

## PRELUDE



## FIRST IMPRESSIONS TOOLBOX

PREREADING SOLUTIONS

SKILLS AND DRILLS | DIRECTIONAL READING

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#### INTRODUCTION

PianoFonics® Prelude curriculum targets the younger piano student. First impressions are lasting impressions. *First Impressions ToolBoxes* offer four essential 'SkillSets' for the beginning piano student: Coordination, Reading, Rhythm and Vocabulary. Drills and worksheets, solos and traditional songs provide a solid foundation for piano playing. Boom® Learning Cards supplement the content and reinforce concepts with a 'gaming' feedback format.

Prelude curriculum is presented in a ToolBox format. What is a ToolBox? A ToolBox is not a page-turning book. It is a "How To" book. It contains reproducible pages that allow the teacher to choose when and what to introduce for supplementing the materials or method books that you are using with your students. A ToolBox design allows the instructor to fill in the blanks and promote comprehension or correct misunderstanding for both new and transfer students.

PreReading Solutions' six volumes offer two areas of concentration: Skills & Songs and Skills & Drills. Three volumes of Skills and Songs present three different pedagogical 'SkillSets':

1. LeapFrog and Improv – black key playing with fingers 2, 3 and 4 in different octaves - 'Leapfrogging' - promotes the use of the entire arm to produce sound. Eye-hand coordination and spatial awareness of the keyboard are essential first impressions often overlooked.

2. Traditional Songs – white key playing in a fixed position with 'no thumbs'. Thirteen songs foster directional reading on a five-line staff with no clef.

3. Coordination Solos - five Ten-Finger Solos and two Five-Note Songs introduce the PentaScale 'fixed' position to promote beginning transposition, use of the 'thumb' and hand coordination with contrary-motion playing.

Three volumes of **Skills and Drills** contain drills and worksheets for developing three basic skills: Pitch, Rhythm and Vocabulary - *Keyboard Geography and Alphabet Theory*.

Prelude's *First Impressions* ToolBoxes are innovative. A **"How to Play"** awareness created with *The 'Hokey Pokey' Piano Hand* [three fingers, a thumb and a pinky] creates a lasting impression on tone production ...from the beginning.

Points to Ponder and Questions to Consider when teaching younger beginning students.

- How do you assess your student's rhythmic aptitude in the beginning? What do you do with rhythm BEFORE seeing rhythmic notation? How do you assist in the development of a steady pulse?
- 2. How do you prevent a student from trying to remember note names or fingers numbers while they play?
- 3. How do you introduce your student to the piano keyboard? What is there to do with keyboard geography and vocabulary BEYOND Two Blacks and Three Blacks BEFORE starting to play and read music?
- 4. How do you help a student drop their weight into the piano key? What mental image do you give your student BEFORE they play that first note? What does *The Hokey Pokey* and playing the piano have in common?
- 5. Do you purposefully establish an awareness of directionality and a spatial understanding of the body in relationship to the keyboard at the beginning? What tools do you use to internalize this awareness beyond the first lesson?
- 6. What do you do to instill an understanding of notation BEFORE reading music? How do you help your student correlate the piano keyboard with the grand staff?
- 7. How do you help your students 'think' correctly? How do you know what they are thinking when they make a mistake, whether it be a wrong note or wrong finger?



### FROM THE BEGINNING...

First Impressions for the Beginning Piano Student

#### **Teaching Aid | Fourteen Concepts for Success**

- 1. Two Blacks and Three Blacks
- 2. Spatial Orientation and Directionality
  - > High UP and Down LOW
  - > IN toward the fall board and OUT toward the bench
- 3. Piano Posture and Body Awareness with *The Hokey Pokey* 
  - Fingers, Hands, Wrists, Arms, Shoulders, Hips and Feet
  - Left and Right
  - > Finger Numbers
- 4. Musical Alphabet Loop
  - Forwards
  - Backwards
- 5. Rhythmic Aptitude Evaluation
- 6. DRILLS: Steady Pulse Internalization
  - BoogieTime and Black Key Boogie
    - Improvisation
    - Basic Note Values
    - White Key Identification

