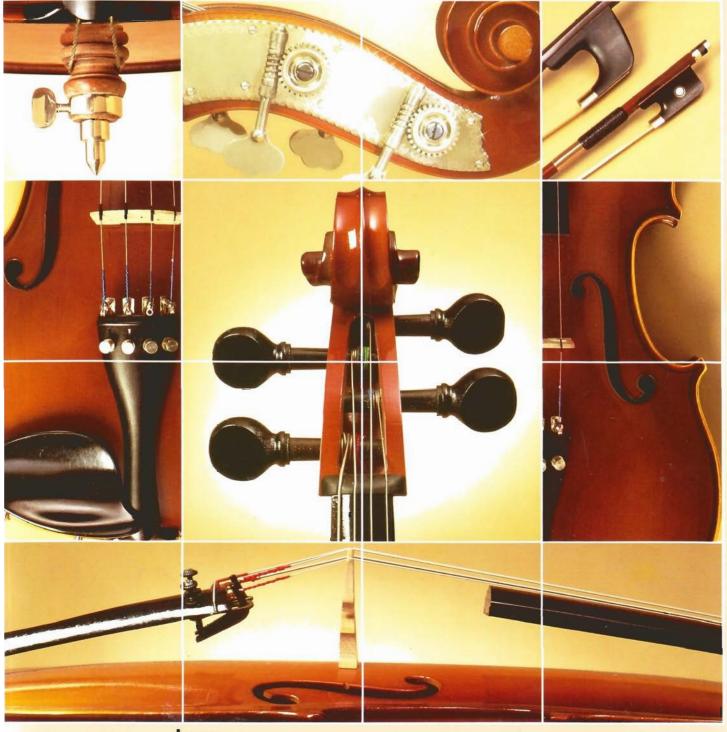
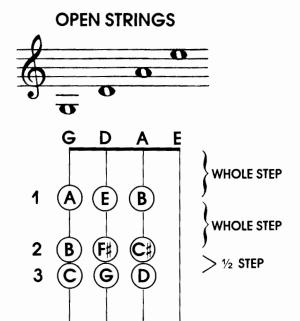
# All for STRINGS

COMPREHENSIVE STRING METHOD • BOOK 1 by Gerald E. Anderson and Robert S. Frost



# VIOLIN FINGERING CHART

#### MAJOR TETRACHORD POSITION



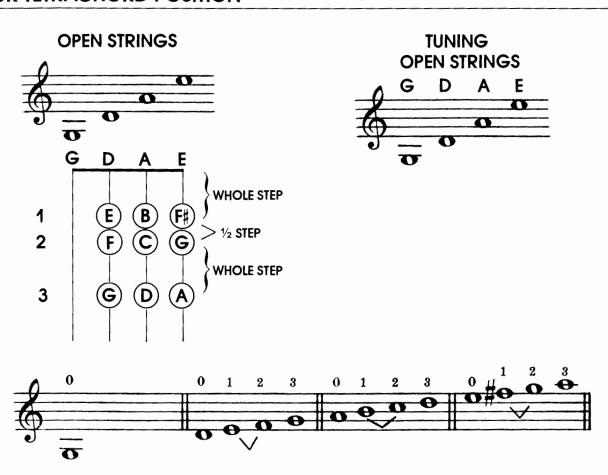
**Tetrachord:** First four notes or last four notes of a scale.

**Major Tetrachord:** First four notes of a Major scale.

**Minor Tetrachord:** First four notes of a minor scale.



#### MINOR TETRACHORD POSITION



# All for STRINGS

# COMPREHENSIVE STRING METHOD - BOOK 1 by Gerald E. Anderson and Robert S. Frost

Dear String Student:

Welcome to the wonderful world of orchestra music!

The moment you pick up your stringed instrument, you will begin an exciting adventure that is filled with challenges and rewards.

Using **ALL FOR STRINGS**, your teacher will help you to develop the skills that will enable you to become a fine string player. If you study carefully and practice regularly, you will quickly discover the joy and satisfaction of playing beautiful music for yourself, your family, your friends or a concert audience.

We hope that **ALL FOR STRINGS** will lead you toward many years of pleasure in beautiful music making.

Best wishes!

Gerald E. Anderson Robert S. Frost

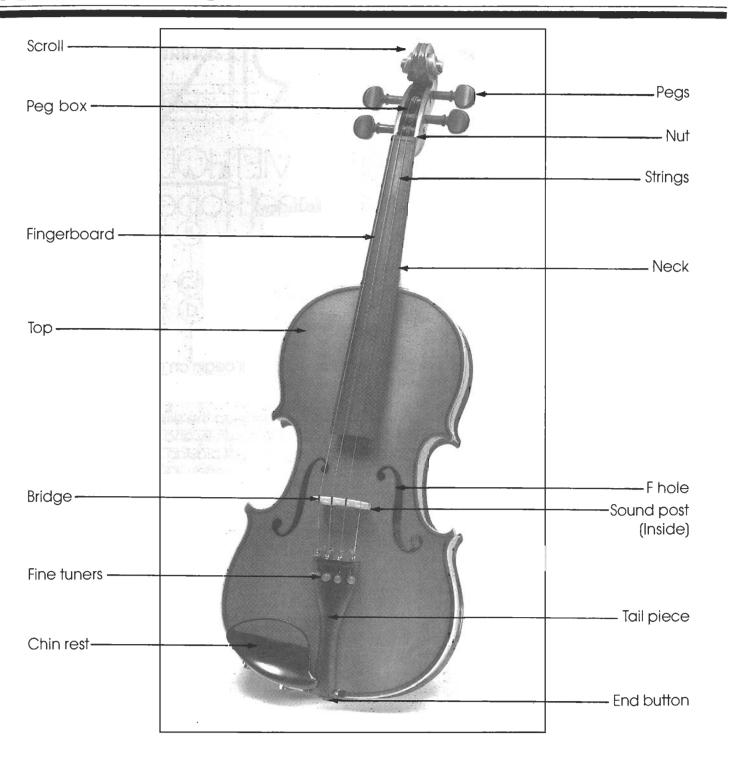
ISBN 0-8497-3222-0

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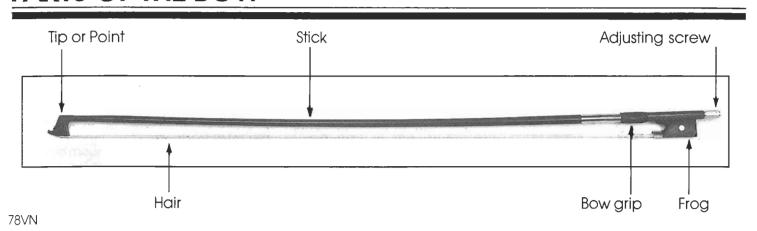
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# PARTS OF THE VIOLIN



# PARTS OF THE BOW



#### CARE OF THE INSTRUMENT

- Handle your instrument, bow and case with care. Instruments and bows are made of thin wood, and can break easily. Bumping your instrument, either in or out of the case, may cause it to go out of adjustment.
- 2. Keep your instrument clean. Each time you finish playing, use a soft cloth to wipe the rosin dust from your instrument, bow stick and strings.
- 3. When you are not using your instrument, always store it in its case.
- 4. Before placing your instrument in its case, remove the shoulder rest.
- 5. When your instrument is in the case, keep the case latched securely.
- 6. Never put your method book in your case. Placing your book in the case may cause your instrument to break or to go out of adjustment.
- 7. Do not expose your instrument to excessive heat or cold. Extreme temperatures may cause your instrument to crack.
- 8. Check your bridge often. If it is not standing straight, ask your teacher to adjust it. Do not adjust it yourself.
- 9. Do not attempt your own repairs. Only an expert musical instrument repairman has the skill and experience to repair your instrument.
- 10. Do not let others play your instrument.

#### CARE OF THE BOW

- 1. Be careful! Bows break easily. Do not drop your bow or hit it on anything that will cause it to break.
- 2. Do not touch the hair of your bow. Moisture, perspiration, oil or dirt from your hands, face, or hair will spoil the bow hair.
- 3. Before you begin to play, tighten your bow with the adjusting screw. Your teacher will show you the correct tension to use.
- 4. Each time you finish playing, loosen the tension of your bow. Your teacher will show you how much to loosen the bow hair.
- 5. When you are not using your bow, always store it in the case.
- 6. Rosin your bow several times each week.

