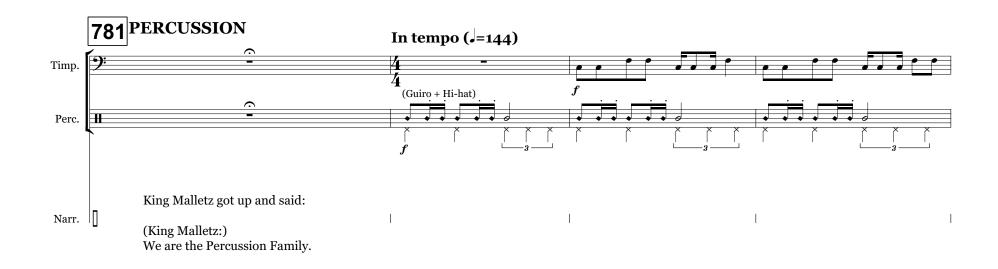


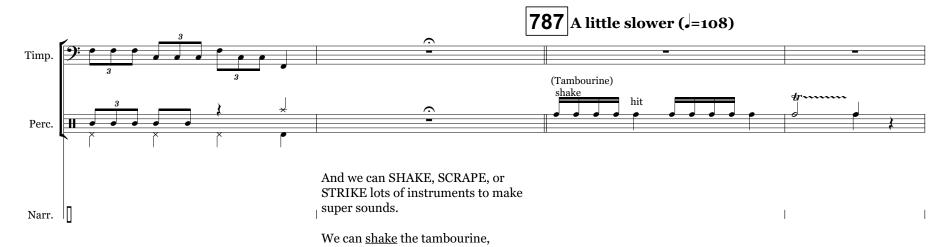




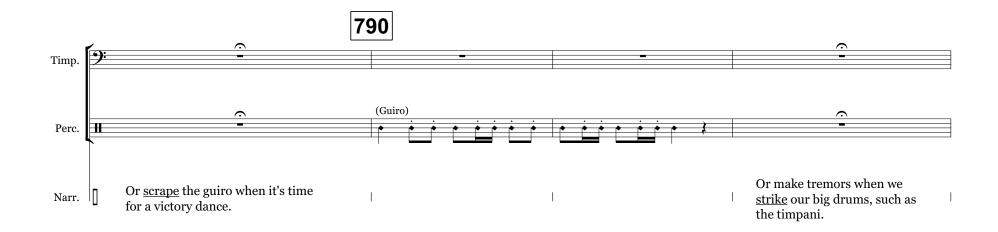








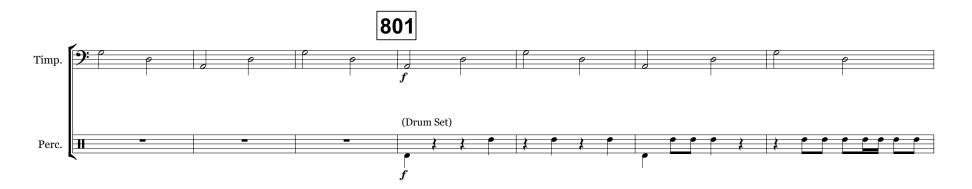
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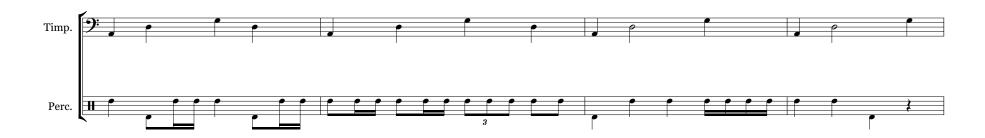