- 7. Alphabet + Keyboard: Intervals of Seconds and Thirds
- 8. ALPHABET DRILL with Keyboard Intervals
  - > PLAY and SAY seconds and thirds
- 9. Staff: Lines and Spaces
- 10. Notes: Line and Spaces
- 11. Staff Intervals: Seconds and Thirds
- 12. DRILL: Five Note Flash Drills + starting Finger Number
  - PLAY and SAY seconds and thirds LH or RH
- 13. Keyboard Guide Notes: Location and Terminology
- 14. DRILL: Keyboard Guide Note Finger Drills
  - PLAY and SAY seconds and thirds above and below 10 Guide Notes

#### TO THE TEACHER

#### DIRECTIONAL READING

First Impressions *Flash Drills* utilize directional reading for playing and reading seconds and thirds on a music staff without a clef. The processing of seconds and thirds involves four perceptions: understanding, hearing, playing, and seeing. These Flash Drills are the framework for interval reading, directionality and hand awareness - a solution for creating a foundation that facilitates fluent music reading on the grand staff.

Boom Learning Cards<sup>®</sup> created by PianoFonics provide online reading exercises to coordinate with the playing exercises in this volume as well as are a gamified, feedback reinforcement of the written pages.

#### VOCABULARY

Effective communication begins at the first lesson by starting to establish a common music vocabulary. This introductory book includes sequential keyboard and alphabet drills to promote verbal communication with this new language of music.

Learning the proper location and name of *ten Guide Notes* in the SPACE of the piano keyboard establishes a *Keyboard Framework*.

- Prelude's Keyboard Finger Drills provide pre-reading explorations moving within the context of our Keyboard Framework to locate and identify Guide Notes.
- The Keyboard Finger Drills with seconds and thirds provide aural and tactile experiences with these two primary intervals, an overlooked prereading skill.

The First Impressions *Keyboard Framework* serves two purposes: 1) to develop a comprehensive spatial awareness of the piano keyboard, whether there are 88, 76 or 60 notes; and 2) to define an infrastructure in which to later correlate keyboard location and sound with the symbols of

music notation. The familiar, well-defined SPACE on the piano keyboard will evolve to a specific PLACE on the grand staff from High C to Low C.

#### RHYTHM

Prelude PreReading Solutions contain ten Rhythm Drills that develop hand awareness (left-right orientation) as well as counting skills. The drills can be introduced on a drum (or piano fall board) and moved to the piano keyboard. The first task is to discover if a student can chant and play simultaneously — can the voice and hand coordinate? If not, this skill must be developed BEFORE playing the piano. A drum style background can add an element of fun to the rhythm drill plus show rhythmic aptitude or lack thereof.

Basic rhythm values include quarter, half, dotted half, whole notes and rests. Why count or chant out loud?

- A 'Say and Point' and 'Say and Play' approach enables the teacher to precisely know how and what the student is processing as they learn how to combine fingers, hands, notation and pulse.
- 'Say and Point' and 'Say and Play' with rhythm syllables is a
  practical solution that can prevent students from memorizing
  finger numbers or letter names in order to play notes: 'tah' for
  quarter notes; 'tah-hold' for half notes; 'tah-hold dot' for dotted half
  notes, and 'great big whole note' for whole notes.\*

Correct integration is the critical first step toward developing an internal pulse when assimilating numbers, beats, notes, etc . The student cannot chant rhythm syllables and think finger numbers or letter names simultaneously!

Songs, Drills and Exercises contain only basic note values and thereby facilitate syllabic counting. The series contains: 1) Ten Rhythm Drills for Drum and or/Piano; 2) Five Warm-Up Exercises; 3) Five Ten-Finger Solos; 4) Two Five-Note Songs; and, 5) Thirteen Traditional Songs.

\*Any syllabic rhythm counting is acceptable. It is recommended to NOT use numbers for counting at this stage. Students are in the beginning stages of equating numbers with fingers.