#### **ACCESSORIES**

- 1. Rosin
- 2. Shoulder rest
- 3. Soft cloth
- 4. Extra set of strings
- 5. Music stand
- 6. Pitch pipe
- 7. Music folder

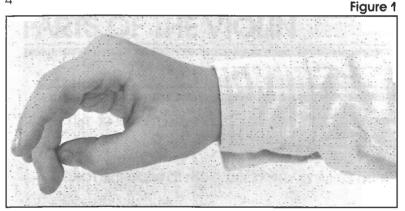


Figure 2

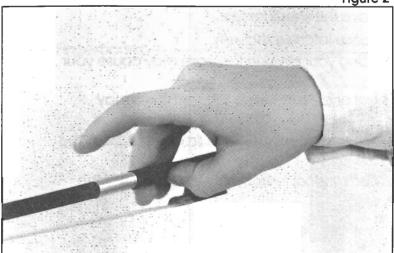


Figure 3

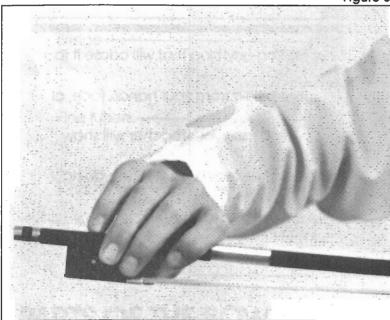
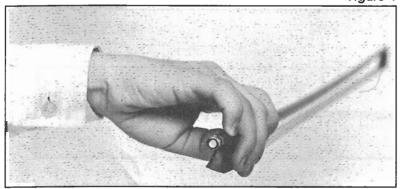


Figure 4



#### BOW GRIP ----

 Make a circle with the tip of your thumb on the first joint or crease of your middle finger. Keep your thumb bent.

See figure 1.

- a. Holding the middle of your bow (pencil) with your left hand, lift your right hand thumb and place the stick (pencil) on the first joint or crease of your middle finger.
  - b. Place the tip of the thumb on the stick next to the frog.

#### Keep your circle. Keep your thumb bent.

See figure 2.

- 3. a. Turn your hand inward or toward the tip of the bow.
  - b. Place your index finger between the first and second joints over the stick (pencil). See figure 3.
- 4. Lay your ring finger comfortably over the stick (pencil) on the frog.

See figure 3.

5. Place the tip of your little finger on the top of the stick (pencil).

#### Keep your little finger curved.

See figures 3 and 4.

6. Check your entire bow grip.

Reminder: THUMB BENT
LITTLE FINGER CURVED
HAND RELAXED

See figures 3 and 4.

#### BOWING \_\_\_\_\_

 Place the bow on the string half way between the bridge and the fingerboard.

See figures 5 and 6.

2. Tilt the bow stick slightly toward the fingerboard (away from the bridge).

See figures 5 and 6.

- Press the bow firmly into the string.
- Move the bow in a straight line with the bridge. Keep the bow at right angles to the string.
- 5. Raise your wrist slightly at the frog and lower it as you draw closer to the tip.
- 6. Relax your right shoulder, elbow and wrist.

#### BOW GRIP EXERCISES \_\_\_\_\_

Your teacher will explain how to do these exercises.

- 1. Pinkie Lifter
- 5. Squeeze-Relax

2. Flex

- 6. Windshield Wiper
- 3. Wave
- 7. Spider
- 4. Teeter-Totter
- 8. Rocket Launch

#### INSTRUMENT POSITION \_\_\_\_\_

- Stand or sit with correct posture.
   See figures 5 and 6.
- 2. Attach the shoulder rest in the proper position on the violin.
- 3. Place the violin on your left shoulder.
- 4. Be sure that:
  - a. your left shoulder is well under the violin.
  - the left corner of your chin is in the chinrest so that you are looking straight down the strings.
  - c. the violin is tilted slightly to the right.
  - d. the violin is parallel to the floor.
  - e. the following are in line:
    - · nose
    - strings
    - · left elbow
    - · left foot

See figures 5 and 6.

5. Relax your left shoulder.

#### LEFT HAND POSITION \_\_\_\_

- 1. Place the first joint of your thumb on the neck. See figure 7.
- 2. Curve your fingers over the fingerboard. See figure 7.
- 3. Adjust your wrist and forearm to form a straight line.

See figures 5 and 6.

- 4. Be sure that:
  - a. your thumb is relaxed, straight and pointed upwards.
  - b. your thumb and first finger are opposite each other.
  - c. your wrist is straight.
  - d. your fingernails are cut short.
- 5. Relax your left shoulder.

Figure 5



Figure 6



Figure 7

# STARTING BY ROTE

### THE BASICS

**DOWN BOW** 

Move the bow toward the tip.

**UP BOW** 

V

Move the bow toward the frog.

**PIZZICATO** 

pizz.

Pluck the string with the index finger of your right hand.

## **INSTRUCTIONS**

#### **RHYTHM PATTERN**

Play the assigned Rhythm Pattern ONCE for each letter using pizzicato or arco.

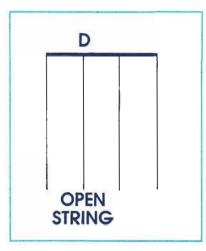
#### **PIZZICATO**

- Place your index finger (1st finger) on the correct string.
- Place your thumb on the corner of the fingerboard.
- Pull the string firmly to the side to produce a good ringing tone.
- Check your right hand pizzicato position.

#### ARCO

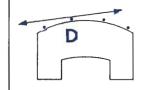
- Place your bow at the correct string level.
- Play in the middle of the bow.
- Use a forearm stroke to PULL the bow.
- Check your right hand bow grip often.
- 5. Play with a good ringing tone.

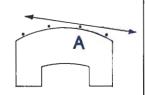


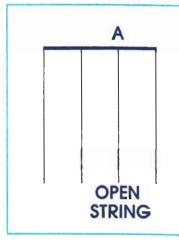


#### STRING LEVEL

Adjust your arm to play on the correct string.







1. D STRING



2. TWO D's





★ Check your bow grip often.

3. A STRING



4. TWO A's





PREPARE BOW



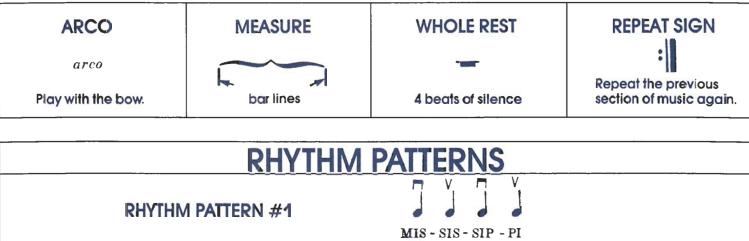
Go to the new string level. Be ready to play on the new string as soon as possible.

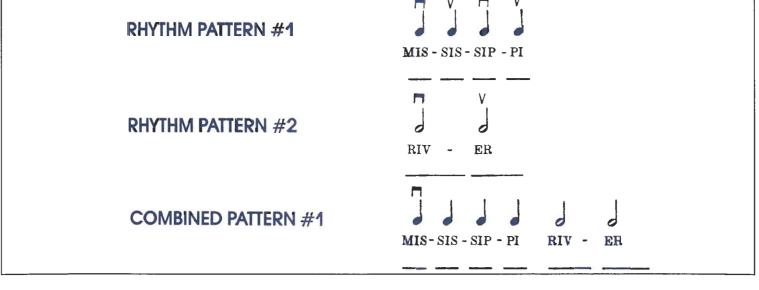
5. DANDA

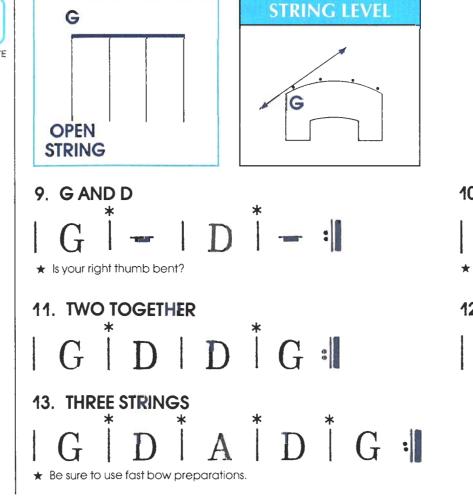


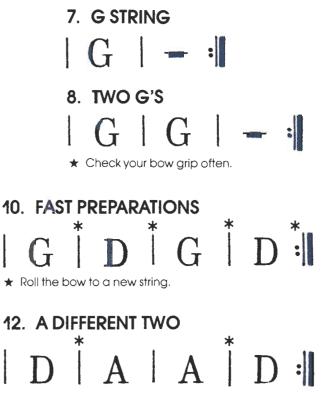
6. FAST PREPARATIONS

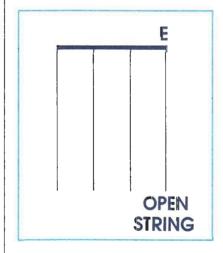


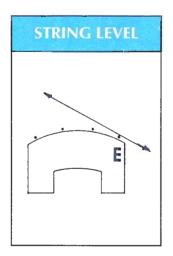












E -:

15. TWO TOGETHER

E E -

14. ESTRING

16. ALL FOUR STRINGS

| - | G | D | A | E |

★ Roll the bow to the new string.

