## Feel the beat



Music has a steady beat, can you feel it in your feet?



(stamp feet)

Hear the music in the band, can you feel it in your hands?



(clap hands)

Now let's try a clever trick, can you make your fingers click?



(click fingers)

'Feel the beat' is what I said, can you think it in your head?



(count silently until beat eight)

Music has a steady beat or pulse. Just like your heartbeat, it keeps going all the way through a song or tune. A fast tune will have a fast beat and a slower tune a slower beat.

Tap a steady beat and chant the words of a song you know well. Keep tapping all the way through.



### **Super listener**

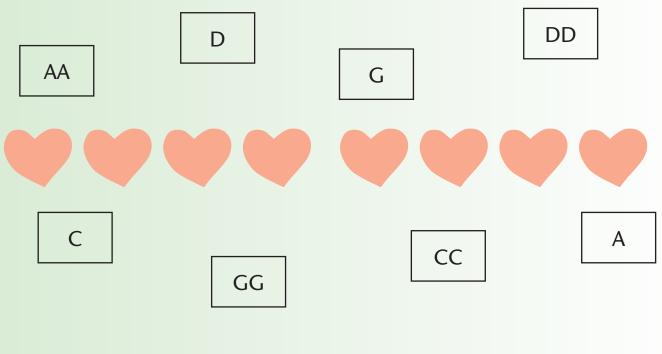
When you can sing and then play 'Jelly on a plate' really well, try a lower version starting on the G string. Then play an even lower version—which string will you begin on?

### Be a composer

1. Make up your own tune by playing the pattern of the following words on your open strings. Tap a steady beat and say the words through a few times before you start.



2. Invent your own tune using notes from the boxes. Write your tune in the heartbeat spaces—one box per heartbeat—and then play it from start to finish.



Give your tune a title: \_\_\_\_\_

# Notes on the stave

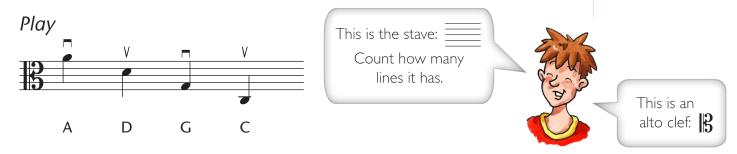


### Open-string rap

#### Chant

Viola strings from high to low, let me tell you how they go. First there's A then D then G, way down low you'll find the C. A D G C. Way down low you'll find the C.

Play each string from high to low, start with A and down you go.



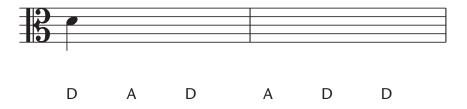
#### Chant

Play each string from low to high, start with C then reach for the sky!



#### Quiz time

Draw the correct open string above each letter to spell the words as notes.



What words do these notes spell? Fill in the name of each string to find out.