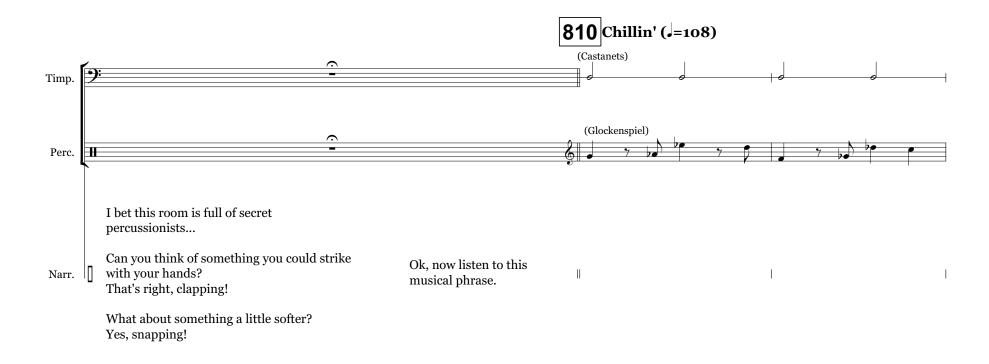


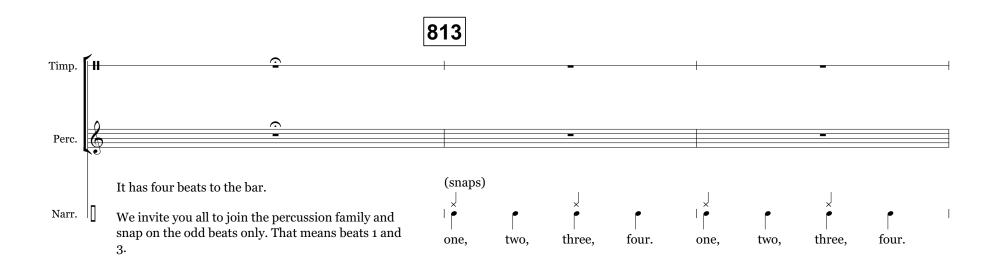


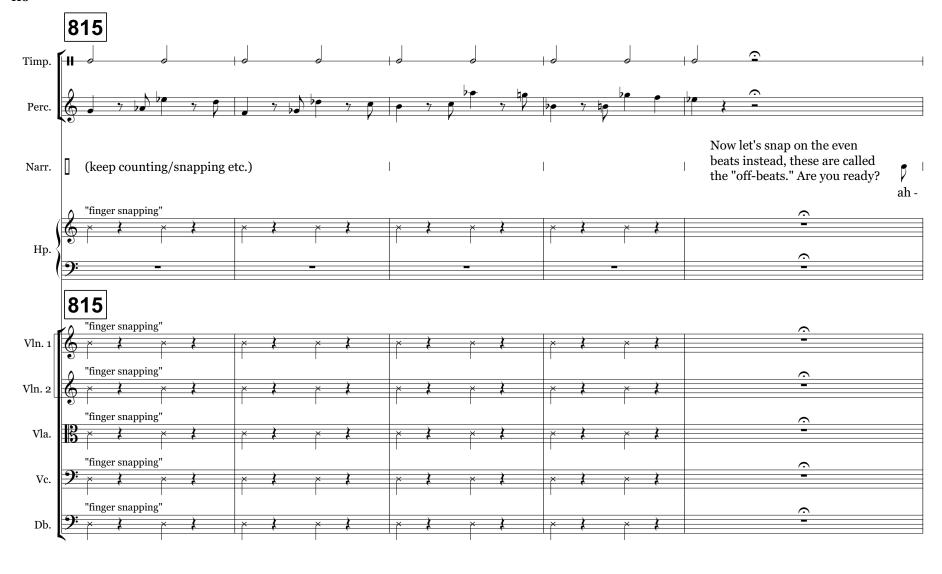












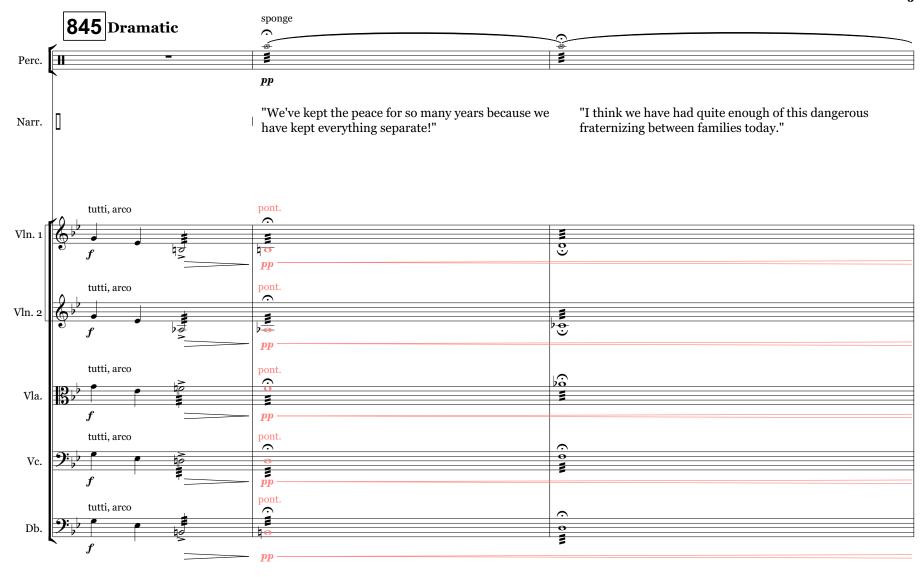