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## DIRECTIONAL READING

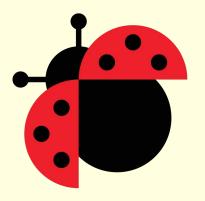


#### PREFACE

Introducion
From the Beginning
To the Teacher

Spaces and Lines	1
Seconds   Pencil and Paper	9
Seconds   Say and Play	15
Thirds   Pencil and Paper	. 29
Thirds   Say and Play	.35

# SPACES AND LINES





# **Spaces**

4	
3	
2	
1	
Number the spaces on the staff below	Draw notes in the spaces on the staff below



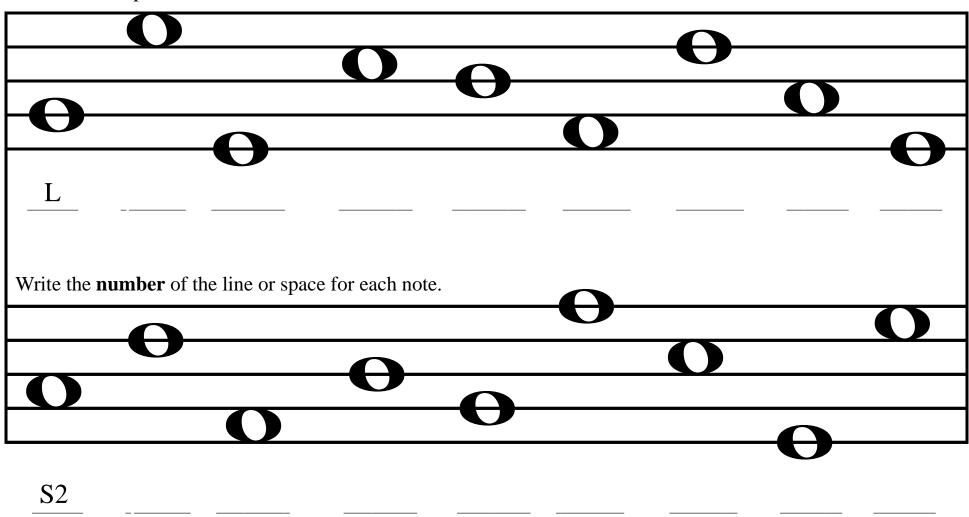
# Lines

<b>__</b>	
<b>1</b> 3	
2 4	
2	
1	
Number the lines on the staff below	Draw notes on the lines on the staff below



## **Lines and Spaces**

Write "S" for space note and "L" for line note





## **Draw Lines and Spaces**

Draw the note on the correct line or space

0				
_ <b>S3</b>	L3	<u>L1</u>	<b>S2</b>	 _L3_
raw the note or	n the correct line o	or space		

**S3** 

L1

**S1** 

**L4** 

**S4** 

**L2** 



## Copy Up, Down and Repeat

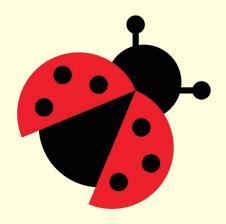
Copy the three notes	Circle the correct answer <b>up down repeat</b>	Copy the three notes
Copy the three notes	Circle the correct answer up down repeat	Copy the three notes
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		Copy the three notes up down repeat  Copy the three notes up down repeat  Circle the correct answer



# Draw Up, Down and Repeat

Write 5 line notes going up	Write 4 space notes going down
Write 4 space notes going up	Write 5 line notes that repeat

# SECONDS PENCIL & PAPER



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## **Seconds**

Seconds are 'next-door neighbor' white notes

# Second Second line space line space



## **SECONDS UP**

### Draw seconds going UP from the given note

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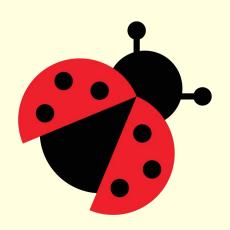


## **SECONDS DOWN**

#### A second is from a line to a space or a space to a line Draw seconds going DOWN from the given note

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space note DOWN to line note			
space note Bowit to line note		$\mathbf{O}$	
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0	0	•	•

# SECONDS SAY & PLAY DRILLS



### DIRECTIONAL READING

Five-Note Flash Drills 1 - 20 | Seconds and Repeats

Play each exercise on any five white keys with five fingers

#### **SAY AND POINT**

Point to the notes on the page and SAY the drill before playing

#### PLAY PREPARATION

Which hand? What finger?