# Slow-walk tunes





sky,

from the

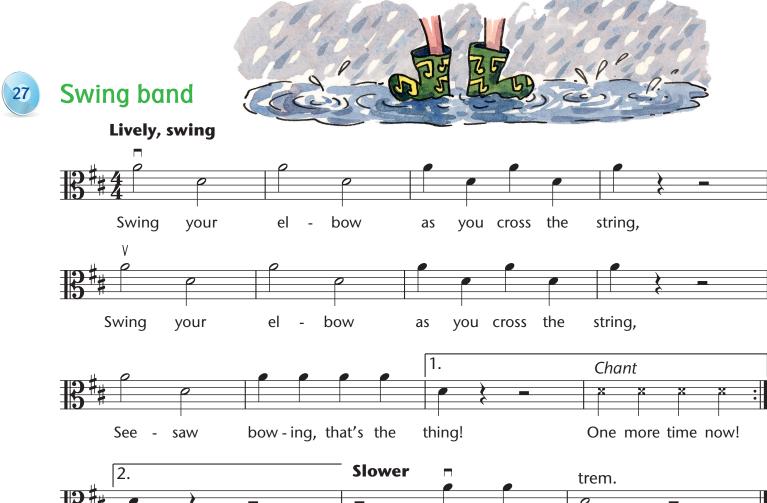
ground is

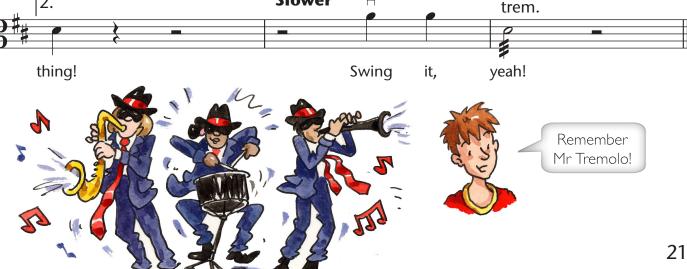
wet,

am

SO

١.





# D-string activity page

### Writing time

Draw these D-string notes on the stave below:

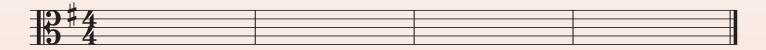
Bar 1: x 4 on open D

Bar 2: 0 x 2 on E

Bar 3: on F#

Bar 4: on G and a two-beat rest





Now draw a down-bow sign above the first note and play the tune through.

### Roller coaster quiz

Play 'Roller coaster' on page 24 and then do the quiz below.



- Some notes are missing in the tune. Fill them in where you see the \* sign.
- Draw a circle around the time signature.
- Fill in the missing number: 4 means \_\_\_\_\_ beats in a bar.
- A rest is missing in bar 4. Draw it in correctly.
- Draw a circle around some \int Es.
- How many F#s can you count in the first line? \_\_\_\_\_\_



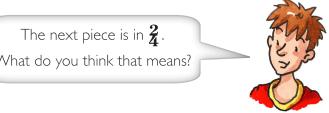




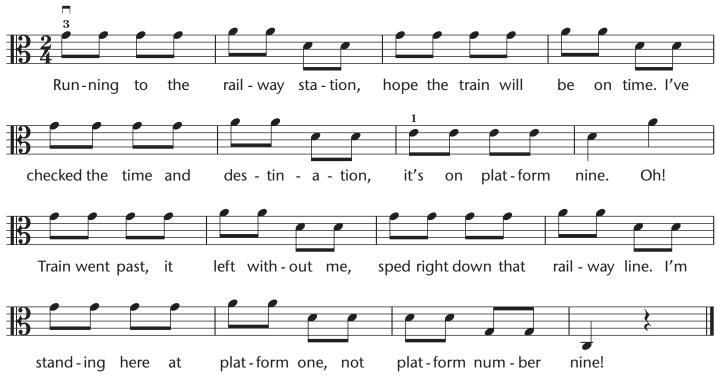




The next piece is in  $\frac{2}{3}$ . What do you think that means?







At the end of the piece, slide your left hand up and down the fingerboard like a fast train.