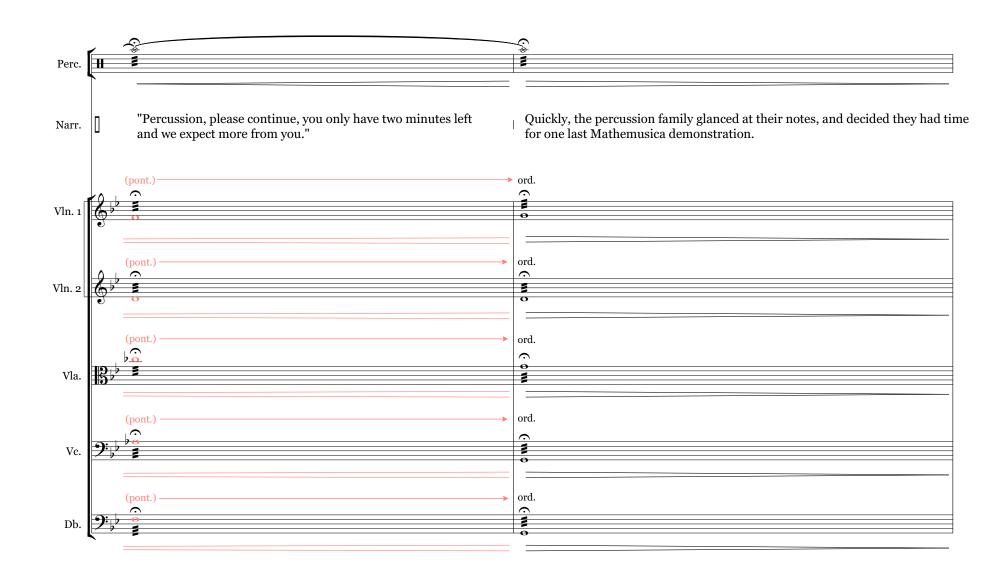


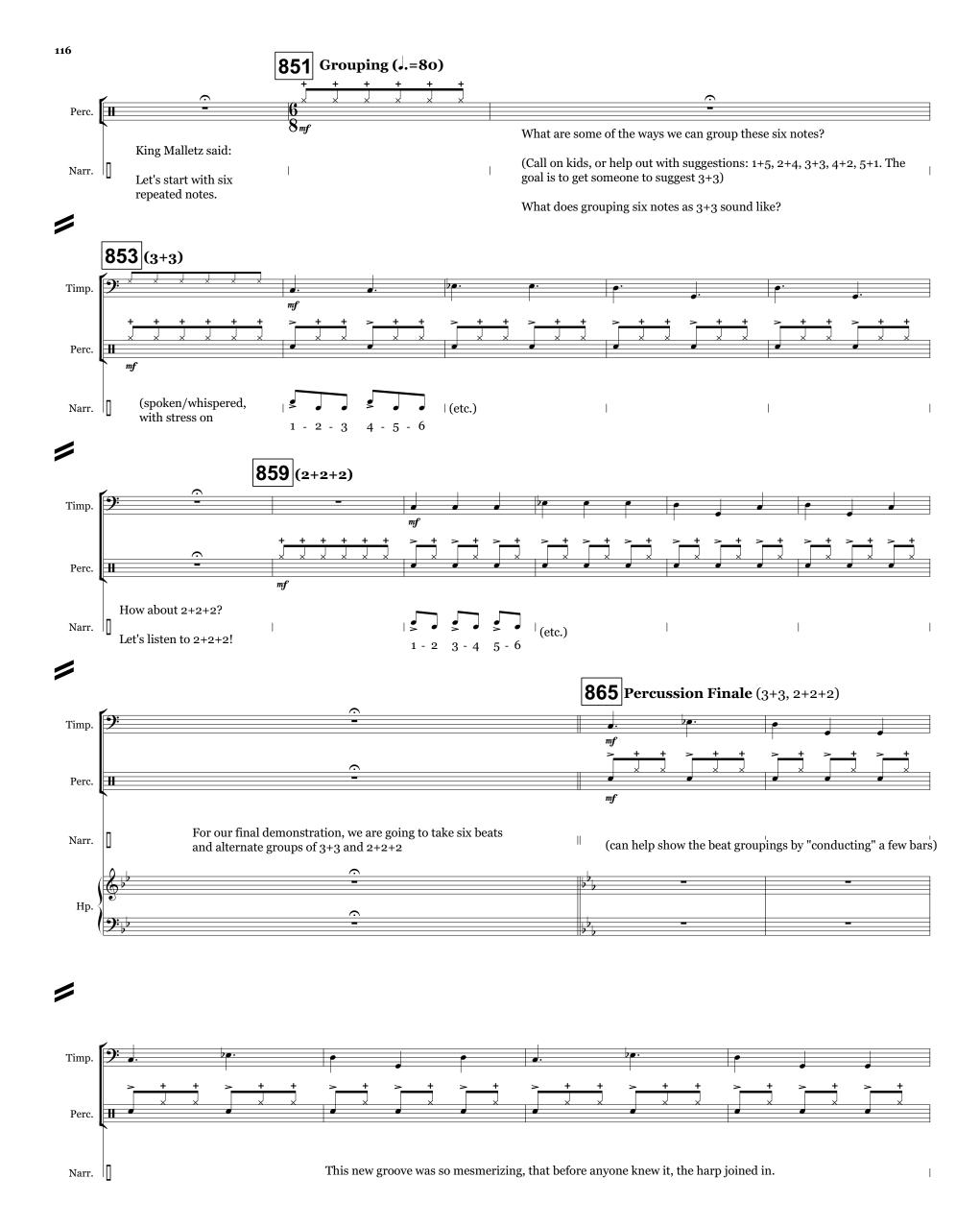














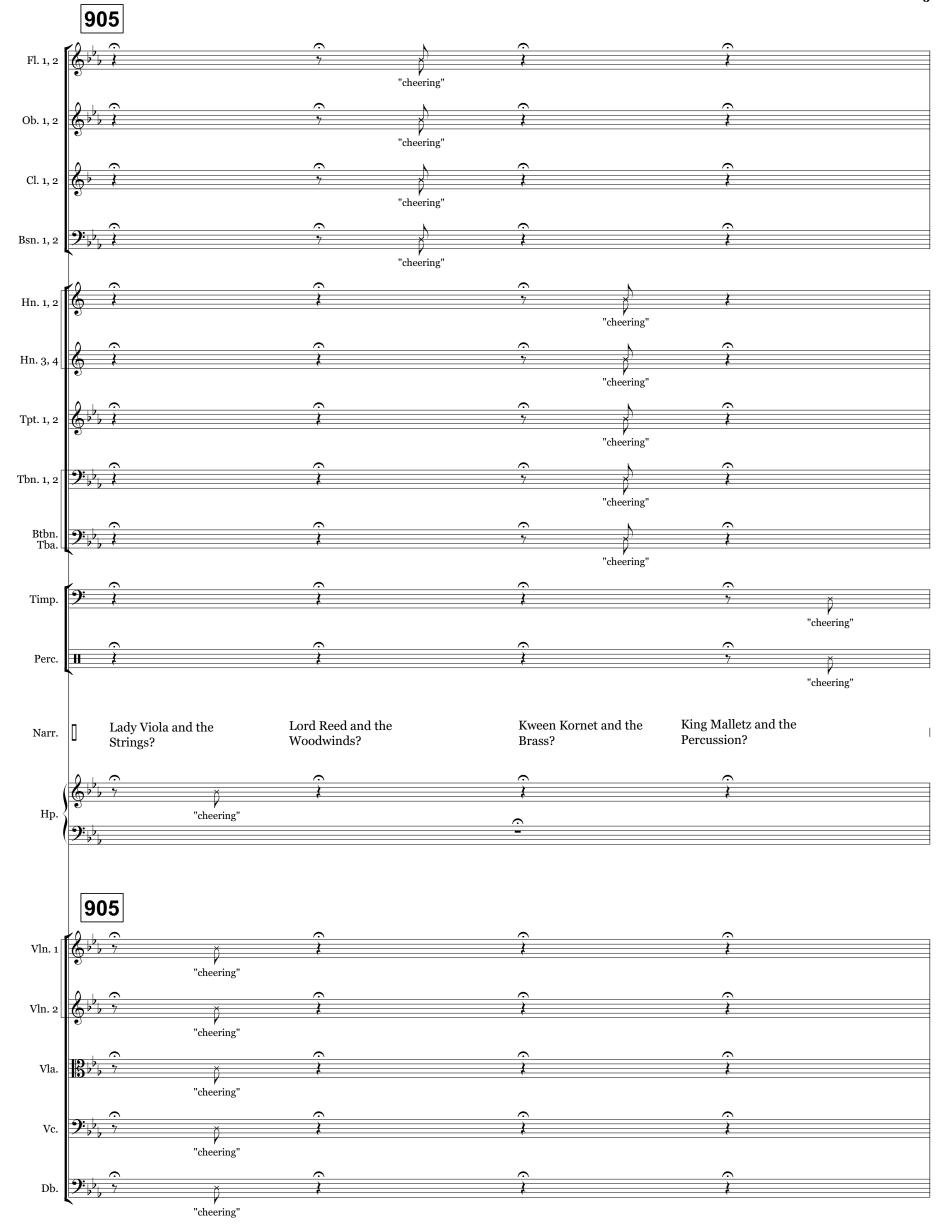


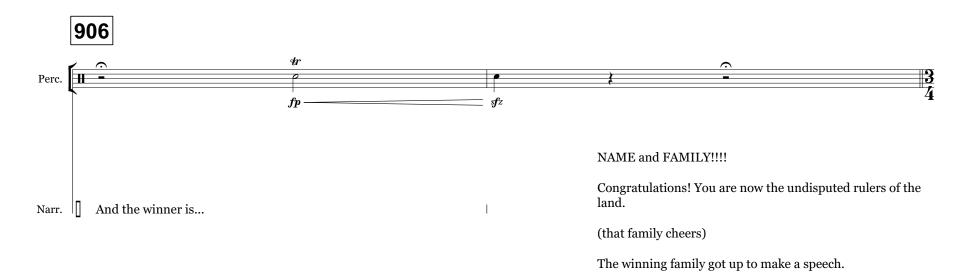




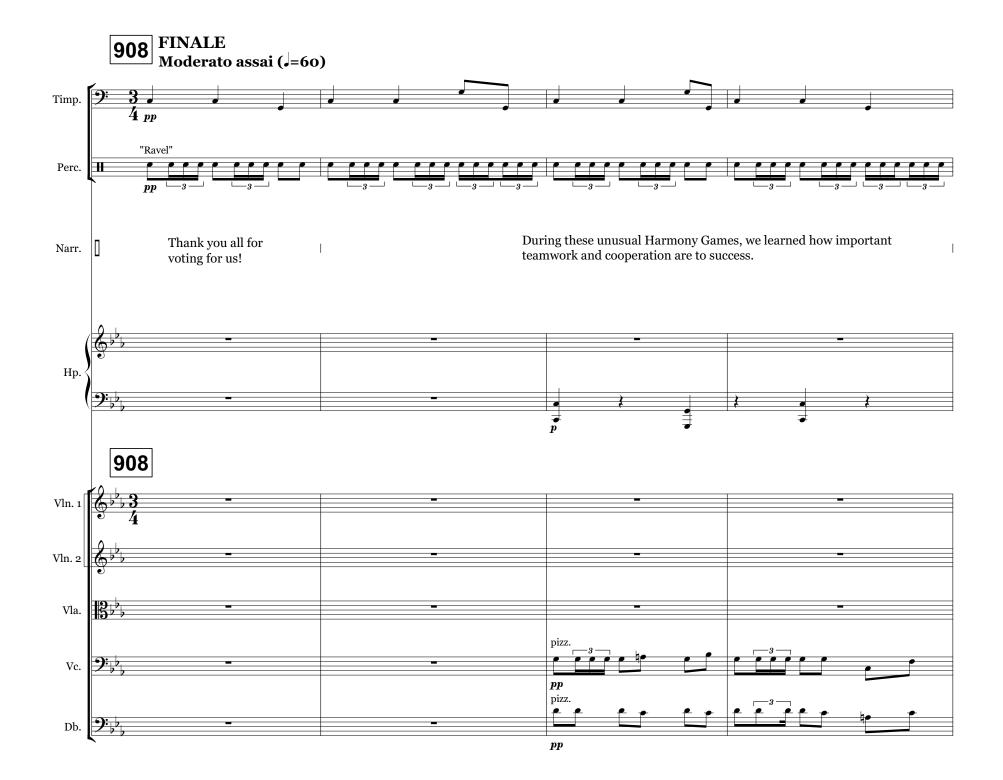