17. A BIG JUMP

G + A + -:

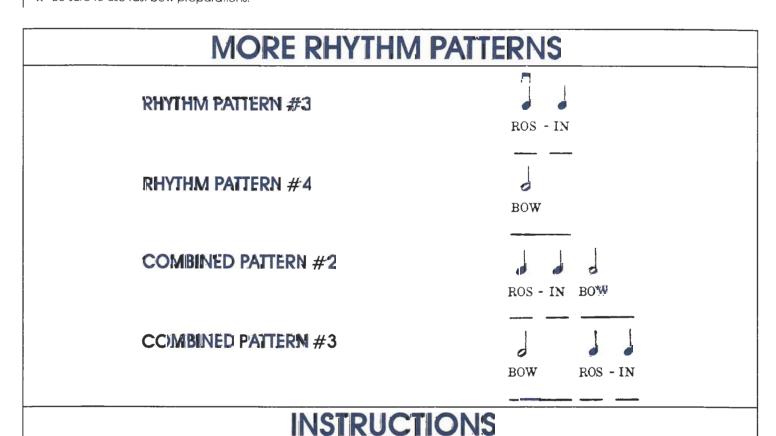
18. BIG PREPARATIONS

G A D E

19. CIRCLE OF STRINGS

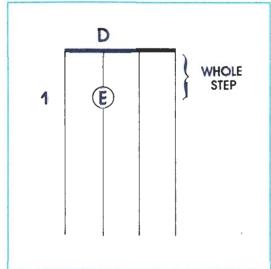
- | G \* D \* A \* E \* A \* D \* G | - :|

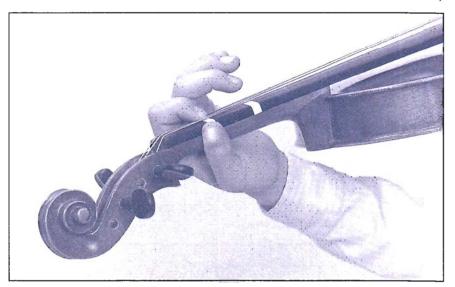
★ Be sure to use fast bow preparations.



Play all the preceding lines with these new rhythm patterns.







#### 20. NEW NOTE E

★ Place your first finger on the D string.



★ Prepare your first finger during the rest.

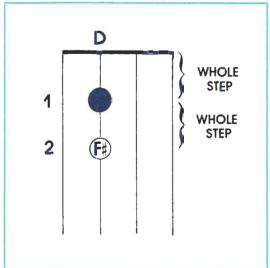
#### 22. PLAY TWO

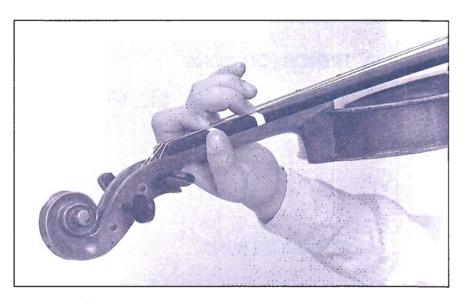
★ Check the placement of your bow.



 $D \mid E \mid E \mid D \parallel$ 







#### 24. NEW NOTE F#

★ Place your first and second finger on the D string.
 ★ Prepare each finger during the rest.

25. UP TO F#

F# | - :

#### 26. PLAY THREE

★ Check your bow grip often.

#### 27. STARTING ON F#

★ Prepare your fingers for F#.

#### 28. NO RESTS

| F# | F# | E | D :||

★ Check your left hand position.



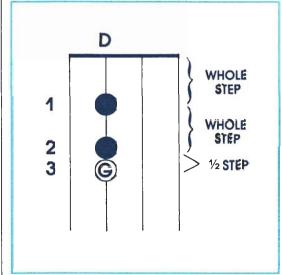
## **INSTRUCTIONS**

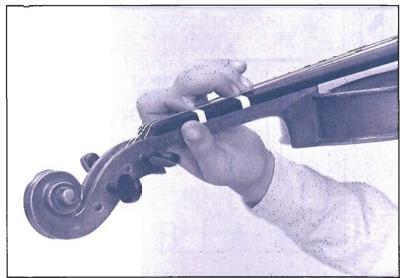
The songs on this page are to be played in a different way.

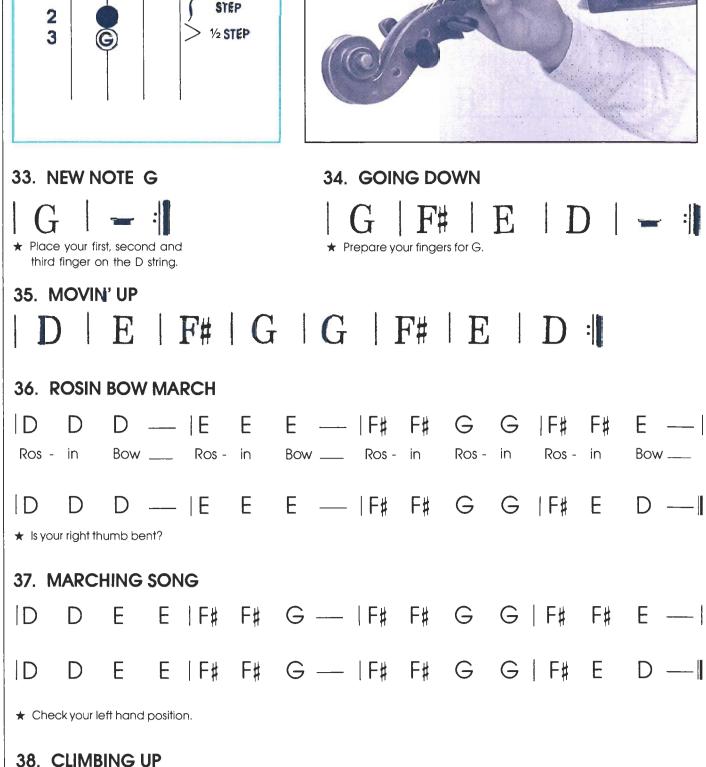
- 1. Play one note for each letter. The letter with a line must be held longer.
- 2. The rhythm words appear under the letters of the first song. These rhythm words will guide you with the rhythm of the song.
- 3. The other three songs are familiar. If you do not know the songs your teacher will play them for you.

29. THREE NOTE MARCH
D D D   E E E   F# F# F# F#   E E E   Mis - sis - sip - pi Ros - in Bow   Mis - sis - sip - pi Ros - in Bow
D D D   E E E —   F# F# E E   D D D —
30. FRENCH FOLK SONG
D D D E   F♯ E   D F♯ E E   D   ★ Is your right thumb bent?
D D D E  F# E  D F# E E  D
31. HOT CROSS BUNS
$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$
D D D  E E E E  F#
32. MARY HAD A LITTLE LAMB
$ F\sharp EDE F\sharp F\sharp F\sharp EEEE F\sharp F\sharp $ * Check your left hand position.



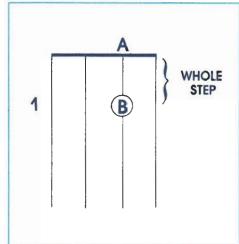






F# --- |E F# G — | F# G F# E D 1D D Ε F♯  $G \longrightarrow |F| = G = F|$ E F# --- | E 1D  $\perp D$ E D





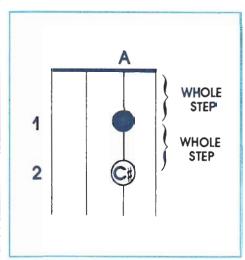




**40. FOUR NOTES** 

 $D \mid E \mid A \mid B \mid$ 





#### 41. UP TO NEW NOTE C#

| A | B | C# | C# | B | A : ||

42. SIX NOTES

| D | E | F# | A | B | C# \*|

★ Roll the bow to the new string.

#### 43. FRENCH FOLK SONG

| A A B | C # — B — | A C # B B | A — — —

| A A B | C # --- B --- | A C # B B | A ------ |

★ Check your left hand position.

#### 44. HOT CROSS BUNS

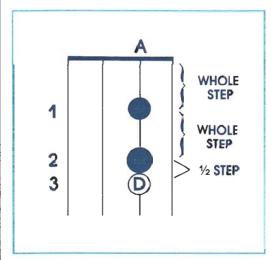
|C# --- | A --- | C# --- | A --- | A --- |

#### 45. MARY HAD A LITTLE LAMB

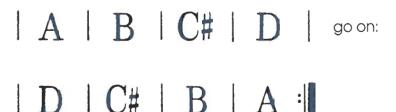
|C# B A B | C# C# C# — | B B B — — | C# C# C# — |

★ Check your bow grip often.





46. TO NEW NOTE D AND BACK



47. GOING UP THE D MAJOR SCALE

★ Check your left hand position.

