

2021  
(Narrator)  
STAGE MANAGER

# **The Harmony Games**

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An interactive and educational work  
for narrator and orchestra

**Yaniv Segal**

The Harmony Games  
Music and Text by Yaniv Segal  
[www.yanivsegal.com](http://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.

## 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

Musical notation for Percussion 1 instruments. The notation is spread across two staves. The first staff includes: Bass/Kick Drum\* (a single note), Toms (a box containing three notes), Snare Drum\* (a single note), Hi-hat (a box containing two notes, one marked 'stick' and one 'foot'), Cymbal\*\* (a single note), Bowed Cymbal (a single note), and Triangle\*\*\* (a single note). The second staff includes: Wood Blocks (a box containing two notes), Mark Tree (a single note), Guiro (a single note), Tambourine (a box containing two notes, one marked 'shake' and one 'hit'), and Slide Whistle (a single note).

\* 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

Musical notation for Percussion 2 instruments. The notation is spread across two staves. The first staff includes: Agogo Bells (a box containing two notes), Whistle (a single note), Rain Stick (a single note), Tam-Tam (a single note), and Castanets (a single note).

# 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](http://www.yanivsegal.com)  
or e-mail [info@yanivsegal.com](mailto:info@yanivsegal.com)

# The Harmony Games

(2021 Revised Version)

## Slide 2

Yaniv Segal

### INTRODUCTION

Brisk (♩=144)

Narrator

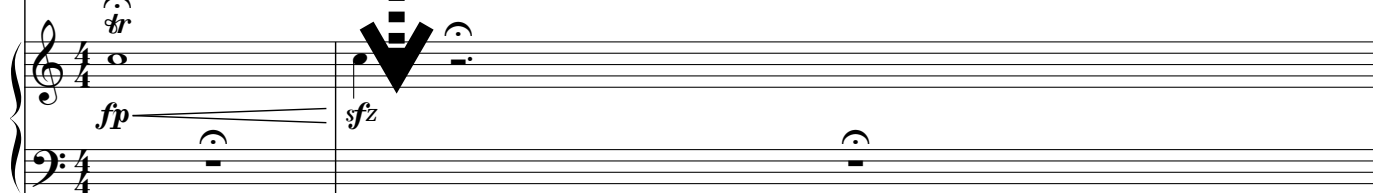


Good morning everyone! Welcome to The Harmony Games  
with the ORCHESTRA, led by conductor NAME!

S. Dr.



Orchestra  
reduction



3

Glock.



7

## Slide 3

My name is NAME  
and I'm thrilled to be  
with you today.

Let me ask you a question:  
Have any of you ever heard a live  
symphony orchestra before?

Wow, that's  
great!

10

Drums



Hearing music performed live  
by so many musicians is an  
exhilarating experience!

I have another  
question:

15

Tutti

*p* *f*

Perc.

Do you know the story of The Harmony Games -  
when musicians first began to play together?

17

21

Winds + Str.

*p*

No? Well, today we will tell you about these legendary  
Games, and how the first orchestra came to be.

25

*poco a poco cresc.*

29

*p poco a poco cresc.* *f*

Tbn.



35

(TIMP)

## Slide 4

Our story begins in a faraway land, many many years ago.

42

*dim.* *pp* Vc. + Db. (pizz.) *pp*

There were four families, who all wanted to rule the land.

45 48

Vlms. (pizz.) *mp*

**Slide 5**

These families were the: Shimmering Strings

55 Str.

*mf warmly*

**Slide 6**

Wondrous Woodwinds

64 Winds

*mf*

67

*f*

**Slide 7**

Brilliant Brass

72 Brass

*mf*

**Slide 8**

and the Poignant Percussion!

77 Glock.

*f*

# Slide 9

Even though each of the families loved music, they just could not get along.

No one from one family was allowed to play with another.

82

Cym.

Perc.

Vc. + Db.

*p*

# Slide 10

There were epic battles for control over the land.

## 84 BATTLE

88

Str.

*f*

Winds

92

Tpt.

*p*

*f*

*p*

*f*

*p*

# Slide 10a

Listen to the winds launching shrieking volleys!

98

96

*sfz*

Vc.

Db.

*p*

Winds

*f*

Musical score for the Narrator, measures 100-103. The score is written for piano (p) and features a complex, fast-moving melody in the right hand and a steady bass line in the left hand. The key signature is one flat (B-flat), and the time signature is 3/4.

**Slide 10b**

Hear the strings taking  
shots with their bows!

Musical score for the Narrator, measures 104-106. The score is written for piano (p) and features a complex, fast-moving melody in the right hand and a steady bass line in the left hand. The key signature is one flat (B-flat), and the time signature is 3/4. Measure 104 is marked with a large 'V' and the number 104. Measure 106 is marked with the number 106 and the instruction 'Str. ff'.

Musical score for the Narrator, measures 110-113. The score is written for piano (p) and features a complex, fast-moving melody in the right hand and a steady bass line in the left hand. The key signature is one flat (B-flat), and the time signature is 3/4. Measure 110 is marked with the number 110.

Musical score for the Narrator, measures 114-117. The score is written for piano (p) and features a complex, fast-moving melody in the right hand and a steady bass line in the left hand. The key signature is one flat (B-flat), and the time signature is 3/4. Measure 114 is marked with the number 114. The score includes dynamic markings: *p* (piano), *f* (forte), and *sfz* (sforzando).

**Slide 10c**

Can you hear the percussion  
marching to battle?

118 120 124

Timp. Perc. *f*

*p*

126

**Slide 10d**

And there's the Brass family trying to  
blow all the houses down!

130 133 136 140

Tpt. Winds *f* *pp* *ff* *p*

Brass

2/4 3/4 4/4 Everyone was fighting all the time!

144

Bsn.

Fl.

*p*

Perc. +

*sfz*

*p*

Db.

*f*

147

Str.

Timp.

*f*

Hns.

*f*

Tpt.

Tbn.

Tba.

*f*

152

Str.

*p* *ff*

## Slide 11

Until eventually everyone was so tired of constantly fighting that they all fell to the ground, exhausted.

159 Str. (pizz.) *f* *dim.* *p* 163

168

Vln. Cl. *dim.* *mp* *p* *pp*

## Slide 12

The family Elders declared a truce because all that fighting all the time was no good.

They created a special musical tournament held every four years, called THE HARMONY GAMES.

### The Harmony Games

Cym. *p* Hp. + Db. Timp. *p* 174 Meno mosso (♩=108)

$\frac{5}{4}$ 

Each family sent their bravest, brightest,  
youngest, musical talents to compete;

 $\frac{3}{4}$ **177**

Cl.  $\frac{3}{4}$   
*p*

 $\frac{3}{4}$ 

and the winner would become  
the next ruler of the land.

 $\frac{2}{4}$  $\frac{4}{4}$ **183**

Tpt.  $\frac{3}{4}$   
*f*

Orch.  $\frac{4}{4}$

 $\frac{5}{4}$ 

Every Harmony Games  
had a special theme.

 $\frac{4}{4}$ **187**

Winds  $\frac{3}{4}$   
*p*



## Slide 13

One year, the theme was Dance Music.

**191** Habanera

The String Family won that year with a lilting Habanera.

Str. *mf*

**195**

Vlms. *mf* *schmaltzy*

*p* *sfz* *mf* *schmaltzy*

**201**

When the theme was Party Music,  
the Percussion Family reveled and  
rejoiced in victory!

# Slide 14

## 208 Dance Party (♩=144)

Agogo Bells + Whistle

208 Dance Party (♩=144)

Agogo Bells + Whistle

*f*

Drums

*f*

Musical score for 'Dance Party' (208) in 4/4 time, tempo 144. The score features a piano part with a treble and bass staff. The treble staff has a melody with eighth and sixteenth notes, marked with a forte (*f*) dynamic. The bass staff has a drum line with a bass drum and snare pattern, also marked with a forte (*f*) dynamic. The score is divided into four measures.

## 213

Musical score for measure 213. The piano part continues with a treble and bass staff. The treble staff has a melody with eighth and sixteenth notes, marked with a forte (*f*) dynamic. The bass staff has a drum line with a bass drum and snare pattern, also marked with a forte (*f*) dynamic. The score is divided into four measures.

# Slide 15

The Brass family  
marched to victory in  
the Parade Music year!

## 218 March (♩=120)

218 March (♩=120)

Tpt.

*p* *f*

Perc.

Musical score for 'March' (218) in 4/4 time, tempo 120. The score features a piano part with a treble and bass staff. The treble staff has a melody with eighth and sixteenth notes, marked with a piano (*p*) dynamic. The bass staff has a drum line with a bass drum and snare pattern, marked with a forte (*f*) dynamic. The score is divided into four measures.

## 224

Musical score for measure 224. The piano part continues with a treble and bass staff. The treble staff has a melody with eighth and sixteenth notes, marked with a forte (*f*) dynamic. The bass staff has a drum line with a bass drum and snare pattern, also marked with a forte (*f*) dynamic. The score is divided into four measures.

Last Games, the theme was  
Music and Weather.

## Slide 16

The Strings came up with a  
beautiful sunshiny melody:

**229** Pastoral (♩=108)

Str.

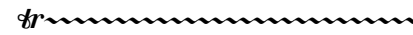
## Slide 17

The Percussion worked on  
a rainy number,

But the Woodwinds' tornado music  
literally blew everyone away.

**235** Rain

Rain Stick



*p*

## Slide 18

**236** Tornado (♩=144)

Winds

*f*

Brass  
(air through the instrument)

*p*

*sfz*

*p*

*sfz*

*sfz*

*sfz*

## Slide 19

Things had been the same for so long, but for the 50th Games, the elders announced a special theme:

(announcer:)  
MATHEMUSICA!!

The rules were announced:

Each family must show how Math relates to Music.  
You have one hour to compose a piece of music.

## Slide 20

The family whose music is the most interesting,  
most impressive, and best able to explain Math  
will be crowned the winner.

On your mark,  
Get set,  
Go!

249

## Slide 21

The families were in a panic.

"What does music have to do with Math?" they asked each other.

"Math is Math. Music is Music! What should we do? What should we do?"

Everyone started talking at once!

256 Tick-tock (♩=120)

Vamp

**accel.**

Tutti (random high notes/rhythms)

But quickly they settled down to work, focusing on their talents  
and unique musical skills, knowing they only had one hour to  
create the best piece of mathematical music to win!

**Faster** (♩=144)

Vamp

# Slide 22

(Announcer:)

Alright everyone,  
time is UP.