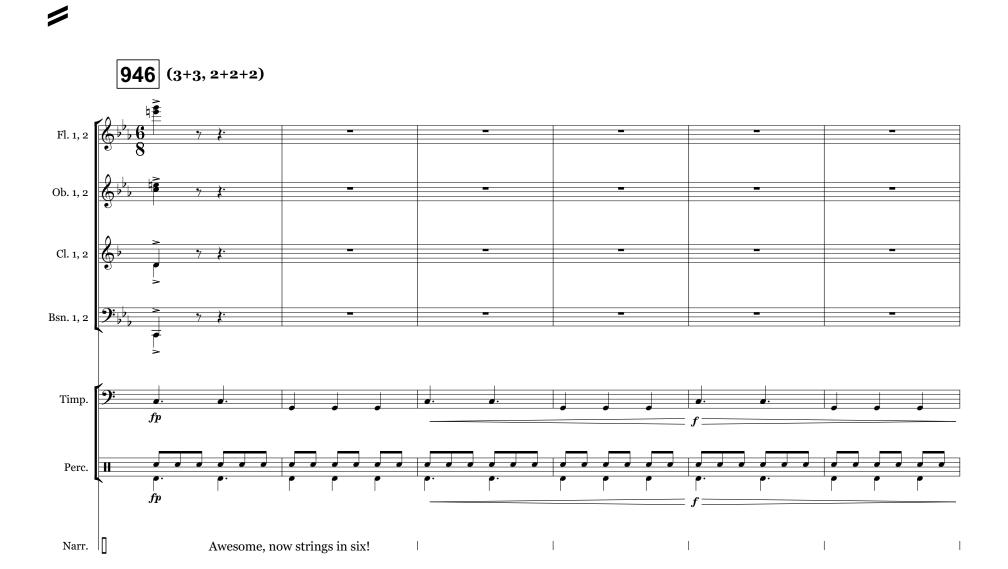


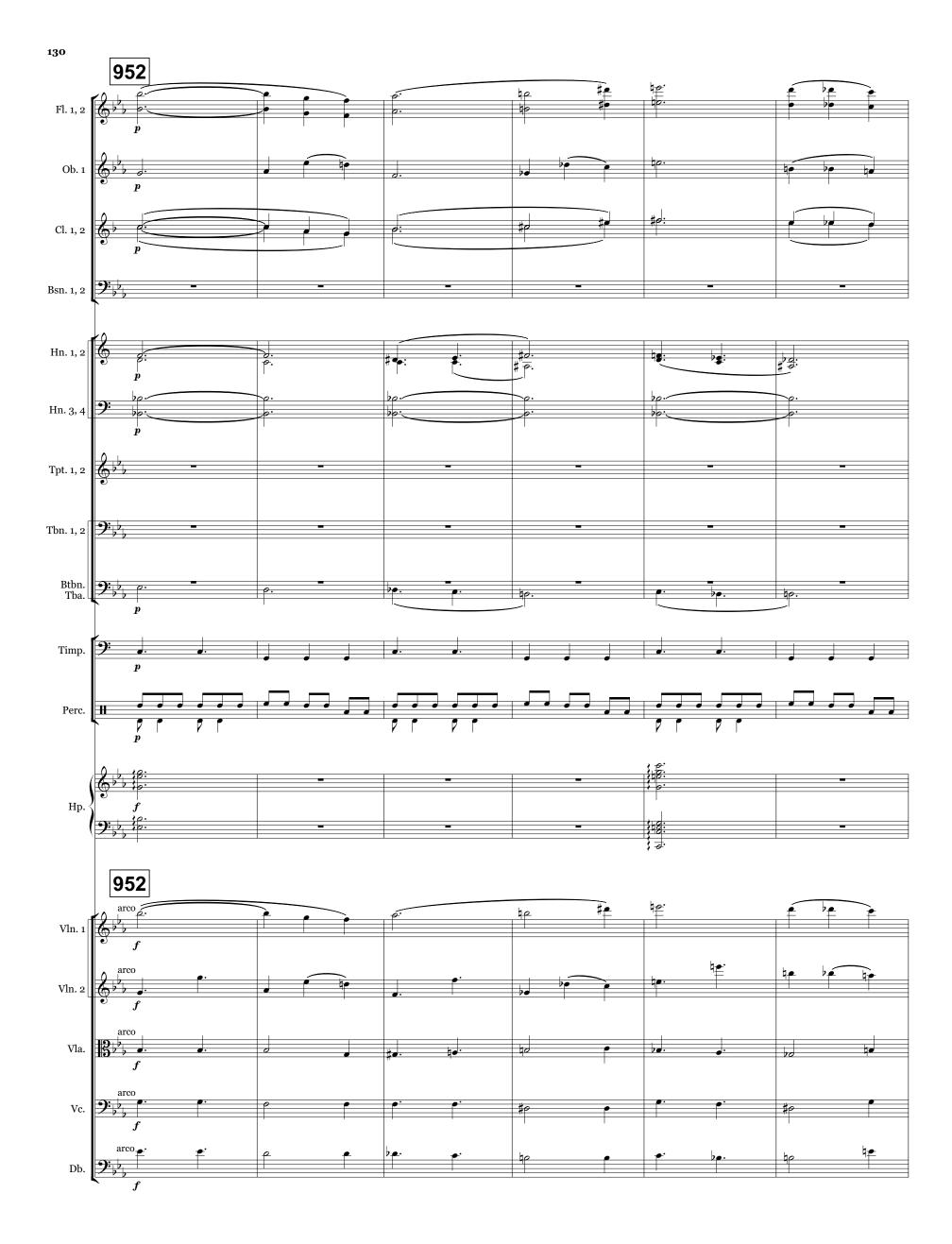
















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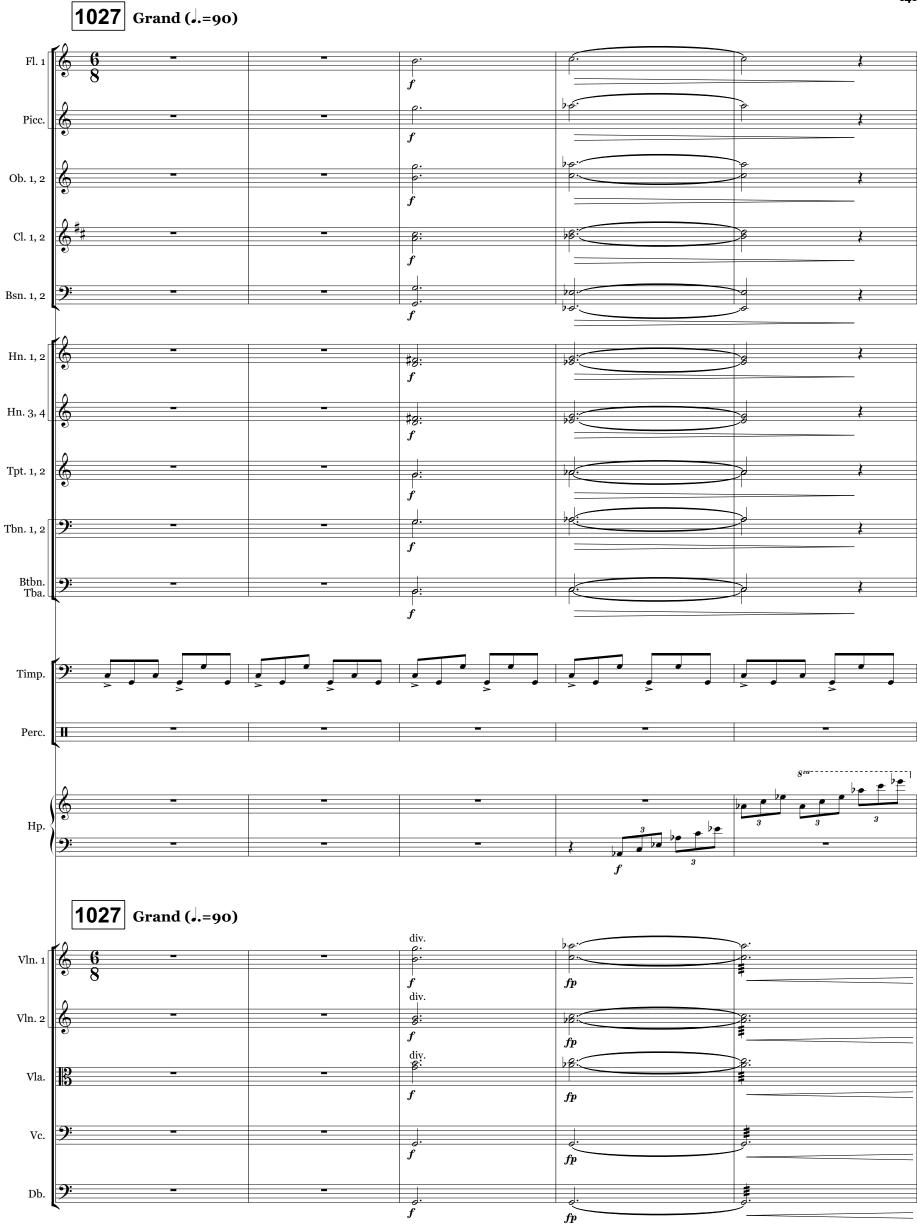
















Narr.

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?

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.

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.

Narr. [] (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?

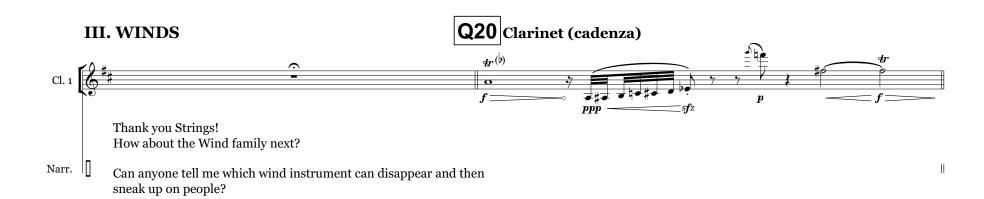
 $_{\mbox{Narr.}}$ $\mbox{\hfill}$ Strings, right! Made up of violins, violas, cellos and basses.