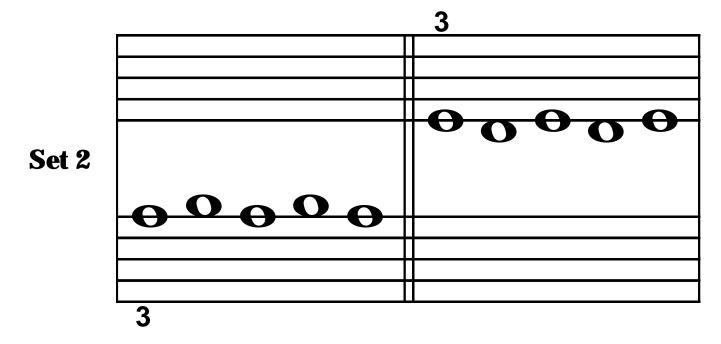
#### SAY AND PLAY

SAY and PLAY the Five-Note Flash



Set 1

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LH 2 2↑ 2↑	
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2	





Set 3

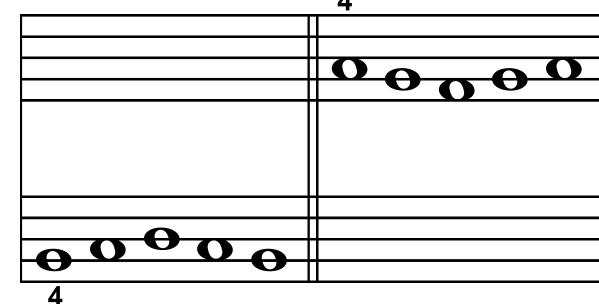
O O O O O



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Set 6

Set 5

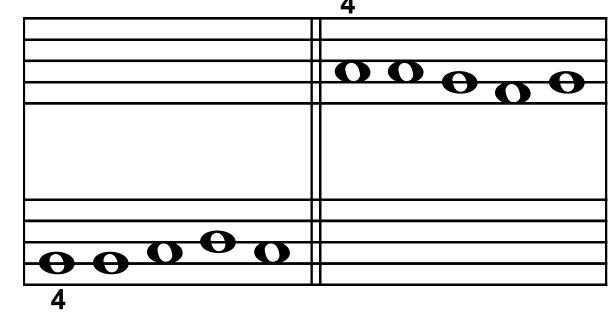




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Set 8

**Set 7** 



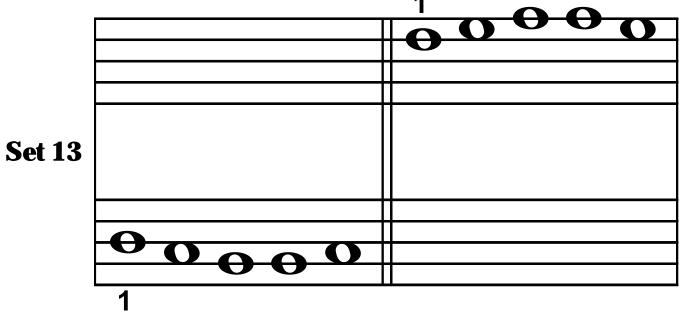


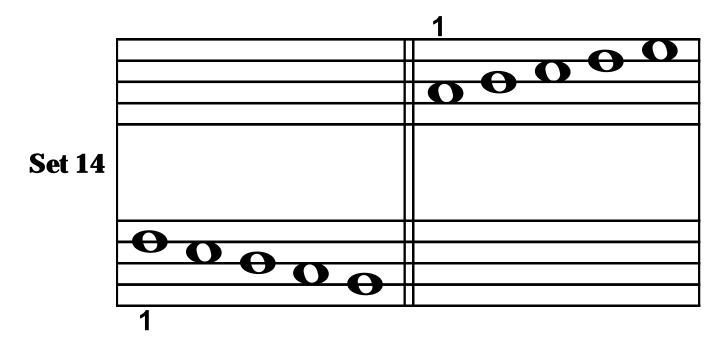
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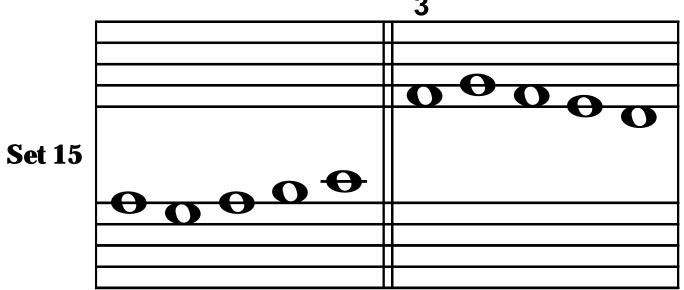
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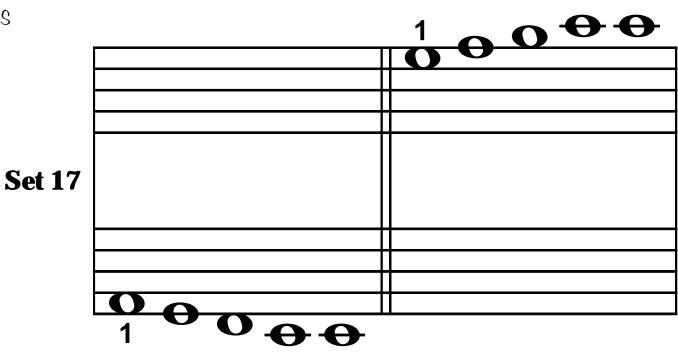