Introduce your  
instruments,

260 Brisk (♩=144)

263

Musical score for Slide 22, measures 260-263. The score is in 4/4 time with a tempo of Brisk (♩=144). It features a Tgl. (Tutti) section starting at measure 260, followed by Str. (Pizz.) (String Pizzicato) at measure 261. The Winds enter at measure 263 with a melody. The score is marked with a piano (p) dynamic.

Explain your  
math concepts,

and then perform your Magnificent  
Melodious Mathematical Music!

Musical score for Slide 22, measures 264-267. The score continues from measure 263. It features a Winds section starting at measure 264, followed by Vlns. (Violins) at measure 265. The score is marked with a piano (p) dynamic.

Let the Harmony  
Games Begin!

First up will be the  
String Family.

269

Musical score for Slide 22, measures 268-270. The score continues from measure 267. It features a (Tam-Tam) section starting at measure 269, followed by a forte (f) dynamic. The score is marked with a forte (f) dynamic.

# Slide 23

Lady Viola, the string family  
representative, looked a little  
nervous as she started.

STRINGS

271 Brisk (♩=144)

Musical score for Slide 23, measures 271-274. The score is in 4/4 time with a tempo of Brisk (♩=144). It features a Str. (String) section starting at measure 271, followed by a forte (f) dynamic. The score is marked with a forte (f) dynamic.

(Viola:)  
Hello Everyone, we are  
the String Family.

275

## Slide 24

Has anyone here ever  
played on a string  
instrument before?

Oh goody, I see some hands, that  
makes me feel a lot less nervous.

We string players pull our bows  
back and forth to make the strings  
vibrate and create sound.

Str.

raise bow up high

## Slide 25

277 Flowing (♩=144)

Str.

281

The smallest and  
highest is the violin

## Slide 26

284

Hp.

Vlins.

mf

f

p

**Slide 27**

The viola is larger and has a deeper sound

288 291

Vla.

Hp.

*p* *f*

2/4 3/4

**Slide 28**

Larger and lower still is the cello.

295 298

Hp.

Vc.

*p* *f*

**Slide 29**

The biggest and lowest is the double bass.

302 305 308

Db.

+ Str.

*p* *f* *p*

312 318

*f*



Musical score for the Narrator, measures 320-325. The score is in 4/4 time. The melody is in the right hand, featuring a series of eighth and quarter notes, with a final half note. The bass line is in the left hand, featuring a series of eighth and quarter notes, with a final half note. The key signature has one sharp (F#).

□  $\frac{4}{4}$  We battle our opponents,  
high and low.  $\frac{2}{4}$   $\frac{3}{4}$   $\frac{2}{4}$

**326** **328**

Musical score for the Narrator, measures 326-332. The score is in 4/4 time. The melody is in the right hand, featuring a series of eighth and quarter notes, with a final half note. The bass line is in the left hand, featuring a series of eighth and quarter notes, with a final half note. The key signature has one sharp (F#). The dynamic marking *ff* is present in measure 328.

**333**

Musical score for the Narrator, measures 333-338. The score is in 2/4 time. The melody is in the right hand, featuring a series of eighth and quarter notes, with a final half note. The bass line is in the left hand, featuring a series of eighth and quarter notes, with a final half note. The key signature has one sharp (F#). The dynamic marking *ff* is present in measure 333.

□  $\frac{2}{4}$   $\frac{3}{4}$  But mostly we like elegant  
and graceful melodies.  $\frac{2}{4}$   $\frac{3}{4}$   $\frac{2}{4}$

**339** **344**

Musical score for the Narrator, measures 339-344. The score is in 2/4 time. The melody is in the right hand, featuring a series of eighth and quarter notes, with a final half note. The bass line is in the left hand, featuring a series of eighth and quarter notes, with a final half note. The key signature has one sharp (F#). The dynamic marking *sfz* is present in measure 339, and *f* is present in measure 344.

348

Did I introduce everyone in  
the String family?

**Slide 30**

No?

Oh yeah!  
The Harp!

Whom did I forget?

352

(Harpist)

*spoken: "ahem"*

353

Harp, L'istesso tempo (♩=144)  
Hp.

*f solo*

357

Right, the bow!

Waitaminute! What did I just  
say string players need to use  
to make the strings vibrate?

But since harpists don't have  
bows, they have to pluck the  
strings instead!

363

Str.

*raise bow up high*

## Slide 31

The rest of the Strings family can also use their fingers to pluck the strings

364

367

Str. (pizz.)

*mp* (pizz.)

2/4

371

Hp.

Str.

Hp.

*f*

Now that's everyone in the family. So it is time for our Mathemusica presentation:  
Creating a Melody through addition.

376

Lively (♩=144)

Str.

*f* (pizz.)

## Slide 32

Let's start with one note

## Slide 33

The same note can be REALLY high

## Slide 34

Or in any register in between!

## Slide 35

REALLY low,

379

**Slide 36**

IT COULD  
BE LOUD!

**Slide 37**

or soft.

**Slide 38**

Let's hear that note  
again, played by all  
the strings.

381

*ff*

*pp*

*pp*

**Slide 39**

Did that sound like a melody?

Then let's use addition to  
ADD another note.

**Slide 40**

Was that a melody?  
(Yes/no?)

Let's add another!

384

*mf*

386

*ff*

**Slide 41**

It's starting to sound  
melodious!

Let's add another note!

Is that a melody?

So far we've only  
used 4 notes...

389

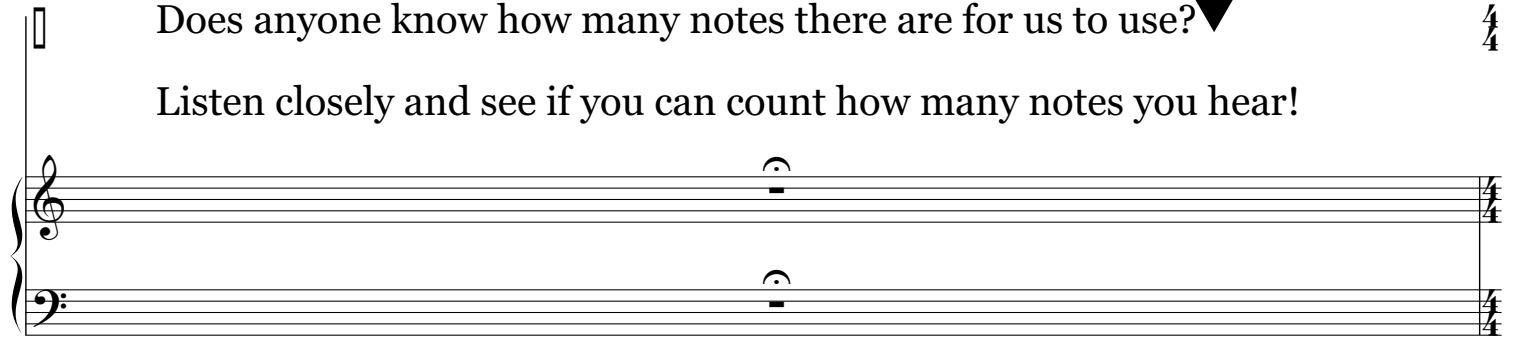
392

**Slide 42**

We'd like to keep adding more...

Does anyone know how many notes there are for us to use?

Listen closely and see if you can count how many notes you hear!



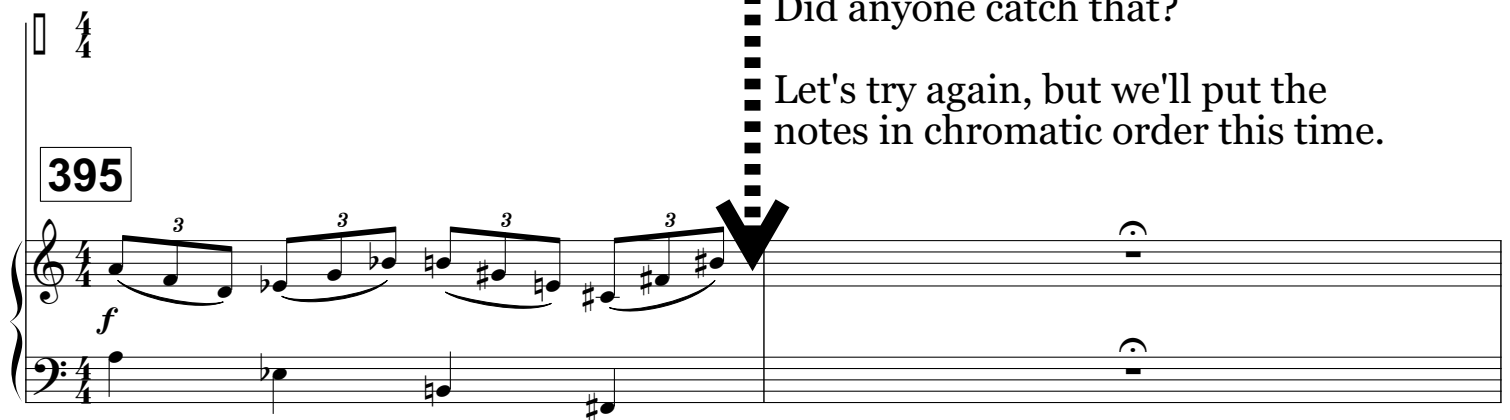
Musical notation for Slide 42. It features a grand staff with a treble and bass clef. The key signature has one sharp (F#). The time signature is 4/4. The notation consists of two whole notes, one in the treble clef and one in the bass clef, both on the F# line. The measure ends with a double bar line.

**Slide 43**

Whoa that flew by!

Did anyone catch that?

Let's try again, but we'll put the notes in chromatic order this time.