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



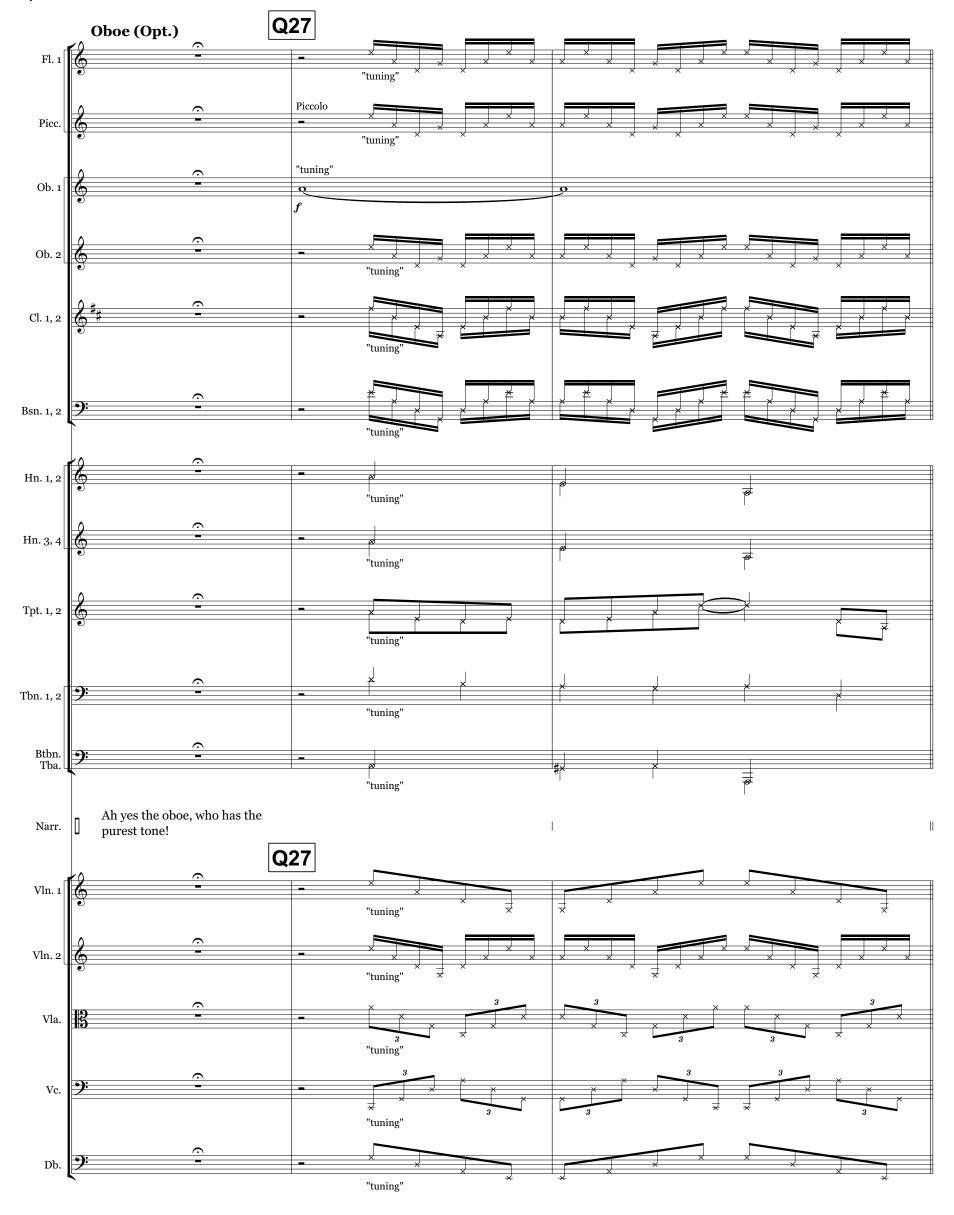
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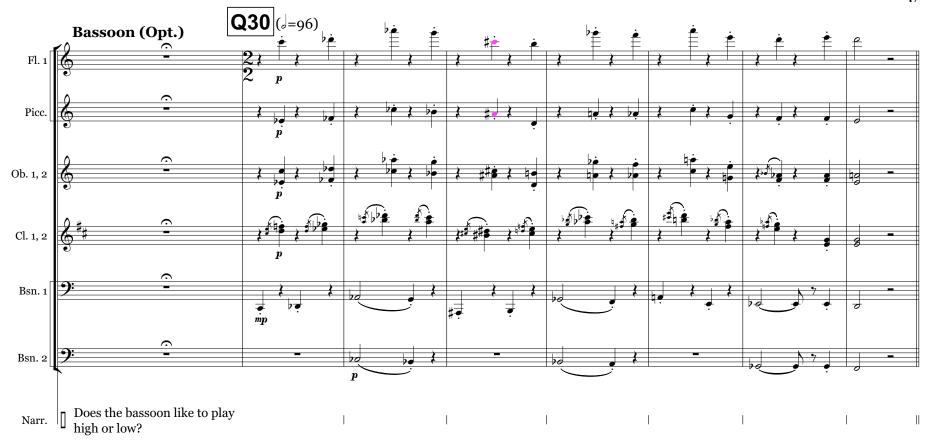




Narr. Can anyone name another wind instrument? (skip to Flute/Oboe/Bassoon as needed)







IV. DYNAMICS

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

Narr.

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?

Narr.

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





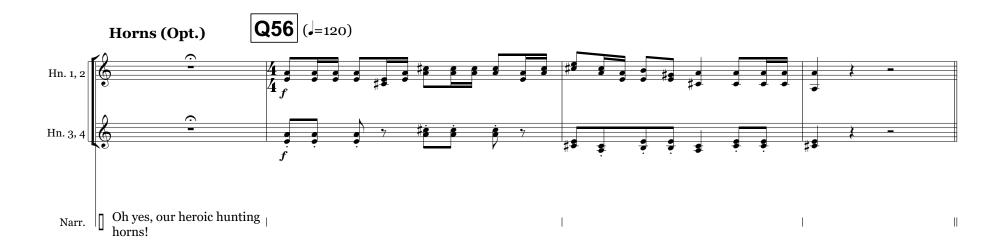


V. BRASS

Narr.

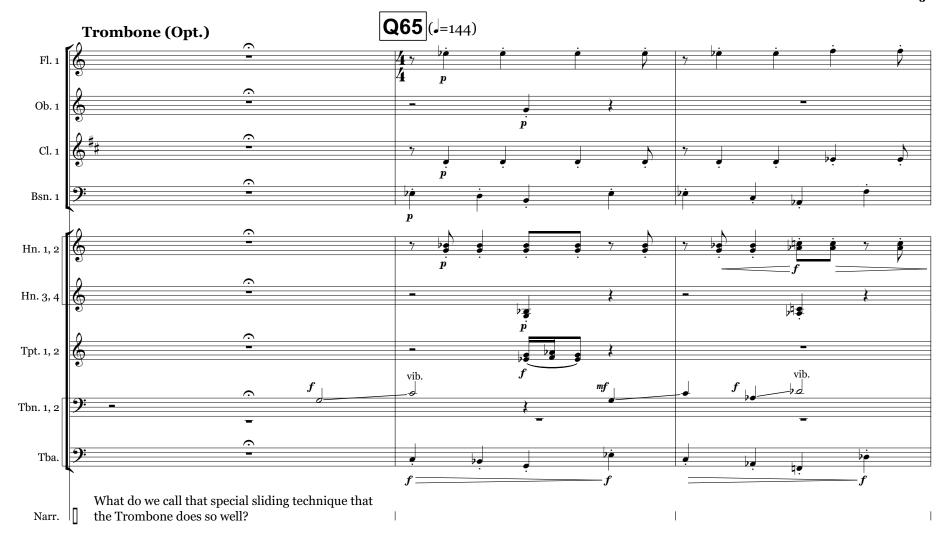
Speaking of volume, let's talk about our Brass family. Does anyone have a favorite brass instrument? (skip to horns/trumpet/trombone/tuba as needed)