48. D MAJOR SCALE-UP AND DOWN

49. Play ROSIN BOW MARCH, MARCHING SONG and CLIMBING UP on the A string.

50. TWINKLE, TWINKLE, LITTLE STAR

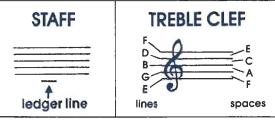
$$|D_{open}|D^*AABBA- ^*GGF\sharp F\sharp |EED-|$$
 $|DD^*AABBA- ^*GGF\sharp F\sharp |EED-|^*$ 
 $|AA^*GG|F\sharp F\sharp E- ^*AA^*GG|F\sharp F\sharp E-|$ 

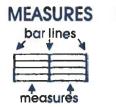
|D D A A |B B A — TG G F# F# |E E D — |

★ Check your bow grip often.

# STARTING BY NOTE

## THE BASICS

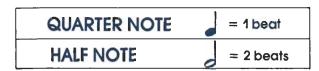


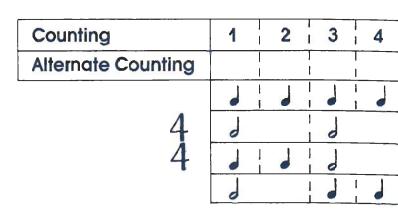


= 4 beats in each

measure

TIME SIGNATURE



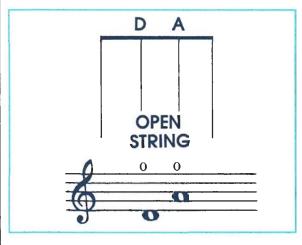








Adjust your right arm to play on the correct string.







2. A STRING





#### **PREPARE BOW**

\*

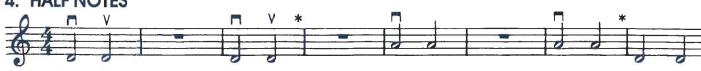
Go to the new string level. Be ready to play on the new string as soon as possible.



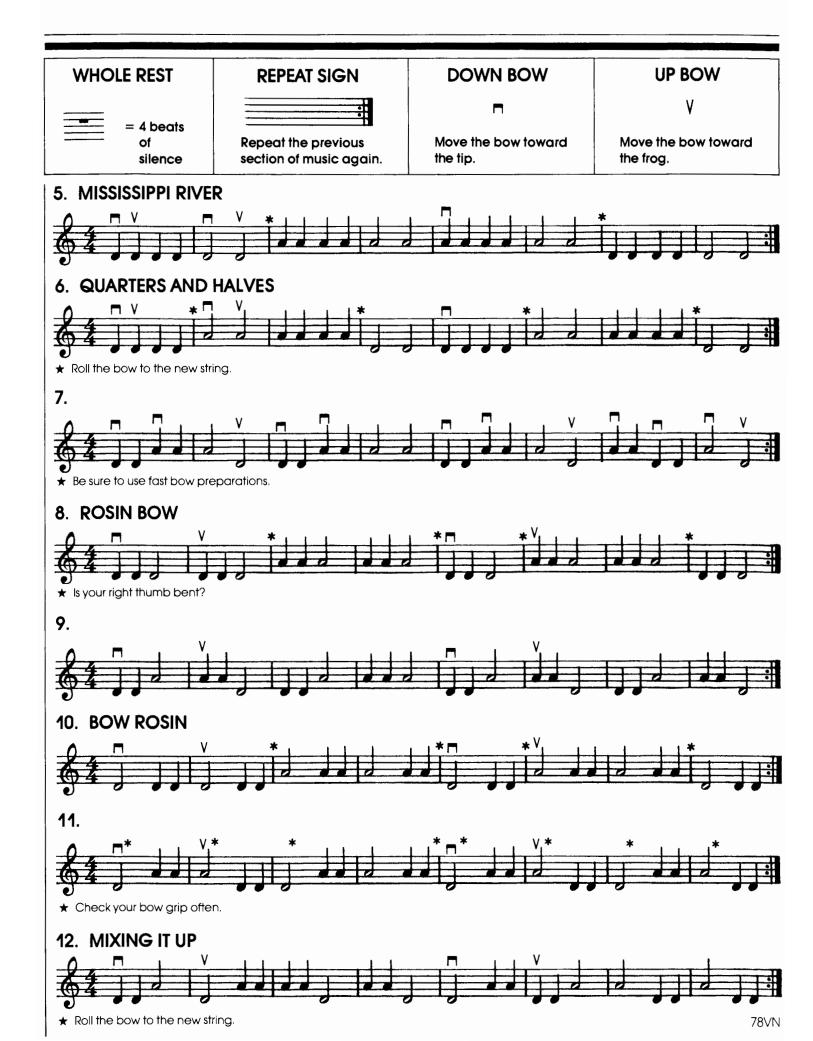


★ Check your bow grip often.

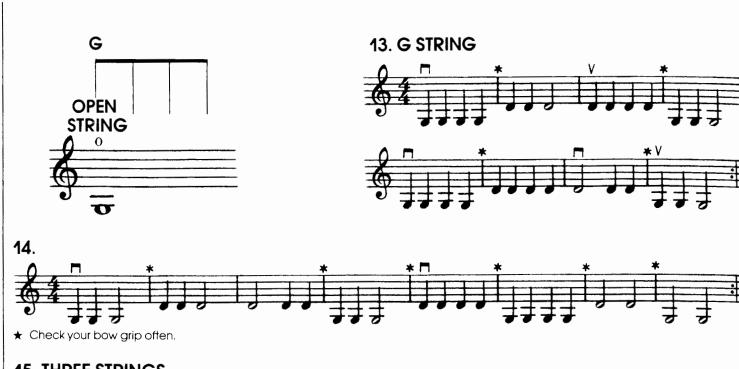




\* Move the bow slower for half notes.







#### 15. THREE STRINGS



★ Be sure to use fast bow preparations.





NEW NOTE



#### 18. CIRCLE OF STRINGS



★ Raise and lower your arm to the correct level of bowing.

#### 19. NAME GAME

★ Write in the note names.

THEORY GAME

78VN





#### 21. TRICKY BOWS



22.



Be sure to use fast bow preparations.



Is your right thumb bent?





Counting	1	2	3	4
Alternate Counting		[ !	1	1
1			-	
4	ا			
4			!	

24.



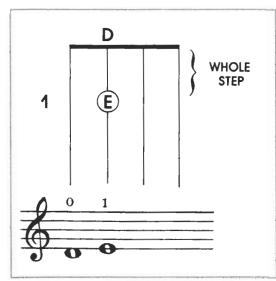
★ Write in the counting.

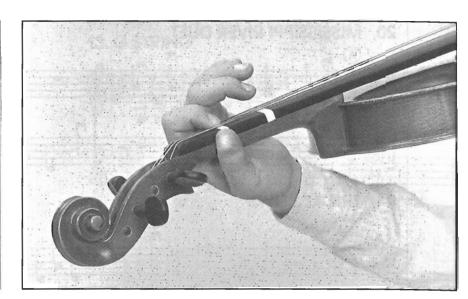
#### 25. OPEN STRING DUET











#### 26. NEW NOTE E



★ Prepare your first finger during the rests.





★ Check your bow grip often.



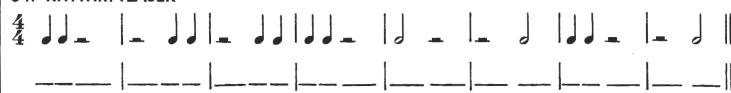


30.



 $\star$  Keep your first finger down where indicated.

#### 31. RHYTHM TEASER



THEORY GAME

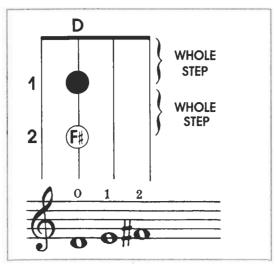
78VN

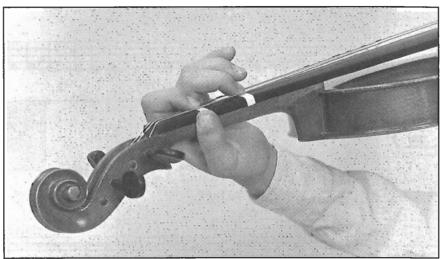
Write in the counting.

2. Clap and count.

3. Play arco or pizzicato.







#### 32. NEW NOTE F#



#### 33. KEEPING THE FIRST DOWN



★ Keep your first finger down when placing the second finger.