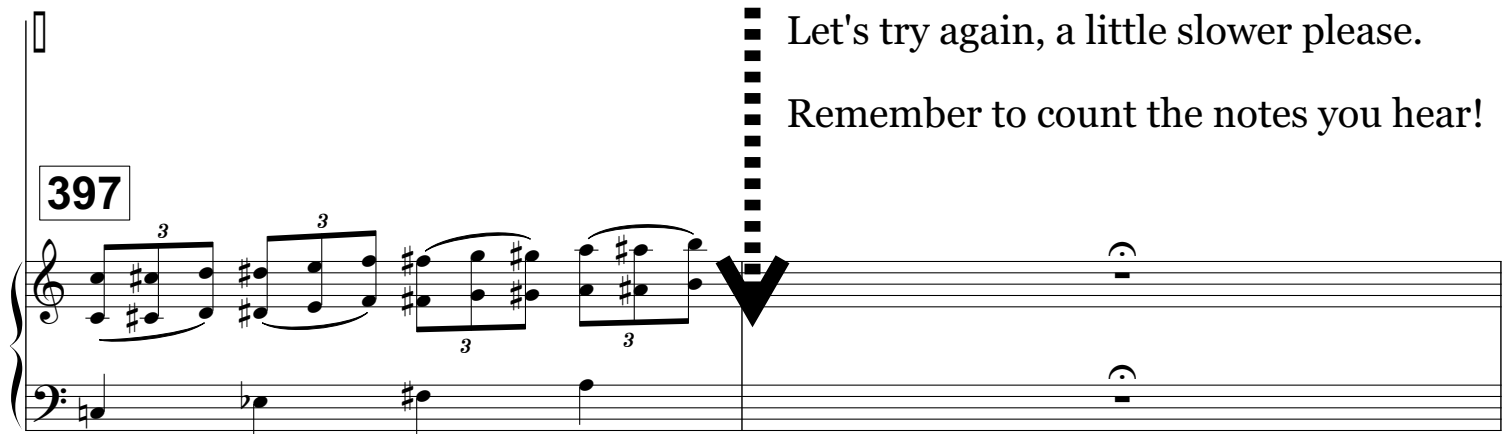
Musical notation for Slide 43. It features a grand staff with a treble and bass clef. The key signature has one sharp (F#). The time signature is 4/4. The notation starts with a box containing the number 395. The treble clef part begins with a forte (f) dynamic and a triplet of eighth notes (F#, G, A) followed by a triplet of eighth notes (B, C, D). The bass clef part begins with a quarter note (F#) followed by a quarter note (G). The measure ends with a double bar line.

**Slide 43a**

Any guesses?

Let's try again, a little slower please.

Remember to count the notes you hear!



Musical notation for Slide 43a. It features a grand staff with a treble and bass clef. The key signature has one sharp (F#). The time signature is 4/4. The notation starts with a box containing the number 397. The treble clef part begins with a triplet of eighth notes (F#, G, A) followed by a triplet of eighth notes (B, C, D). The bass clef part begins with a quarter note (F#) followed by a quarter note (G). The measure ends with a double bar line.

## Slide 43b

still  
slower?

("mouth" counting with the kids)

399 401

## Slide 43c

(If necessary: "How many notes did you hear?")

12! EXCELLENT!

These 12 notes can appear in all registers from  
low to high!

404

*p cresc.*

Now let's write a melody  
using all 12 notes!

$\frac{3}{4}$

Here's the first four:

*mp cresc.* *mf cresc.* *f*

$\frac{3}{4}$

Let's add four more!

**408** **411**

mf

This musical score segment covers measures 408 to 411. It is written for piano in 3/4 time. The melody in the right hand consists of half notes: G4, A4, Bb4, C5, Bb4, A4, G4. The left hand accompaniment consists of quarter notes: G3, Bb3, G3, Bb3, G3, Bb3, G3. A dynamic marking of *mf* is present at the beginning.

And four more makes twelve!

**416**

This musical score segment covers measures 416 to 423. The melody in the right hand continues with half notes: F#4, E4, D4, C4, B3, A3, G3, F#3. The left hand accompaniment continues with quarter notes: F#3, A3, F#3, A3, F#3, A3, F#3, A3. The final measure (423) includes a fermata over the final note in both hands.

## Slide 44

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!

This is called GLISSANDO!

**424**

*f*

This musical score segment shows measure 424. The right hand has a half note G4 with a fermata, and the left hand has a half note G3 with a fermata. A dynamic marking of *f* is present. A large dashed arrow points from the 'Slide 44' header down to the beginning of this measure.

It's fun to play  
AND fun to say!

Glis - san - do!

Now you try  
it with me:

Glis - san - do!

429

*p pizz.*

433

Tbn.

*f solo*

Hey! Who was that?  
The Trombone?

Why, I didn't know you  
could glissando!

435

Cl. ("Rhapsody in Blue")

*p cresc.*

And the clarinet too?

What's going on?

And percussion?

All this time we thought only  
strings could glissando...

437

Timp.

*f*



# Slide 45

Maybe some of the others instruments can join in quietly with their glissandos for the strings family's final demonstration?

**439** Strings Finale (♩=144)

Vln. Tbn.

*f* *mf*

Orch.

**445**

Vln.

Exquisite!

How about a round of  
applause for the String  
Lullaby?

gliss.  
Slide Whistle

(Narrator:) The Elders were not pleased  
that other instruments joined in with the  
Strings, but at least no lasting harm  
seemed to be done...

(Announcer:) Next up in the Harmony  
Games Mathematica Edition is the  
Woodwind Family!

## WINDS

### 454 Whimsical (♩=104)

Str.

*p* pizz.

## Slide 46

(Narrator) Lord Reed got up  
to introduce the family:

(Lord Reed:) Hello  
Everyone, we are the

### 459

(Drums)

*p*

Won-der-ful,

whim-si-cal,

wa-cky,

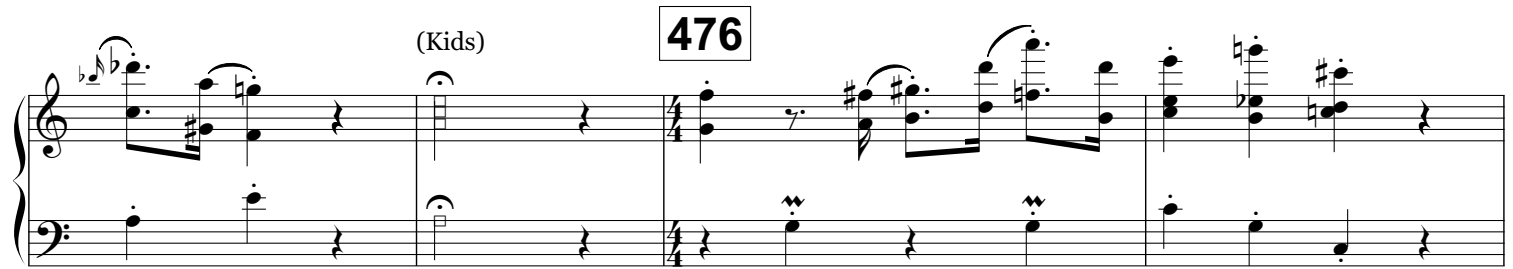
### 463

Winds

*mf*

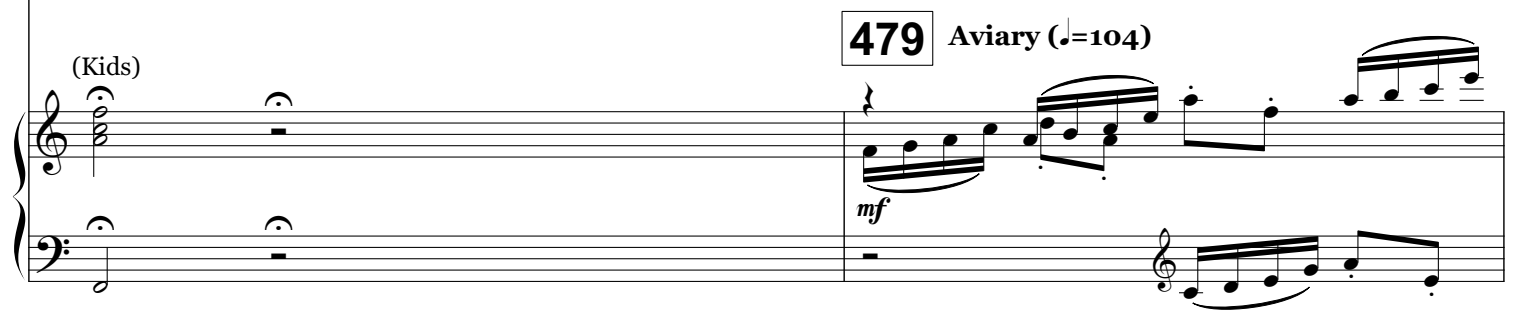


(Kids) **476**



WOOHOO! Congratulations, you  
have all become honorary  
woodwind family members!

(Kids) **479** Aviary (♩=104)

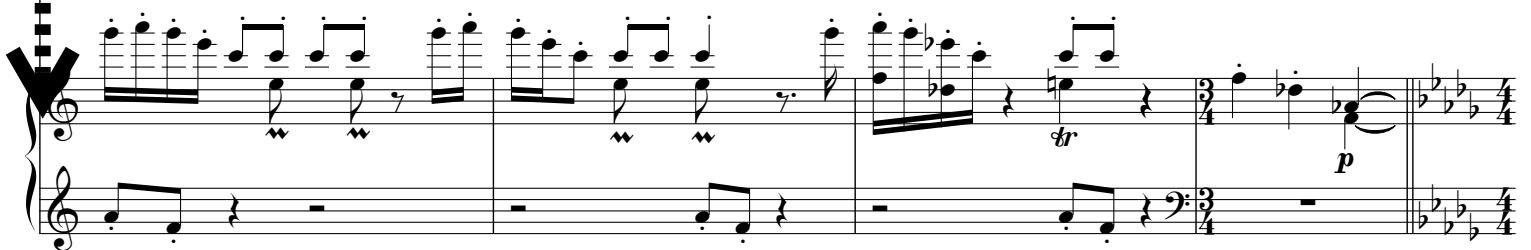


## Slide 47

Woodwinds love turning the sounds of birds into music.

$\frac{3}{4}$

$\frac{4}{4}$



**484**



We fly circles  
around our  
opponents.

dim.

3 3

## Slide 48

**491** Sprightly (♩=160)

tr

flz.

f

## Slide 49

The Clarinet can  
disappear

And then sneak  
up on people!

**497** Clarinet

Cl.

tr(b)

f

ppp

sfz

p

<f>

# Slide 50

Narrator Score

33

## Slide 51

The Bassoon is the lowest instrument in the Woodwinds.

The oboe has the purest tone, and their leadership centers the whole troupe.

498 Bassoon

499 Oboe

Ob.  
"tuning"

Did I forget to introduce anyone?

500 Flute

(Flutist)

(hold up flute)

Oh yeah, the FLUTE!  
They play high and fast, and everyone else has to catch up!

## Slide 52

501 Sprightly (♩=160)

Winds + Cym.

*cresc.*

Well, that's  
everyone!

oops, I mean  
THRILLING,  
Mathemusical  
presentation!

So now it is time  
for our trilling...

508

*f*

*cheeky*

*f*

We all heard how the strings created a melody  
by adding 12 notes in sequence.