### Scale of D major



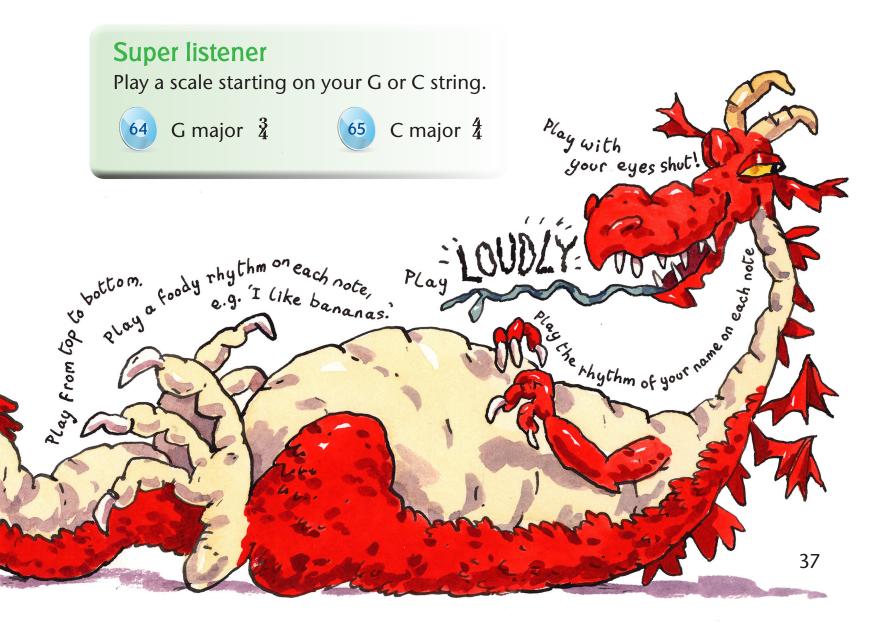
Play a different rhythm for each note of the scale.

Play  $\frac{4}{4}$  rhythms with track  $\frac{61}{62}$ . Play  $\frac{3}{4}$  rhythms with track  $\frac{62}{62}$ .

### 63 Aiming high



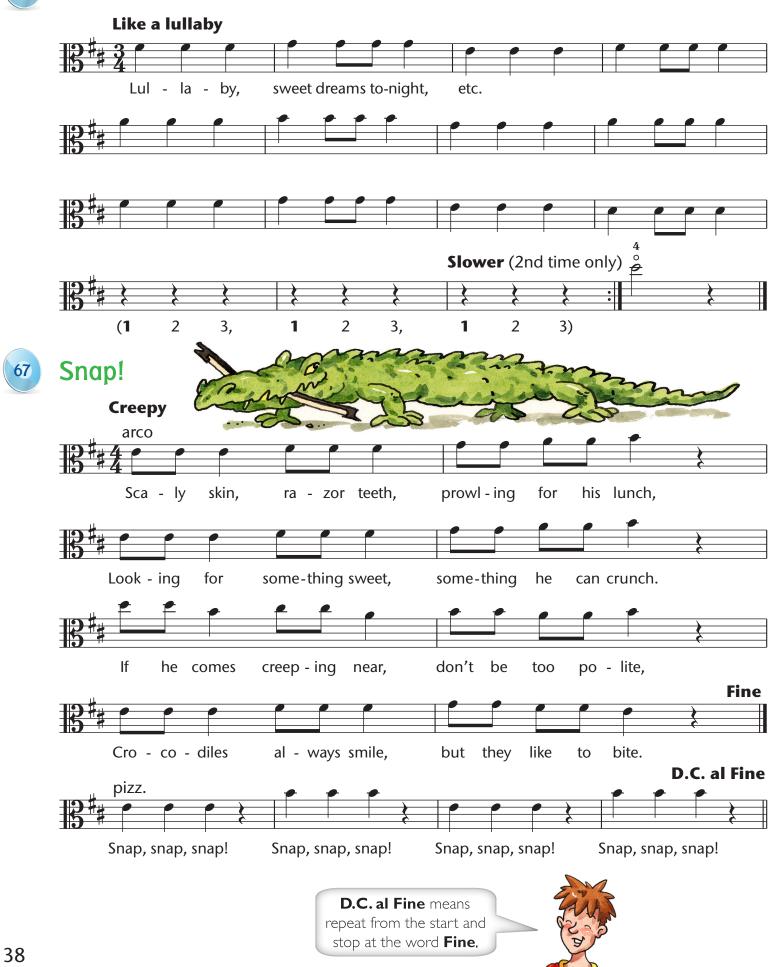
aim-ing high, we'll ne - ver ev - er stop un - til we reach the top! Play 'Aiming high' as a round. The second part enters at \*.



# Show tunes

66

### Souallé



## 70

### Beach holiday