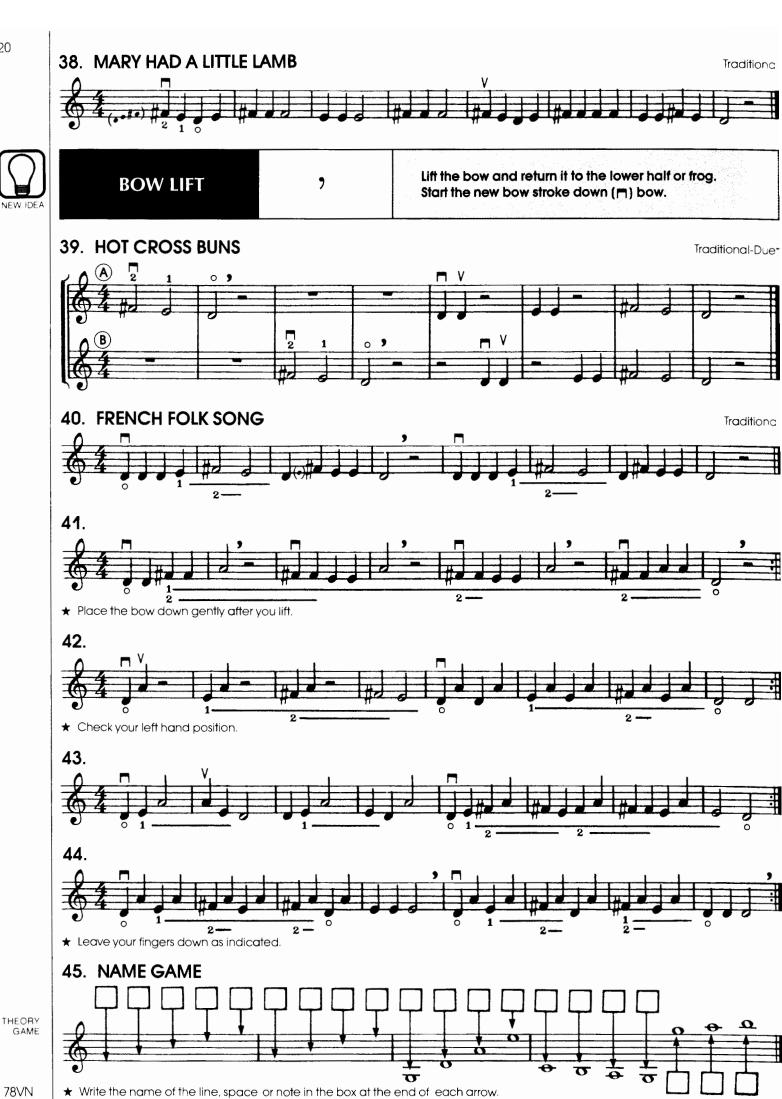
★ Keep your fingers arched above the string ready to play.



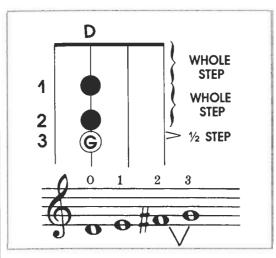


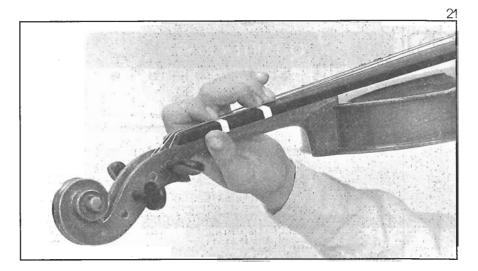
To accurately play notes that involve a skip or an interval, put the finger(s) down on the notes between the interval or written notes.



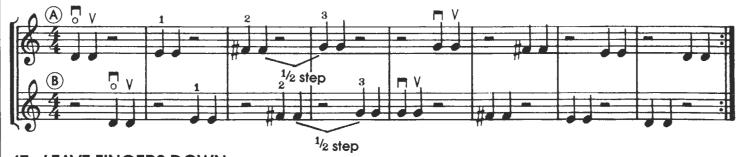








#### 46. NEW NOTE G



#### **LEAVE FINGERS DOWN**



#### 48. MARCHING SONG



★ Check your bow grip often.

#### 49. CLIMBING UP



★ Check your left hand position.

#### **50. KEEPING FINGERS DOWN**



51. ODE TO JOY



#### **52. NOTES AND NAMES**



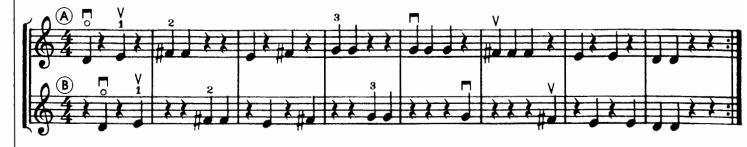




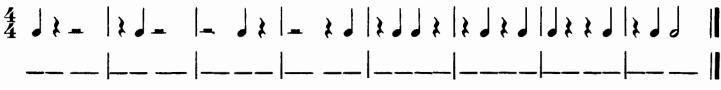
Counting	1	2	3	4
Alternate Counting		1	l	1
1	ķ	<b>}</b>	ķ	<u> </u>
4	٦	1	ال	
4		•		

**Traditiona** 

#### 53. COUNTING AND ANSWERS



#### **54. RHYTHM TEASER**



THEORY GAME

- write in the counting.
- 2. Clap and count.
- 3. Play arco or pizzicato.

#### 55. SKIPS



#### 56. MORE SKIPS



#### 57. NORWEGIAN FOLK SONG



★ Check your bow grip often.

#### 58. DUET IN THIRDS



59. RHYTHM TEASER THEORY GAME 2. Clap and count. 1. Write in the counting. 3. Play arco or pizzicato. When you see this key signature, play all the F's as F# **KEY SIGNATURE** and all the C's as C#. This is the key signature for D Major. 60. 3 -W. B. = Whole Bow U.H. = Upper Half**BOW DIVISION** W.B. L.H. = Lower HalfU.H. L.H. M. = MiddleM. 61. BOW DIVISIONS W. B. U. H. L.H. **W**. B. **62. LIGHTLY ROW** \* Memorize German Folk Song 2 V **W**. B. L.H. U.H. W.B. L.H. W.B. ★ Continue with good bow division.

**1**0 11

63. PENCIL PUSHER

THEORY GAME

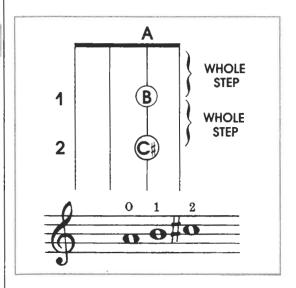


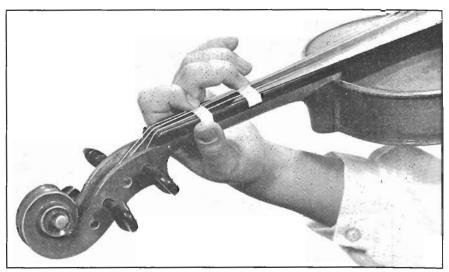
- Write the number of counts each note or rest should receive in each box.
- 2 Complete each measure with the correct number of half notes or quarter notes.



★ Check the placement of your bow.

78VN













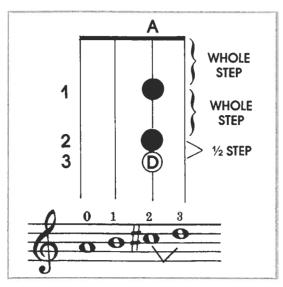


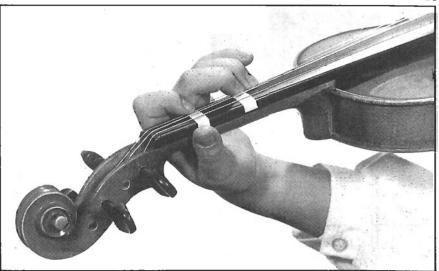
★ Write in the note names.















#### 71. TETRACHORD MARCH



\* Refer to the inside front cover for the explanation of a tetrachord.

#### 72. UP THE D MAJOR SCALE



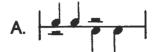
★ Check your left hand position.

#### 73. D SCALE ROUND



★ Prepare the G in measure 6 coming down the scale.

#### 74. DUET RHYTHMS FOR THE D MAJOR SCALE





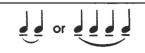


#### **SLURRED STACCATO BOWING**



This bowing is a series of separated notes played while the bow moves in one direction. Separate each note from the other.

LOURÉ BOWING



played while the bow moves in one direction. Each note receives a distinct pulse. The bow does not stop but continues moving.

This bowing is a series of connected notes

Also play 6-8-12-16 notes per bow.

- ★ Play these bowings with the D Major scale.
- ★ Refer to page 48 for other bowing and scale possibilities.



D.S. AL FINE

D.S. (Dal Segno) = sign Fine = finish

When you see the  $D.S.al\ Fine$ , go back to the % (sign) and stop when you come to the Fine.

D.S. al Fine

# 75. CONCERT SONG Solo Solo

★ Ensemble: A group of musicians playing different parts.