Let's listen to that melody again, performed by  
our lowest instrument... which one was that  
again? YES, our very own BASSOON!

2

2

**510** Regal (♩=80)

Musical score for measure 510, featuring a Bassoon (Bsn.) part. The score is in 2/2 time, with a tempo marking of ♩=80. The key signature has one flat (B-flat). The bassoon part is marked *mf* and consists of a series of eighth and quarter notes, with some measures containing rests.

In the spirit of addition, let's add another layer... Clarinet, join in!

When they play together, this is called HARMONY.

**517**

Musical score for measure 517, featuring a Clarinet (Cl.) part. The score is in 2/2 time, with a tempo marking of ♩=80. The key signature has one flat (B-flat). The clarinet part is marked *mf* and consists of a series of eighth and quarter notes, with some measures containing rests.

Now, how about some multiplication?  
Let's have the oboe add another layer  
that moves twice as fast!

These elements combine to create  
something called POLYPHONY!

**524**

Musical score for measure 524, featuring an Oboe (Ob.) part. The score is in 2/2 time, with a tempo marking of ♩=80. The key signature has one flat (B-flat). The oboe part is marked *mf* and consists of a series of eighth and quarter notes, with some measures containing rests.



Let's have the flute play  
another layer, even  
faster than the oboe!

Musical score for the first system, measures 525-530. The score is written for piano (p) and features a treble and bass staff. The melody is primarily in the treble staff, with a supporting bass line. The key signature has one sharp (F#) and the time signature is 4/4. The music consists of several measures of eighth and sixteenth notes, with some rests and ties.

**531**

Musical score for the second system, measures 531-536. The score is written for piano (p) and features a treble and bass staff. The treble staff is marked 'Fl.' (Flute) and contains a rapid, ascending and descending scale-like passage. The bass staff provides a steady accompaniment with eighth and sixteenth notes. The key signature has one sharp (F#) and the time signature is 4/4.

I love adding all these layers and  
speeds but, wait...

Musical score for the third system, measures 537-542. The score is written for piano (p) and features a treble and bass staff. The treble staff continues the rapid, ascending and descending scale-like passage from the previous system. The bass staff provides a steady accompaniment. The key signature has one sharp (F#) and the time signature is 4/4.

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

(narrator)

Lady Viola felt bad for the Wind family.  $\frac{2}{2}$ **538**

Tpt. (plunger mute)

wah wah wah wah

**Slide 53**

$\frac{2}{2}$  She said "If you want, we can join in and play our melody. After all, WE wrote it.

**540** ( $\text{♩} = 80$ )

Str.

*p*

(pizz.)

One of the percussionists said "The rhythm layer is really important, you'll definitely need us"

**545**

Tambourine (hit)

Timp.

*pp*

And the Brass didn't want to miss the chance to impress everyone either.

549

pp Hn. 8

Tpt. (harmon mute)

mf

#8

The Elders looked confused at all this cooperation between rival families.

553

Str. (pizz.)

p

## Slide 54

But before they could say anything, Lord Reed had accepted the help and everyone started playing the Woodwinds' music!

Cl.

f

562

**Winds Finale**  
poco agitato (♩=88)

Ob.

f

Fl.

Bsn. 3

568 572

*f* *ff*

578 582

Tpt. Str. Winds

**Slide 55**

That sounded AMAZING!  
Yeah Woodwinds!

We are COOL composers!

4 While the Woodwinds were congratulating themselves, the Elders were getting more and more flustered.

**587 Ominous** (♩=104)

Winds

*p*

Vc. + Db. (pizz.)

What was the big idea? Mixing all these instruments and families together? This would simply lead to no good.

As they muttered to themselves, the next competitor stood up:

Bsn. 3

## Slide 56

Good day everyone! I am Kween Kornet, and I'd like to begin with a Fabulous Fanfare!

### BRASS

**593**

**Fanfare** (♩=120)

Brass

*f*

Timp.

Our Brass Family  
is AMAZING!

A-STOUN- DING!

A-STON-ISH- ING!

596

Brass

Drums

## Slide 57

And with our Magnificent  
Marches, we will win,

WIN,

WIN!

599

603 March

Brass

Drums

*p*

*f*

*sfz*

*sfz*

## Slide 58

The tuba, deep and powerful, makes the  
ground rumble and our enemies quake!

611 Tuba

Drums

*p*

**614** (Tutti)

(Tuba) *sfz*

*f solo*

## Slide 59

Our heroic horns  
hunger for hunting.

## 620 Horns

Hns. *f*

Timp.

## Slide 60

Do you remember  
which instrument in  
the brass family can  
play a glissando?

Right!  
The Trombone!

Sometimes the trombone plays  
serious music, and other times,  
they just slide and clown  
around.

## 625

(Trombonist)

(lift trombone)

Tbn. *f*

## 627 Trombone, Silly (♩=144)

Winds

Bsn.

## Slide 61

Last but not least, the trumpet, brilliant and bold, leads the charge!

## 638 Trumpet (♩=120)

How do we make our instruments sound beautiful?

Can we all buzz our lips together?

Like the Woodwinds, we use air, but we don't blow it through the instruments, we have to buzz our lips on our mouthpieces.

Awesome, clearly you are all meant to be brass players when you grow up.

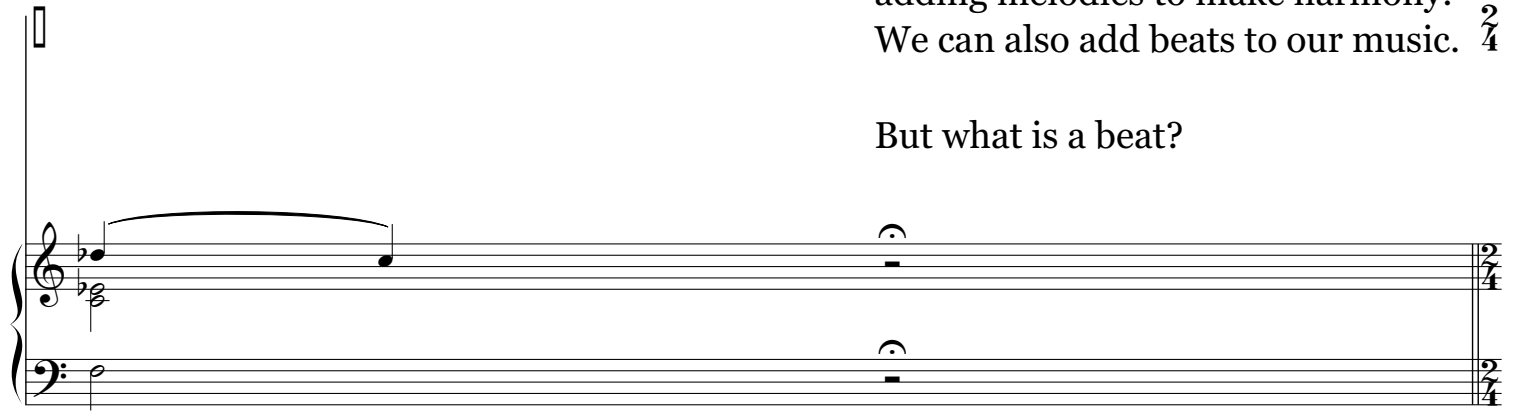
## 642

(mouthpiece only)



So far today we have heard about  
adding notes to make melodies, and  
adding melodies to make harmony.  $\frac{2}{4}$   
We can also add beats to our music.  $\frac{2}{4}$

But what is a beat?



## Slide 62

A beat is a rhythmic pulse, just like your heartbeat.  
 $\frac{2}{4}$  When there are beats in music, they are grouped  
together in something called a Meter.

Here is some music  
that has a meter of  
2 beats.

**645** Comfortably (♩=108)

**652**

Did you feel the beats?



Down! Up! Down Up!  
One! Two! One Two!

Let's conduct along with the  
music and we'll feel the beats  
even stronger.

Excellent!

Here's how we conduct in Two:

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

660

662

Perc. (stick clicks)

One two rea - dy go!

666

Hn.

Bsn.

668

Excellent! Let's try  
once more, a little  
faster this time.

676 Faster (♩=120)


Perc. (Stick clicks)

One two rea - dy go!



# Slide 65

Let's try to conduct this one too. Three isn't so bad, I'm sure you can do it!

Watch my hands, and we'll  
make a triangle: 

Down-right-up, etc:

One, two, three!

One, two, three!

Let's practice together!

One, two, three!

One, two three!

Excellent, now  
with the music!

(NOTE: NARRATOR MUST DEMONSTRATE IN MIRROR IMAGE IN ORDER FOR KIDS TO FOLLOW)

701

Perc. (stick clicks)

One, two, three, ready set, go!

(continue "one-two-three" or "tri-an-gle")

705

708

Tpt.

That was super, shall we try one more time, a little faster?

Here we go again!

716 **Faster** (♩.=58)

Perc. (Stick clicks)

One, two, three, rea - dy, set, go!

(continue "one-two-three" or "tri-an-gle")

720

723

Ob. + Tbn.

729

## Slide 66

Suddenly, someone from the stands yelled in a not-so-nice voice: yeah but 2 and 3 are easy meters! Can you play in five?

731

Str.

(nyah - nyah - nyah-nyah - nyah)

Immediately, the Brass Family got very nervous! Five is tricky! How do you play in five?

We can repeat each note twice:

Kween Kornet said: We can figure this out. Let's take some notes:

**733**  
Brass

And three times:

**736** **739**

We can even repeat a note four times per beat in a melody:

$\frac{3}{4}$

**742**  
Tpt.

But how do we play in Five?

(Narrator:)  
Some of the Brass looked like they were about to cry.

$\frac{4}{4}$

# Slide 67

Suddenly, the other  
families started feeling  
bad for the Brass.

It was a competition after all, and in good  
spirit, the other families wanted everyone  
to compete at their best.

## 750 Somber (♩=80)

Str. (solo)

*p*  
(pizz.)

Lady Viola spoke up:

"Well, what if you try some music with 3  
beats and some with 2 beats?  $3+2 = 5$ , right?"

"Like this:"  $\frac{3}{4}$

$\frac{2}{4}$

## 755 Hopeful (♩=160)

Vln.

*mf*  
Str.

Wow, that's neat... but seems complicated!

Maybe it would help if everyone conducted with us? First we need three beats, which is a triangle, right? And then we need two beats, which is down up.