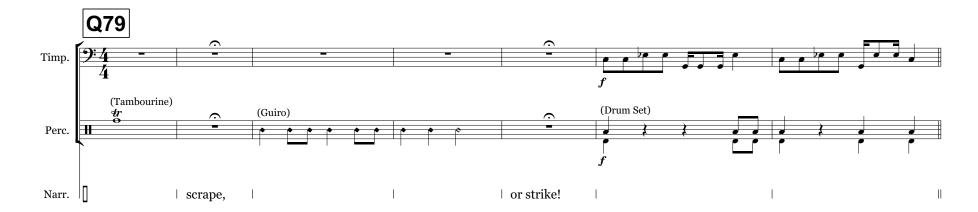




VI. PERCUSSION

Remember, percussion is anything you can shake,







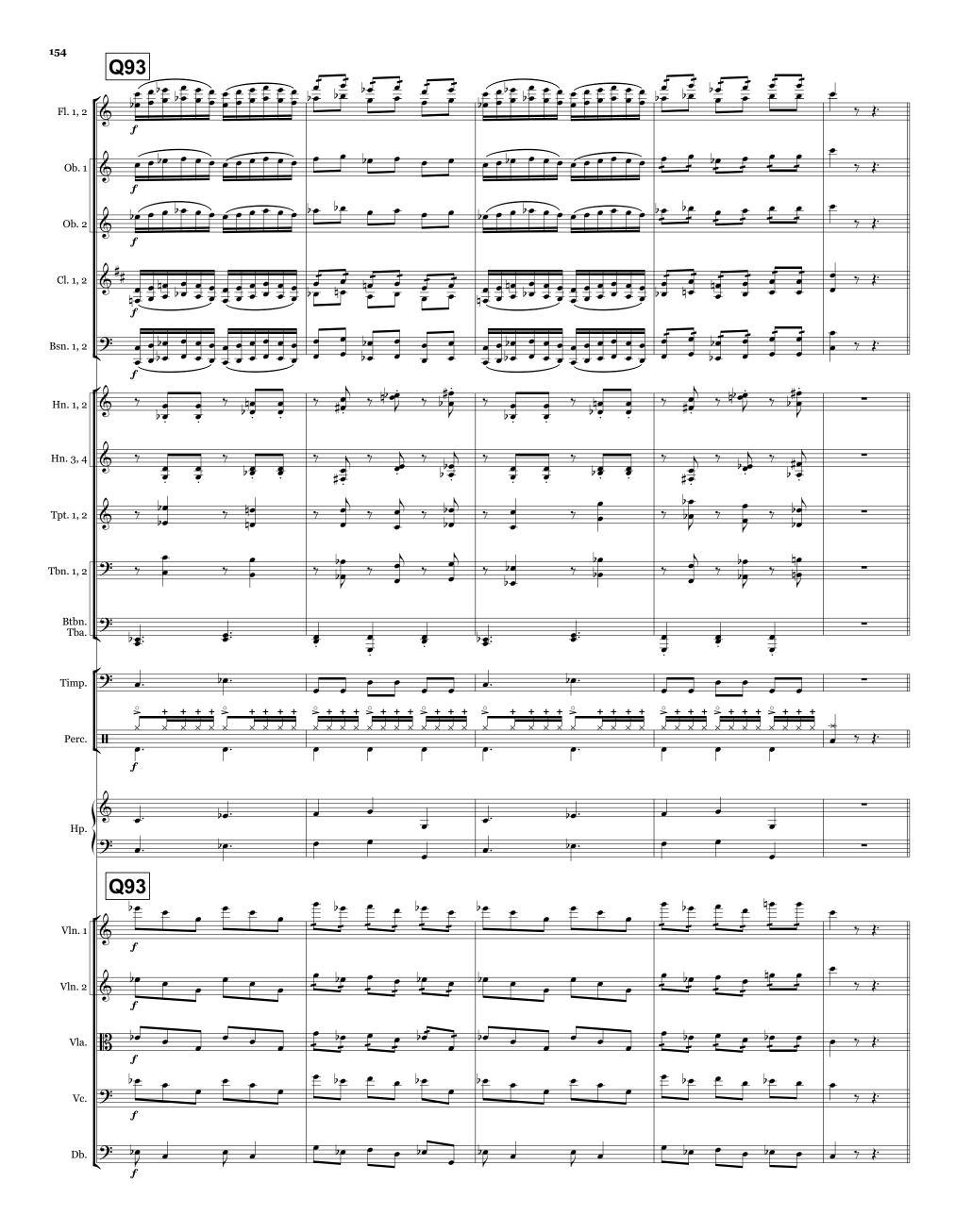
Do you remember that percussion groove that brought down the house?

Narr. [] (It was in six beats.)

Does anyone remember how those beats were grouped?







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)

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?

Narr.

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.)

Db.



IX. OUTRO

Wow! Great job to [both/all of] our guest conductors!

Narr. 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!