#### 76. TECHNIC TRAINER NO. 1



#### 77. TECHNIC TRAINER NO. 2

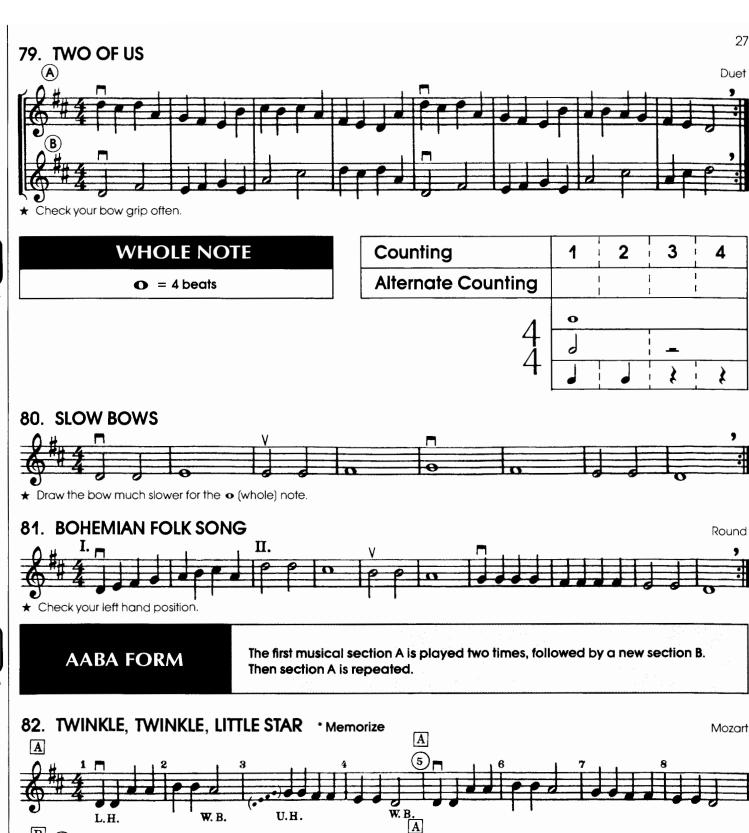


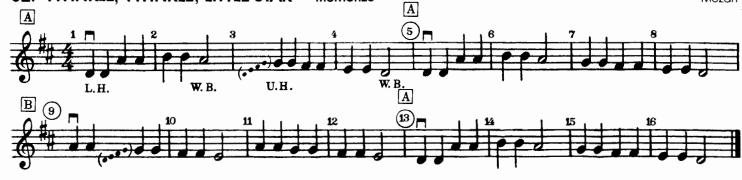
★ Roll the bow to the new string.

#### 78. TECHNIC TRAINER NO. 3



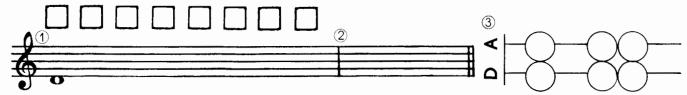
★ Lift and set each finger carefully across to the next string.





83. PENCIL PUSHER

HEORY GAME



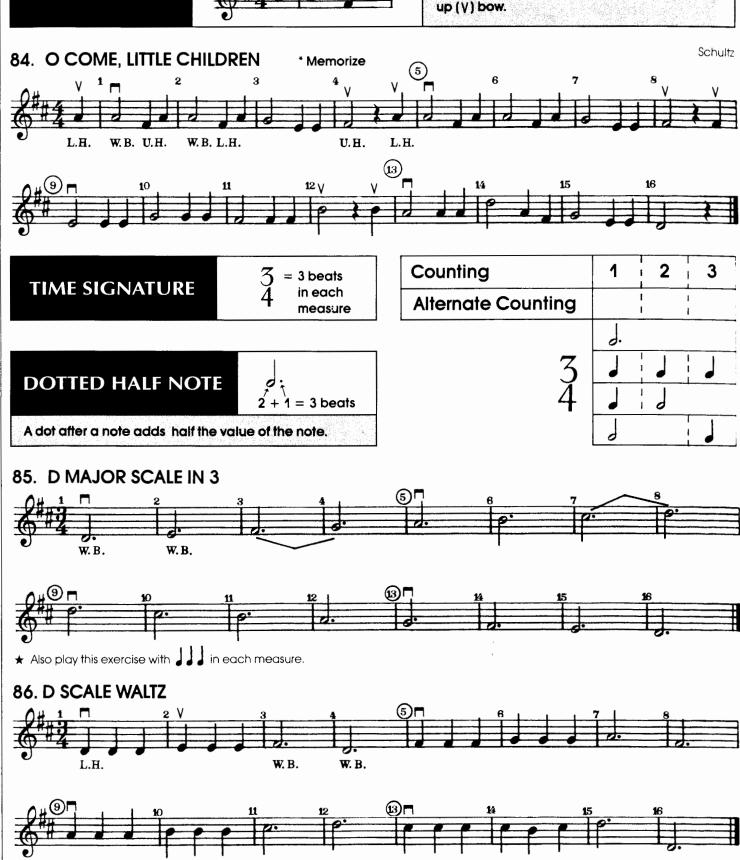
- 1 Draw the notes on the staff to form a D Major scale. Be sure to include the #'s for the appropriate notes. Name each note in the boxes above.
- ② Draw your clef sign. Also add the key signature for D Major.
- ③ In the fingering chart above, write the name of the note that is played at the place of each circle.







Note or notes that come before the first full measure of a piece. Play single pick-up notes up (V) bow.

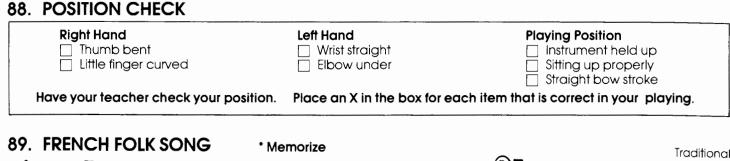


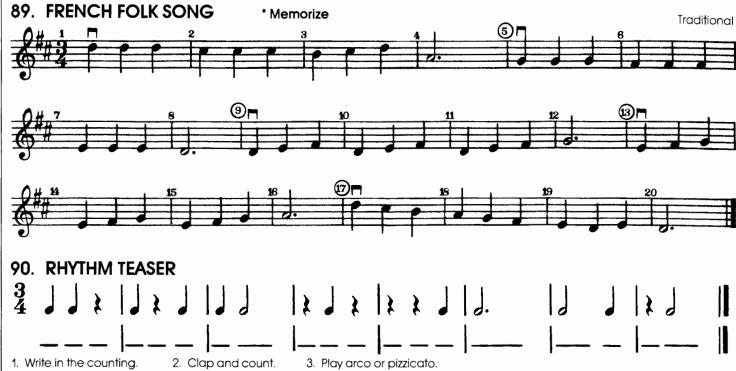
THEORY GAME 87. RHYTHM TEASER

1. Write in the counting.

2. Clap and count.

3. Play arco or pizzicato.





THEORY GAME



D.C. AL FINE

D.C. (Da Capo) = beginning Fine = finish

When you see the D.C.alFine, go back to the beginning and stop when you come to the Fine.







★ Clap and count this melody before you play.





93. BALANCE THE SCALE



THEORY GAME

Write in notes or rests to balance each scale. Be sure that the notes or rests on one side of the scale balances with the notes or rests on the other side.



**SLUR** 



A slur is a curved line that connects two or more notes of different pitches. Keep the bow moving and change the fingering for the second note. The sound should be smooth and continuous.





★ To slur two notes, use half of the bow for each note.

95.



 $\star$  Also play this bowing pattern on the A string for exercises 94 and 95.

96.



**97**.



★ Also play 94 to 97 without slurs.

#### 98. BOW TWISTER



★ Play each section 4 times.

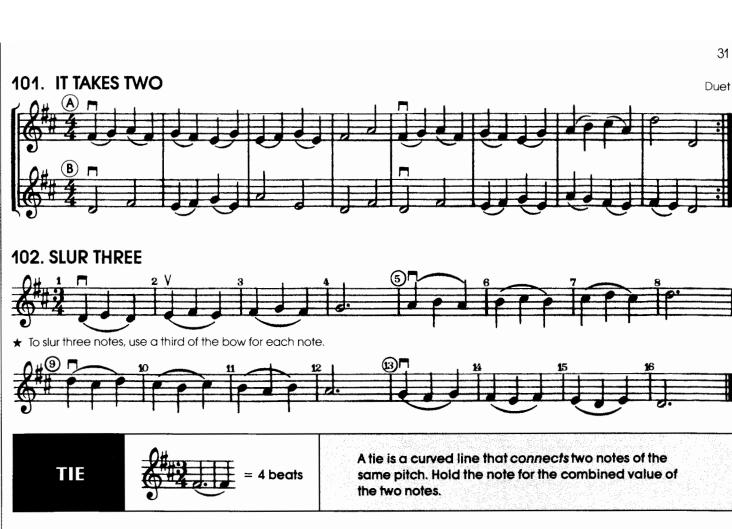
99.

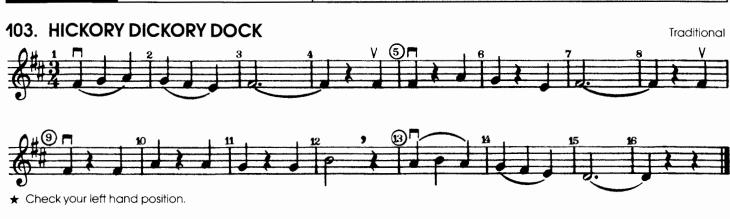


★ Write in the note names.