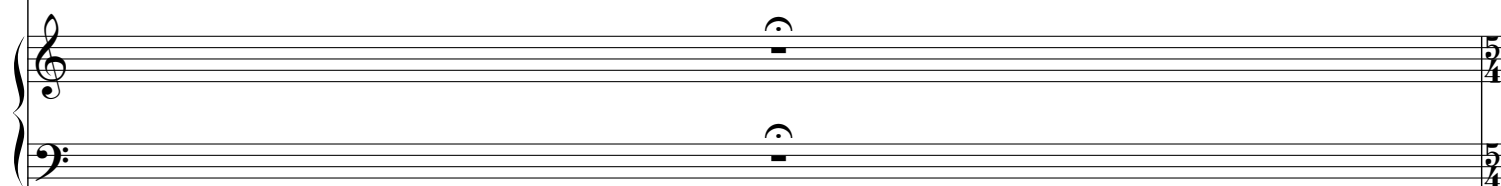
Let's try together slowly:

One, Two, Three, Down, Up! One, Two, Three, Down, Up!

Tri-an-gle-down-up, Tri-an-gle-down-up!

Excellent, let's lead the Brass in their final presentation: music in FIVE!

Ready, Set, GO!



5/4 (Help the kids: conduct and say: tri-an-gle-Down-Up, or 1-2-3-4-5)

**762 Brass Finale** (♩=160)

**764**

**766**

Dr-set + + + + +

*mf*

Brass

*f*

Tpt.

Winds

**770**

Tpt.

Str.

*f*

Dr-set + + + + +



Fl.

Kween Kornet breathed a sigh of relief. Wow, music "in five" is spectacular, and we couldn't have done it without your help!

## Slide 69

(Narrator:)

The Elders were getting annoyed.

They couldn't understand this WACKY music and couldn't understand why families were helping each other in a competition.

**778** Freely

Str. (random notes)

Vamp

Perc.

Cym. (bowed)

Thankfully, they knew there was only one family demonstration left, and what else could go wrong?

King Malletz got up and said:

(King Malletz:)

We are the Percussion Family.

## PERCUSSION

781

Str. (random notes) Vamp

In tempo (♩=144)

Guiro + Hi-hat

f

Timp.

## Slide 71

And we can SHAKE, SCRAPE, or STRIKE lots of instruments to make super sounds.

We can shake the tambourine,

## Slide 72

787 A little slower (♩=108)

Tambourine  
(shake) (hit)

## Slide 73

Or scrape the guiro when it's time for a victory dance.

790

Guiro

## Slide 74

Or make tremors when we strike our big drums, such as the timpani.

793

Timp.

*p* *mp* *mf* *f*

Our incredible precision and spellbinding rhythms make all our opponents march to our beat.

797 In tempo (♩=144)

Timp.

*ff* *p*

801

Dr-set

*f*

## Slide 75

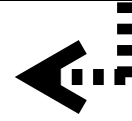
I bet this room is full of secret percussionists...

What about something a little softer?  
Yes, snapping!

Can you think of something you could strike with your hands?  
That's right, clapping!

Ok, now listen to this musical phrase:

It has four beats to the bar.



We invite you all to join the percussion family and snap on the odd beats only.  
That means beats 1 and 3.

**810** Chillin' (♩=108)

Glock.

Castanets

snap

(keep counting/snapping etc.)

one, two, three, four. one, two, three, four.

**813** **815**

snapping

## Slide 77

Now let's snap on the even beats instead, these are called the "off-beats." Are you ready?

ah -

one, ah-two, ah-one, two, three, four. (etc.)

**820****822****Slide 78**

The beat was so hypnotic that other families started jamming along.

**826**Vla.  
(pizz.)

Vc. + Db.

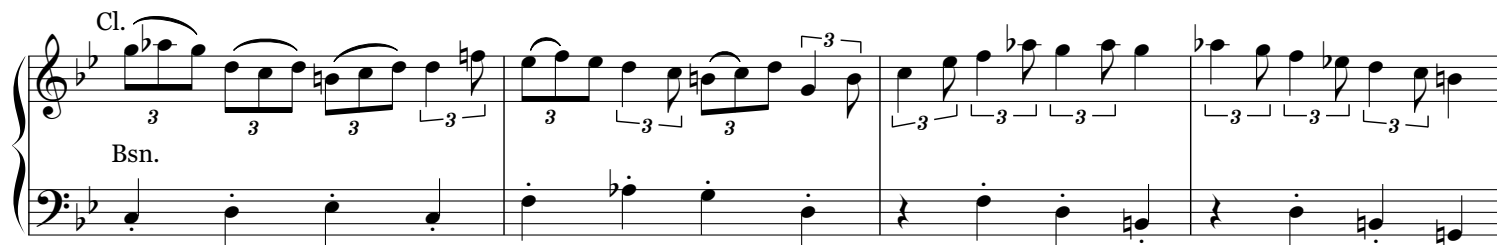
**829**

Tpt.

*mf***833**

Cl.

Bsn.



837

Vlms.  
*laid back*  
Vc. + Db.

841

Cl.  
*f*  
Tbn.  
*mf*  
*sfz*

## Slide 79

(interrupting)

WAITAMINUTE, the Elders interrupted!

"This is a Percussion Family demo, why are you  
all playing music together?"

845 Dramatic

Str.

*f*

"We've kept the peace for so many  
years because we have kept  
everything separate!"

sul pont.

"I think we have had quite enough of  
this dangerous fraternizing between  
families today."

*pp*

"Percussion, please continue, you only have two minutes left and we expect more from you."

Quickly, the percussion family glanced at their notes, and decided they had time for one last Mathemusica demonstration.

## Slide 80

King Malletz said:

Let's start with six repeated notes.

## Slide 81

What are some of the ways we can group these six notes?

(Call on kids, or help out with suggestions: 1+5, 2+4, 3+3, 4+2, 5+1. The goal is to get someone to suggest 3+3)

What does grouping six notes as 3+3 sound like?

(spoken/whispered, with stress on accented notes)

1 - 2 - 3 4 - 5 - 6 (etc.)

**853** (3+3)

mf

Timp.

## Slide 82

How about 2+2+2?

Let's listen to 2+2+2!

**859** (2+2+2)

(etc.)

1 - 2 3 - 4 5 - 6

## Slide 83

For our final demonstration, we are going to take six beats and alternate groups of 3+3 and 2+2+2.

(can help show the beat groupings by "conducting" a few bars)

**865** Percussion Finale (3+3, 2+2+2)



This new groove was so mesmerizing, that  
before anyone knew it, the harp joined in.

Musical notation for the first system, measures 867-870. The treble clef staff contains a series of eighth notes with '+' and 'x' marks above them, indicating specific articulation or performance technique. The bass clef staff contains a simple bass line with quarter notes.

And then the horns started playing:

Musical notation for the second system, measures 871-874. Measure 871 is marked with a box containing the number 871. The treble clef staff continues with the eighth note pattern. The bass clef staff has a label 'Hp.' (Harp) above it, indicating the harp's entry. The notation shows the harp playing a series of quarter notes.

Musical notation for the third system, measures 875-880. Measure 875 is marked with a box containing the number 875. The treble clef staff continues with the eighth note pattern. The bass clef staff has a label 'Hns.' (Horns) above it, indicating the horns' entry. The notation shows the horns playing a series of quarter notes, with a forte 'f' dynamic marking.

The rest of the brass followed!

Musical notation for the fourth system, measures 879-881. Measure 879 is marked with a box containing the number 879, and measure 881 is marked with a box containing the number 881. The treble clef staff continues with the eighth note pattern. The bass clef staff has a label 'Hp.' (Harp) above it, indicating the harp's continued presence. The notation shows the harp playing a series of quarter notes, with a forte 'f' dynamic marking. The system ends with a label 'Brass' above the treble clef staff, indicating the rest of the brass section's entry.

Soon everyone was  
jamming together again!

885

Hp.

Timp.

887

Tutti

*f*

893

*f*

The Elders tried to  
put a stop to them but  
it was too late.

896

*f**p*

899

## Slide 85

And with that, the  
competition was  
over.

Now you can all vote,  
who do you think  
won the Harmony  
Games?

903

## Slide 86

Lady Viola and  
the Strings?

## Slide 87

Lord Reed and the  
Woodwinds?

## Slide 88

Kween Kornet  
and the Brass?

## Slide 89

King Malletz and the  
Percussion?

905

## Slide 90

NAME and FAMILY!!!!

Congratulations! You are now the  
undisputed rulers of the land.

$\frac{3}{4}$

(that family cheers)

The winning family got up to make a speech.

906

$\frac{3}{4}$  Thank you all for  
voting for us!

During these unusual Harmony Games,  
we learned how important teamwork and  
cooperation are to success.

## FINALE

**908** Moderato assai (♩=60)

Vc.  
(pizz.)

We discovered that there is more  
that our families have in  
common than separates us.

It is more fun to live in harmony  
and to play music together than  $\frac{2}{4}$   
to fight.

**914**

$\frac{2}{4}$  Together with all the other  
families, let's create a big  
new family

$\frac{3}{4}$  where we can make friends  
and play music together.

## Slide 91

Narrator Score

It will be called a  
Symphony Orchestra.

To celebrate our new invention - the orchestra -  
let's create a piece together, using elements from  
the Harmony Games.

4/8

What was that Oh yeah, five!  
tricky beat again?

4/8

920

Let's kick things off with a Wind Family solo in five beats.

927

Winds

929 Spirited (♩=180)

Str.

## Winds

939

A musical score for the song 'The Rose Tree'. The score is written for voice and piano. The voice part is in the upper staff, and the piano accompaniment is in the lower staff. The key signature is one flat (B-flat), and the time signature is 3/4. The score consists of four measures. The first measure shows the voice entering with a half note 'A' and a quarter note 'B'. The piano accompaniment features a triplet of eighth notes (G, A, B) and a quarter note 'C'. The second measure shows the voice with a half note 'C' and a quarter note 'D'. The piano accompaniment has a triplet of eighth notes (B, C, D) and a quarter note 'E'. The third measure shows the voice with a half note 'E' and a quarter note 'F'. The piano accompaniment has a triplet of eighth notes (D, E, F) and a quarter note 'G'. The fourth measure shows the voice with a half note 'G' and a quarter note 'A'. The piano accompaniment has a triplet of eighth notes (E, F, G) and a quarter note 'A'. The score ends with a double bar line.

A musical score for a piano and strings. The score is divided into three measures. The first measure is in 3/4 time, with a key signature of two flats (B-flat and E-flat). The piano part (left hand) plays a series of eighth notes, starting on G2 and moving up to D3. The strings part (right hand) plays a series of eighth notes, starting on G4 and moving up to D5. The second measure is in 6/8 time, with a key signature of two flats. The piano part continues with eighth notes, starting on G2 and moving up to D3. The strings part plays a series of eighth notes, starting on G4 and moving up to D5. The third measure is in 6/8 time, with a key signature of two flats. The piano part continues with eighth notes, starting on G2 and moving up to D3. The strings part plays a series of eighth notes, starting on G4 and moving up to D5. The score is labeled 'Awesome, now strings in six!' and includes a 'Timp.' (timpani) part.

**952**

Str.

952

Str.

*f*

*f*

*p*

**958**

958

$\frac{2}{4}$  Brass, how about a famous celebratory fanfare!

**965** March (♩=120)

965

March (♩=120)

*f*

**969**

969

Brass

Tpt.

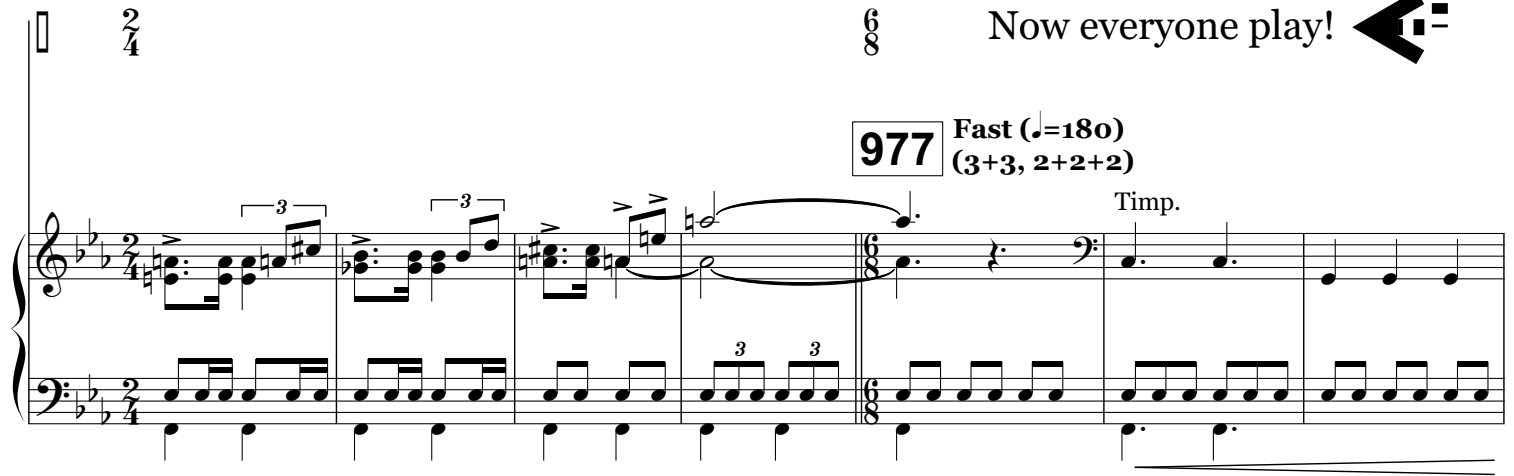
*f*

Now everyone play! 

2/4 6/8

**977** Fast (♩=180)  
(3+3, 2+2+2)

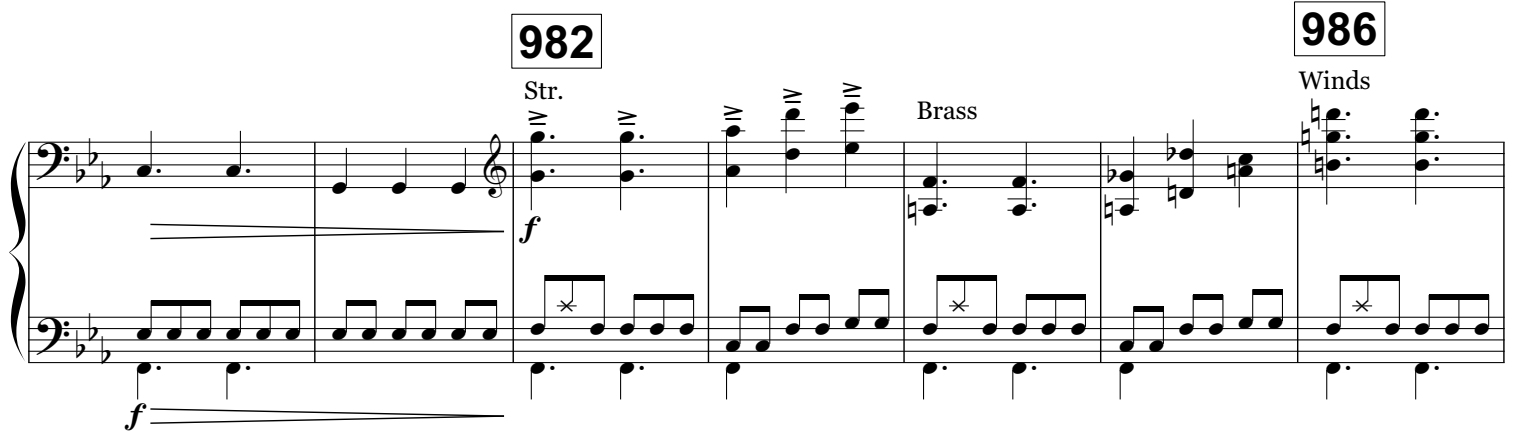
Timp.



**982** Str. **986** Winds

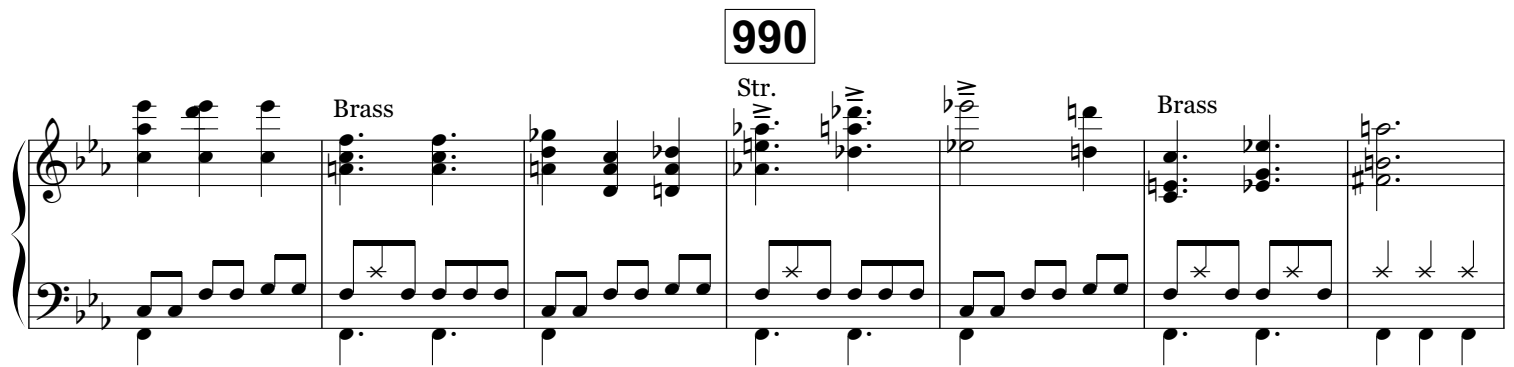
Brass

*f*



**990**

Brass Str. Brass



**994** Str. **998**

Brass





Musical score for Narrator, measures 1001-1005. The score is written for piano (p) and strings (Str.). The key signature is B-flat major (two flats). The time signature is 6/8. The piano part features a melodic line in the right hand and a bass line in the left hand. The strings enter in measure 1004 with a forte (f) dynamic. The score ends with a double bar line in measure 1005.

Thank you all for coming today!  
we hope you enjoyed the story!

1005

Vc. + Db.

Musical score for Violoncello and Double Bass (Vc. + Db.), measures 1005-1009. The score is written for piano (p). The key signature is B-flat major (two flats). The time signature is 6/8. The instrument plays a steady eighth-note accompaniment in the left hand and a melodic line in the right hand. The score ends with a double bar line in measure 1009.

And remember, if you ever want to fight another family,

1009

(Strings)

Musical score for Strings, measures 1009-1013. The score is written for piano (p). The key signature is B-flat major (two flats). The time signature is 6/8. The strings play a steady eighth-note accompaniment in the left hand and a melodic line in the right hand. The score ends with a double bar line in measure 1013.

maybe you should just play music together instead!

1013

Musical score for Strings, measures 1013-1017. The score is written for piano (p). The key signature is B-flat major (two flats). The time signature is 6/8. The strings play a steady eighth-note accompaniment in the left hand and a melodic line in the right hand. The score ends with a double bar line in measure 1017.

# Slide 93

Narrator Score

69

**1017** (arco) *f*

Measures 1017-1022. The score is in 6/8 and 2/4 time signatures. The right hand plays chords, and the left hand plays a rhythmic pattern. A large downward arrow is on the left.

**1023** *ff* *cresc.*

Measures 1023-1026. The score is in 3/4 and 2/4 time signatures. The right hand plays chords, and the left hand plays a rhythmic pattern. A crescendo line is present.

**1027** Grand **1032**

Measures 1027-1032. The score is in 2/4 time signature. The right hand plays chords, and the left hand plays a rhythmic pattern. A timpani part is indicated.

*rit.* *fp* *f*

Measures 1033-1038. The score is in 2/4 time signature. The right hand plays chords, and the left hand plays a rhythmic pattern. A ritardando line is present.

## Slide 94 - optional

**1039** A tempo ( $\text{♩} = 180$ )

Measures 1039-1044. The score is in 3/8, 2/4, and 6/8 time signatures. The right hand plays chords, and the left hand plays a rhythmic pattern. A large downward arrow is on the right.

## Guided Q & A

(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?

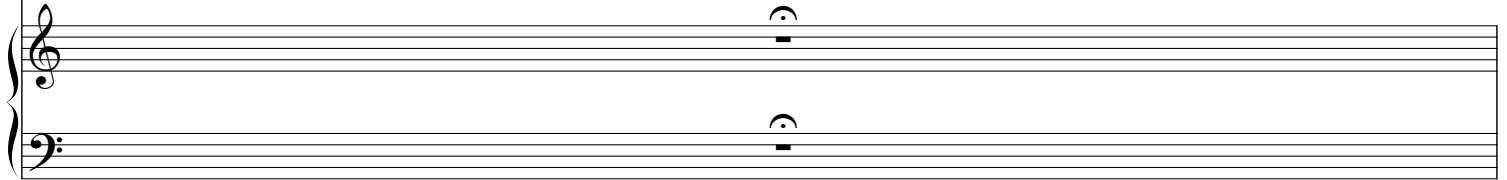
And what was a big lesson they learned about cooperating with other families?