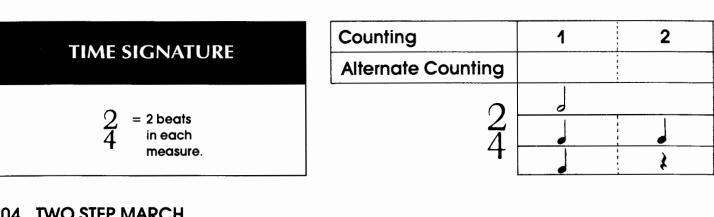


THEORY GAME













#### **ARPEGGIO**

An arpeggio is a broken chord. The notes of the chord are played one at a time.





 $\star$  Fingers 2 and 3 are placed  $\frac{1}{2}$  step apart but on different strings.

#### 106. ARPEGGIO MARCH



★ Check the placement of your bow.

#### 107. THE GUIDING HAND

Hatton 



★ Check your bow grip often.

#### 108. SOLO TIME

10 11 12 13 14 15 16



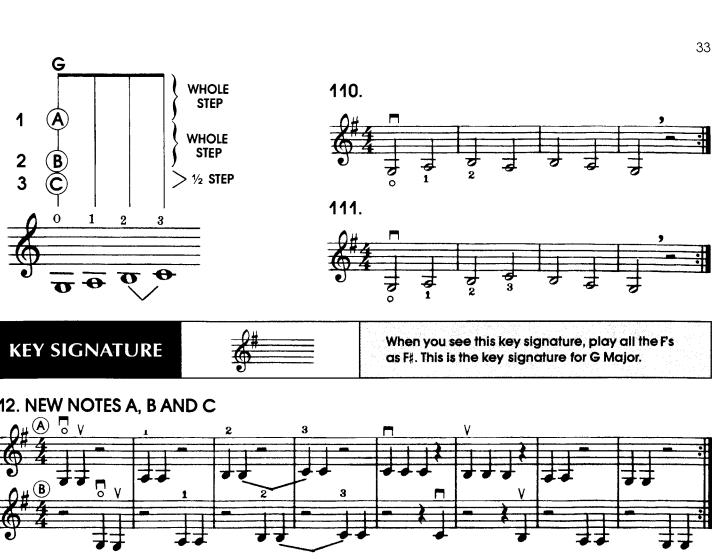
#### 109. PENCIL PUSHER

★ Draw in the bar lines for each section. Be sure to notice the time signatures.

THEORY GAME

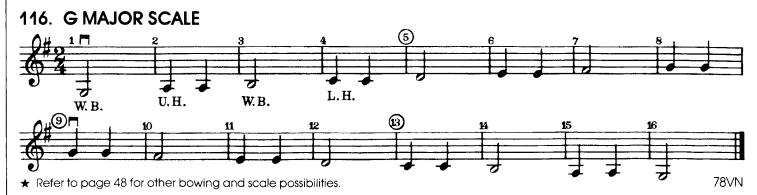
78VN

∴ NOTE







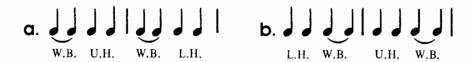




#### 125. THREE STRING MADNESS



★ Special challenge. Play lines 124 and 125 with the following bowings:





# FIRST AND SECOND ENDINGS



Play the first ending the first time. Then repeat the same music, skip the first ending, and play the second ending.

#### 126. CONCERT TRIO

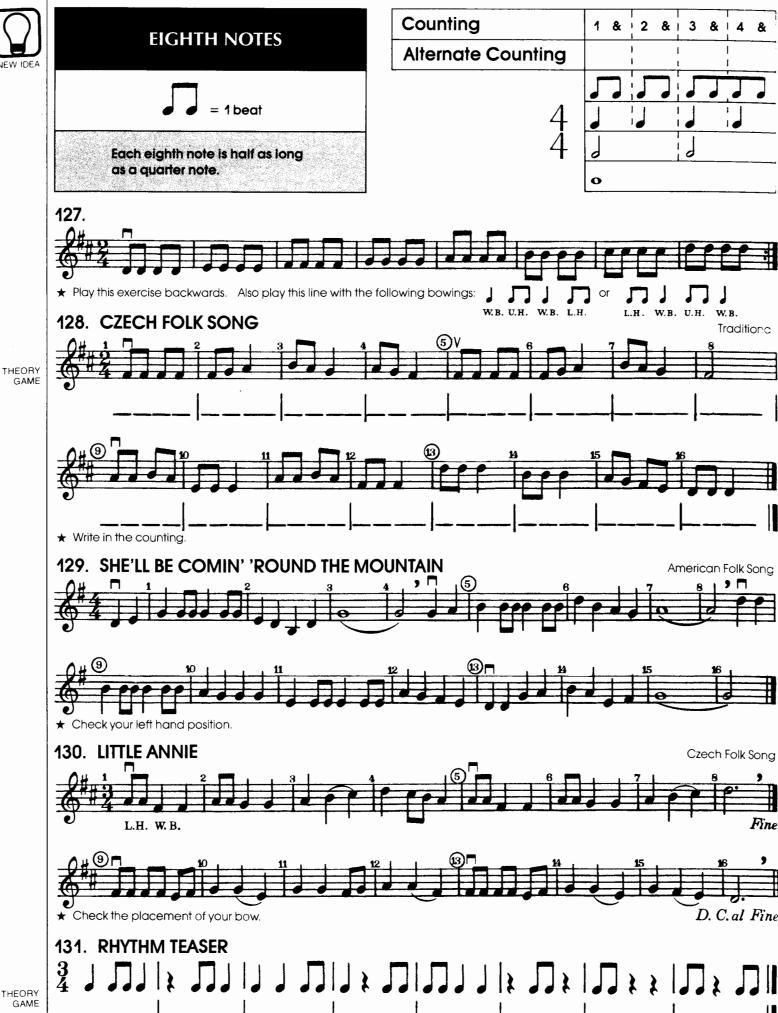
Frost-Trio











3. Play arco or pizzicato.

THEORY GAME

78VN

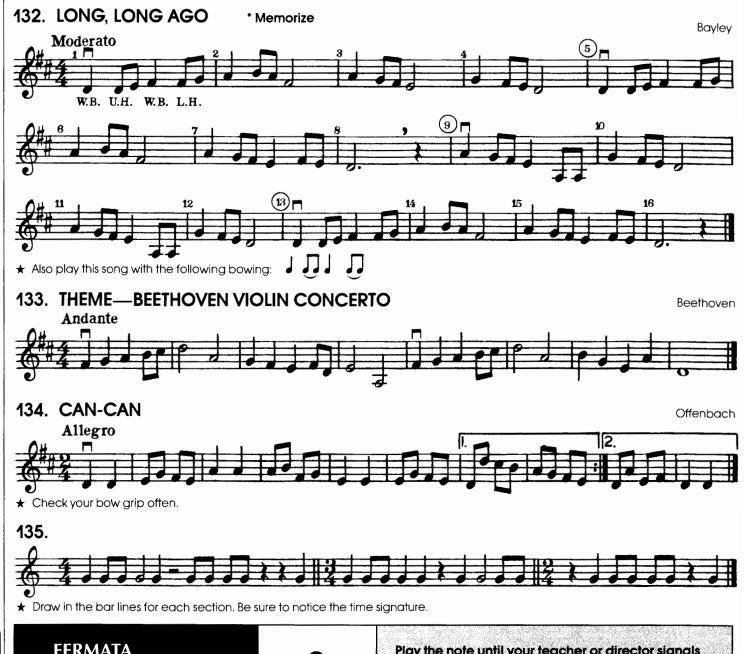
1. Write in the counting.

2. Clap and count.



**TEMPOS** 

Andante = moderately slow
Moderato = moderate speed
Allegro = quick and lively



NEW IDEA

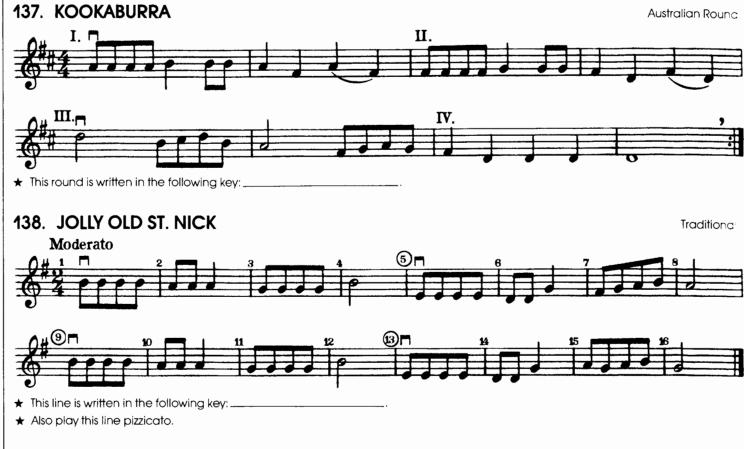
FERMATA (sometimes called a "hold")

Play the note until your teacher or director signals you to stop. Play the note longer than written.