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.

### I. INTRO

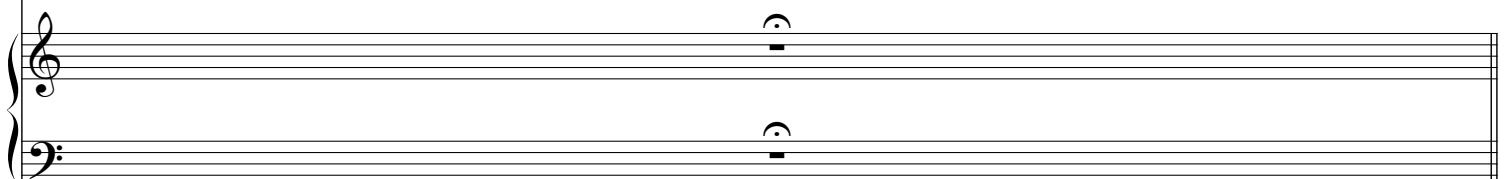


(Conductor:)

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.

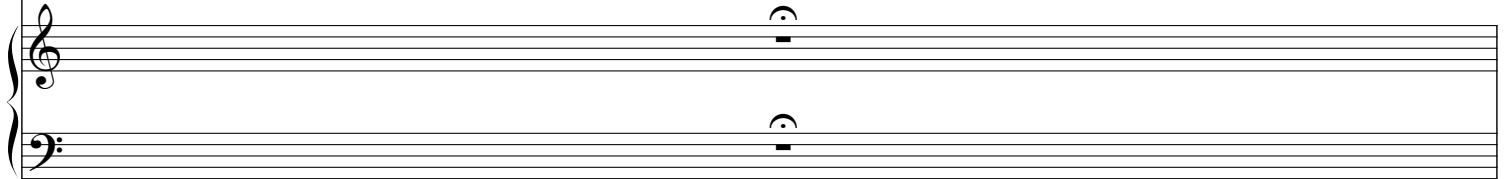


Which family is sitting up here in front, closest to you?

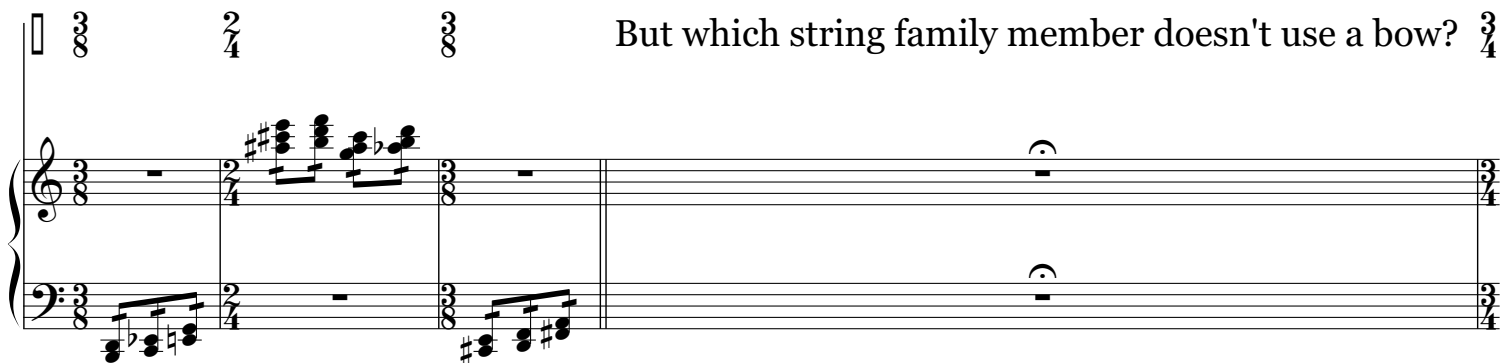
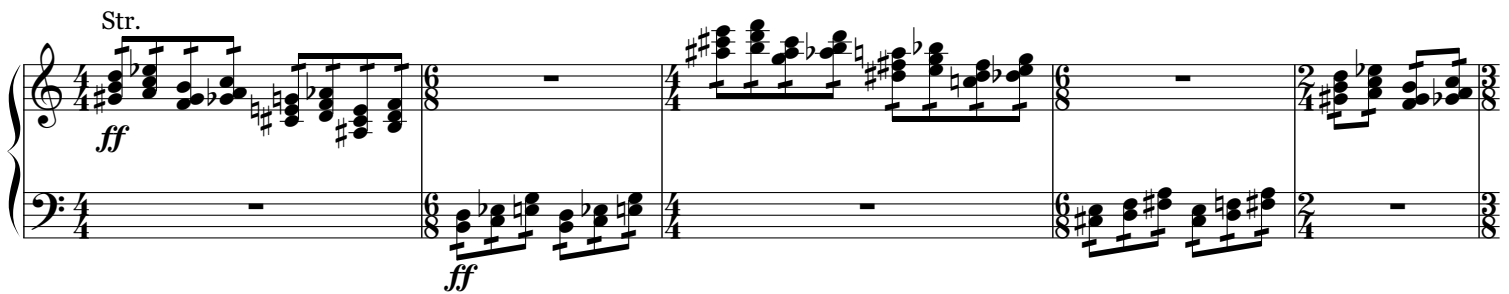
Strings, right! Made up of violins, violas, cellos and basses.

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

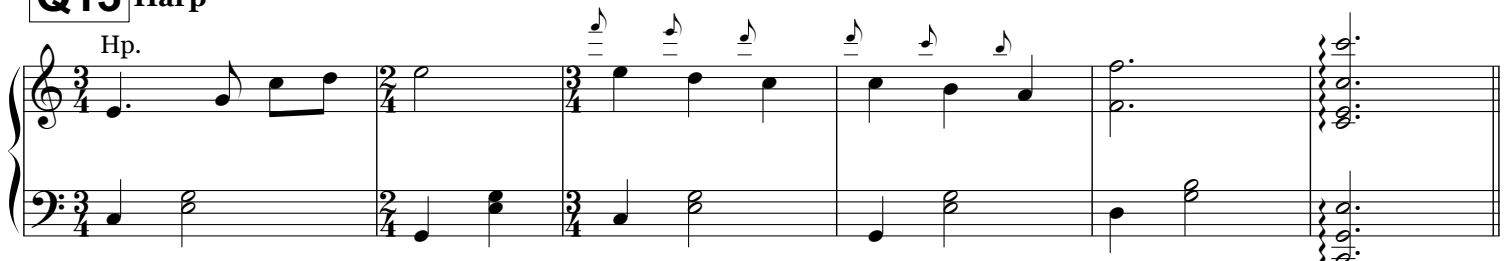
## II. STRINGS



### Q4 Aggressive (♩=144)



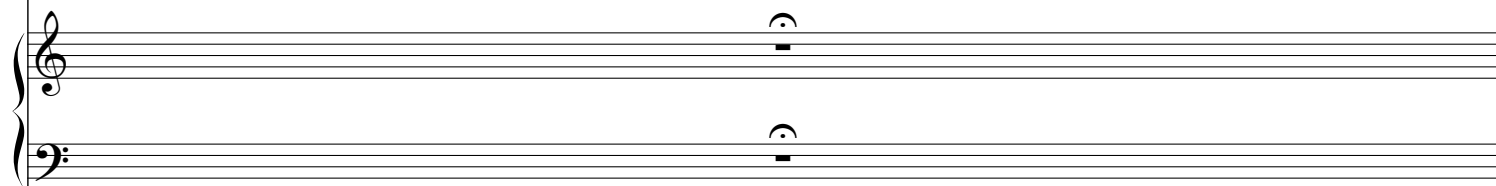
### Q13 Harp



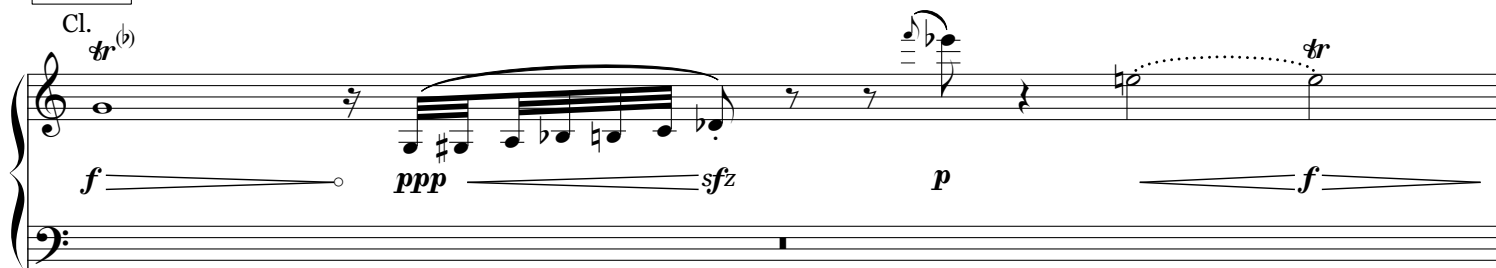
Thank you Strings!  
How about the Wind family next?

Can anyone tell me which wind instrument can disappear and then  
sneak up on people?

### III. WINDS



#### Q20 Clarinet (cadenza)

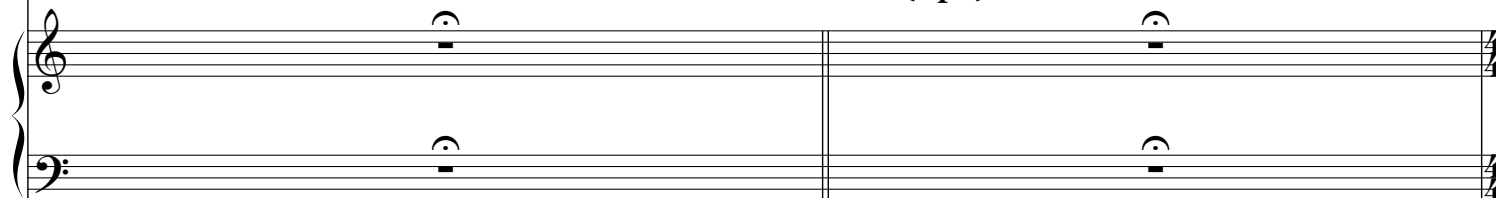


Can anyone name another wind instrument?  
(skip to Flute/Oboe/Bassoon as needed)

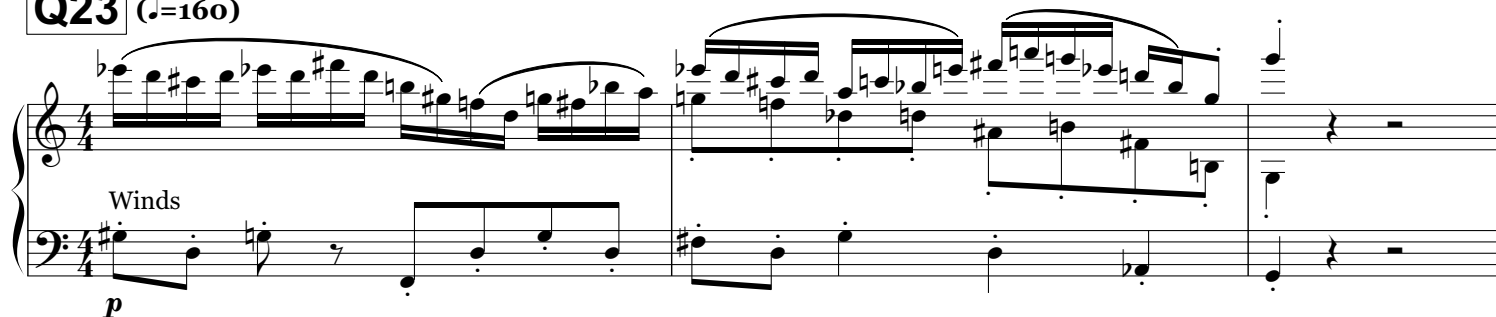
Do flutes like to play  
high and fast or low  
and slow?

4  
4

Flute (Opt.)



#### Q23 (♩=160)



Ah yes the oboe, who has the purest tone!

**Oboe (Opt.)**

**Q27**

Ob.

*f*

"tuning"

Does the bassoon like to play high or low?

**Bassoon (Opt.)**

**Q30** (♩=96)

Bsn.

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.

#### IV. DYNAMICS

**Q38** Soft Music (♩=150)

Str. (solo)

How did that music make you feel?

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

**Q46** Loud Music

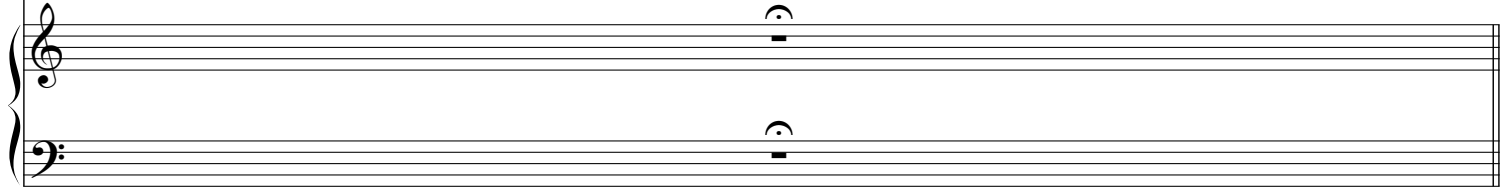
Wow, how did the sound change?

Adding layers and volume made that  
totally different!

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)

## V. BRASS

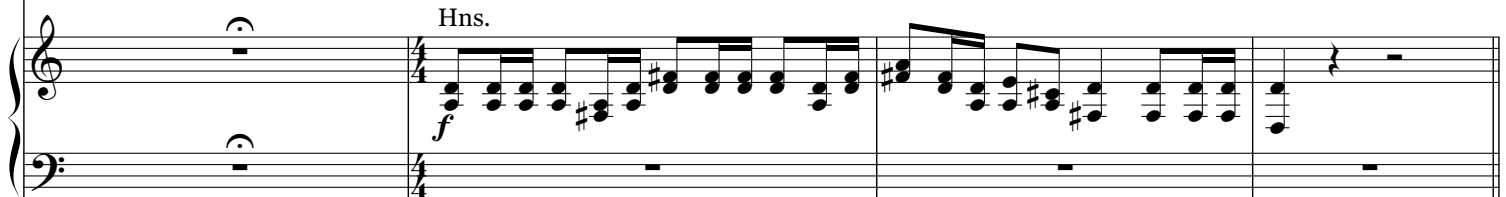


Oh yes, our heroic hunting horns!

$\frac{4}{4}$

Horns (Opt.)

**Q56** (♩=120)

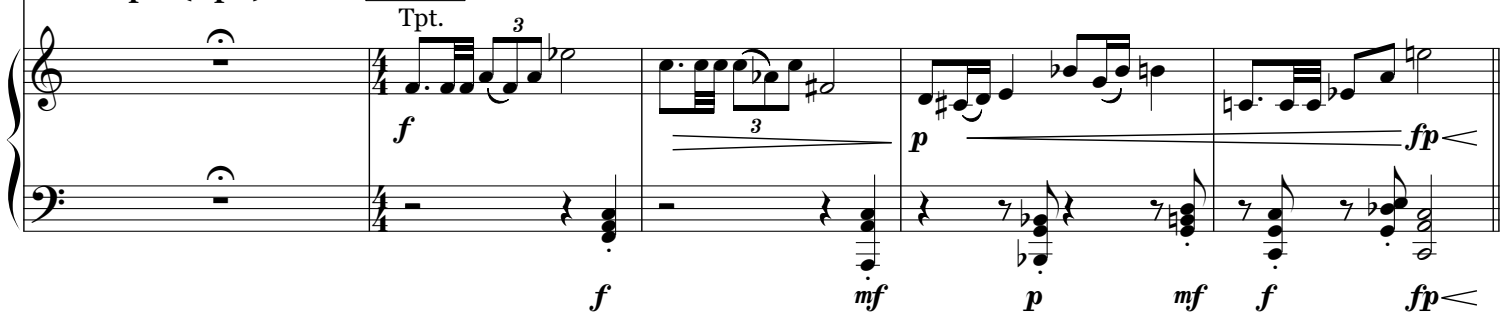


The trumpet that leads the charge!

$\frac{4}{4}$

Trumpet (Opt.)

**Q60** (♩=120)



What do we call that special sliding technique that the Trombone does so well?

$\frac{4}{4}$

Trombone (Opt.)

Tbn.

**Q65** (♩=144)





Does the Tuba play  
High or Low?

**Q73** (♩=120)

Tuba (Opt.)

Tba.

*sfz*

Our last remaining family is the  
percussion!

Remember, percussion is anything  
you can shake,

**4**  
**4**

scrape,

**Q79**

Tambourine

Guiro

**VI. PERCUSSION**

or strike!

Dr-set

*f*

Timp.

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

□ (It was in six beats.)

Does anyone remember how those beats were grouped?

**Q87** (♩.=80)

**Q93**

Str.

*f*

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

□ 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:

## VII. TEMPO

**Q99** Brisk ( $\text{♩}=144$ )

Str.

Timp.

*f*

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

*p*

*ff*

**Q108** Lugubrious ( $\text{♩}=72$ )

Str.

Timp.

*f*

*p*

*ff*

What did that sound like?

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)

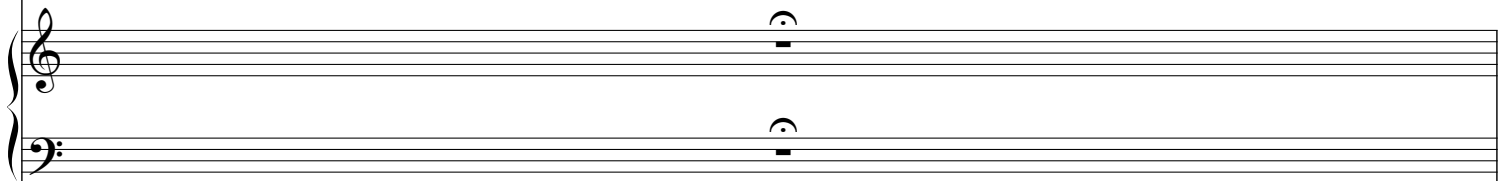
And faster? (bounce smaller, demo only using the wrist)

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?

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. Between 2-4 guests yields a very rewarding experience in a limited amount of time.)

## VIII. "GUESTS" CONDUCTING



**Q118**

Flexible tempo, rubato, etc.

Follow the "guests"

**start ca. ♩.=50**

Wow! Great job to [both/all of] our guest conductors! So many things can change in music by adding beats, notes, harmonies, and altering the tempos and dynamics.

Thank you all for being such a fantastic and attentive audience!

Back to you, NARRATOR!

**IX. OUTRO**

(Narrator:)

Thank you CONDUCTOR and ORCHESTRA! And thank YOU ALL  
for coming and becoming a part of our big symphonic family.

We hope you come back and visit us again soon! You never know  
what you will discover at the Symphony!

**Q134**

Musical score for Q134. The score is for a piano and timpani. The piano part is in the bass clef, and the timpani part is in the treble clef. The piano part starts with a forte (f) dynamic and a half note G2. The timpani part starts with a half note G4. The score is marked with a repeat sign at the beginning and a double bar line at the end. The piano part is marked with a forte (f) dynamic and a half note G2. The timpani part is marked with a half note G4.

**Q135** Fast (♩=180)

Musical score for Q135. The score is for a piano and timpani. The piano part is in the bass clef, and the timpani part is in the treble clef. The piano part starts with a forte (f) dynamic and a half note G2. The timpani part starts with a half note G4. The score is marked with a repeat sign at the beginning and a double bar line at the end. The piano part is marked with a forte (f) dynamic and a half note G2. The timpani part is marked with a half note G4.

**Q140**

Musical score for Q140. The score is for a piano and timpani. The piano part is in the bass clef, and the timpani part is in the treble clef. The piano part starts with a forte (f) dynamic and a half note G2. The timpani part starts with a half note G4. The score is marked with a repeat sign at the beginning and a double bar line at the end. The piano part is marked with a forte (f) dynamic and a half note G2. The timpani part is marked with a half note G4.

Musical score for Q140 (continued). The score is for a piano and timpani. The piano part is in the bass clef, and the timpani part is in the treble clef. The piano part starts with a forte (f) dynamic and a half note G2. The timpani part starts with a half note G4. The score is marked with a repeat sign at the beginning and a double bar line at the end. The piano part is marked with a forte (f) dynamic and a half note G2. The timpani part is marked with a half note G4.