THEORY GAME





**RITARD** 



ritard. or rit.

Gradually slow the tempo.

rit.

THEORY GAME

78VN

1. Write in the counting.

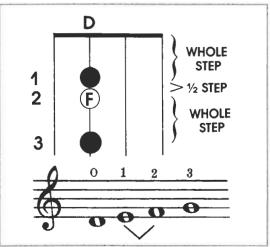
140. RHYTHM TEASER

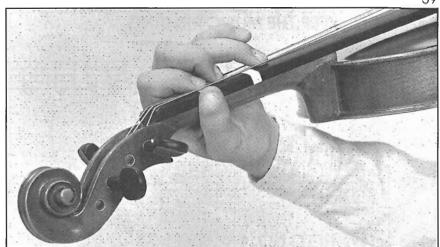
2. Clap and count.

3. Play arco or pizzicato.

יוון יות יוות יוות יון יות וות יות יו ויוויות יות יוויים או יווים או













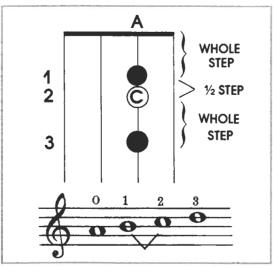


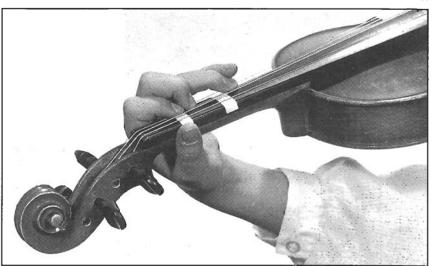
When you see this key signature, play all the notes as naturals. This is the key signature for C Major.













# **DYNAMICS**

 $egin{array}{lll} m{f} &= forte &= {
m Loud} \ m{mf} &= mezzo \ forte &= {
m Medium \ loud} \ m{p} &= piano &= {
m Soft} \ \end{array}$ 

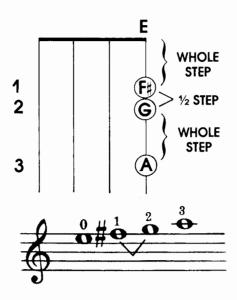


THEORY GAME

① Write in the fingering, either H2 or L2, under each note.

② In the fingering chart above, write the name of the note that is played at the place of each circle.

NEW COTES



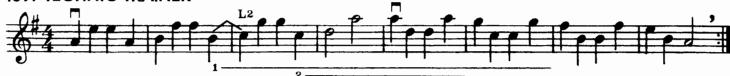
# 167. NEW NOTES F# AND G



# 168. NEW NOTE A $_{\rm L^2}$



#### **169. TECHNIC TRAINER**



# 170. G MAJOR SCALE WITH BROKEN THIRDS



★ Refer to page 48 for other bowing and scale possibilities.

#### 171. ARPEGGIO FUN



★ Also play this song slurring three quarter notes as follows:

78VN

#### 172. WHEN LOVE IS KIND

Irish Folk Song

THEORY GAME



★ This line is written in the following key:..



#### 174. SKIP TO MY LOU

American Folk Song

THEORY GAME



★ This line is written in the following key:\_

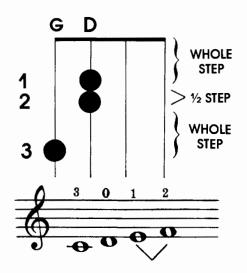
#### 175. SHEPHERD'S HEY

Moderato

English Folk Sons















 $\bigstar$  Also play this line with the following bowing:

# 178.

★ Also play this line with separate bows.

#### 179. C MAJOR SCALE WITH BROKEN THIRDS



★ Refer to page 48 for other bowing and scale possibilities.

#### 180. ARPEGGIO FUN



# 181. DUET IN TWO KEYS

Frost-Due\*

THEORY GAME



1. The A part is written in the following key:\_

2. The B part is written in the following key:\_\_\_



# **THEME AND VARIATIONS**

A simple tune followed by the same tune with changes.





Variation 1



Variation 2



Variation 3





D.C. AL CODA

 $D.\ C.\ (Da\ Capo) = to\ the\ beginning$   $al\ Coda = to\ Coda$  Coda = ending

When you see the D. C. al Coda go back to the beginning. When you come to the  $\bigoplus$  (Coda sign) skip to the Coda.



# **TECHNIC DEVELOPMENT**

# 1. D MAJOR SCALE



#### 2. D MAJOR BROKEN THIRDS



#### 3. G MAJOR SCALE



#### 4. G MAJOR BROKEN THIRDS



#### 5. C MAJOR SCALE



# 6. C MAJOR BROKEN THIRDS



Play the scales and broken thirds with the rhythms and bowings listed below. Be sure to play these rhythms and bowings with good bow division.

#### **Bow Divisions:**



Whole Bow = W.B.

8. Slur 4 notes

$$\label{eq:Upper Half} \text{Upper Half} = \text{U.H.}$$

$$\frac{2}{4}$$

Lower Half = L.H.

16. Slur 2 notes

$$Middle = M.$$

24. Slur 3 notes

# **GLOSSARY**

#### **BASICS**

**STAFF** 

TREBLE CLEF
SHARP
NATURAL

KEY SIGNATURES

PICK-UP NOTES

**REPEAT SIGN** 

TIE

FIRST AND SECOND ENDINGS

FERMATA ("HOLD")

RITARD

DA CAPO AL FINE

DA CAPO AL CODA

DAL SEGNO AL FINE

ENSEMBLE

ENSEMBLE

DIVISI

SOLO

0014/1140

five lines and four spaces on which music is written

used for violin (high range)

raises a note ½ step cancels a sharp

sharps at the beginning of a piece that change certain notes throughout the piece

note(s) that come before the first full measure of a piece

play the previous section of music again

play the first ending the first time. Then repeat the same music, skip the first ending, and play the second ending.

a curved line that connects two notes of the  ${\bf same}$  pitch. Hold the note for the combined value of the two notes.

play the note longer than written. Play the note until your teacher or director signals you to stop.

gradually slow the tempo

go back to the beginning and stop when you come to the Fine

go back to the beginning. When you come to Coda sign igoplus , skip to the coda.

go back to the  $\,$   $\,$   $\,$  sign and stop when you come to Fine

only one person plays

a group usually playing different parts

part of the section plays the top note; part plays the bottom note

#### **BOWINGS**

ARCO arco

PIZZICATO pizz.

DOWN BOW TO Y

BOW LIFT

SLUR
WHOLE BOW

LOWER HALF

**UPPER HALF** 

LOURÉ

PIANO

play with the bow

rit. or ritard

D.C. al Fine

D.C. al Coda

D. S. al Fine

solo

div.

pluck the string

move the bow toward the tip
move the bow toward the frog

lift the bow and return it to the lower half or frog of the bow

play 2 or more different notes with one bow. The sound should be smooth and continuous

**W.B.** play with a full bow

L.H. play in the lower half of the bow U.H. play in the upper half of the bow

MIDDLE OF BOW M. play in the middle of the bow

SLURRED STACCATO a series of separated notes played while the bow moves in one direction

a series of **connected** notes distinctly pulsed while the bow moves in one direction

#### DYNAMIC AND TEMPO MARKINGS

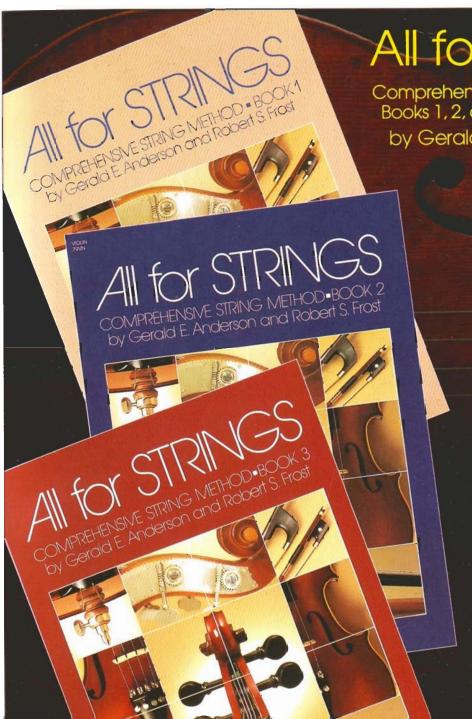
FORTE **f**MEZZO FORTE **mf** 

full volume
medium full volume
soft volume

ANDANTE MODERATO ALLEGRO Andante Moderato

Allegro

moderately slow moderate speed quick and lively



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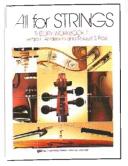
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