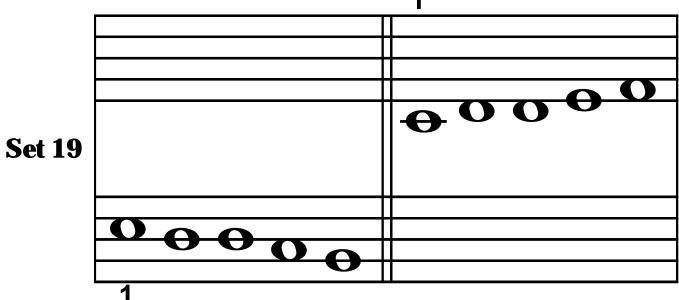
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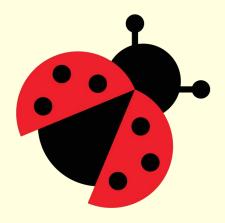
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# THIRDS PENCIL AND PAPER



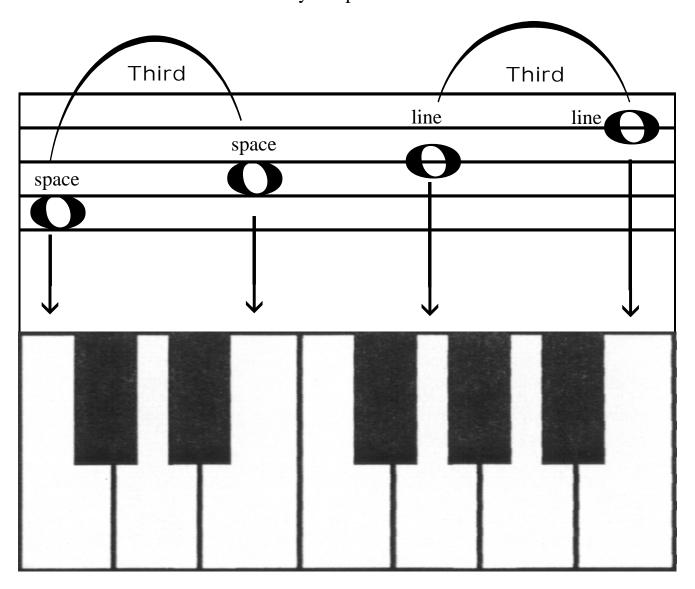
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## **Thirds**

Thirds always skip one white note





### **THIRDS DOWN**

A third is from a space to a space or a line to a line Draw thirds going DOWN from the given note

space note to space note			
		$\mathbf{O}$	
O			
line note to line note			O
O	0		
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## **THIRDS UP**

### Draw thirds going UP from the given note

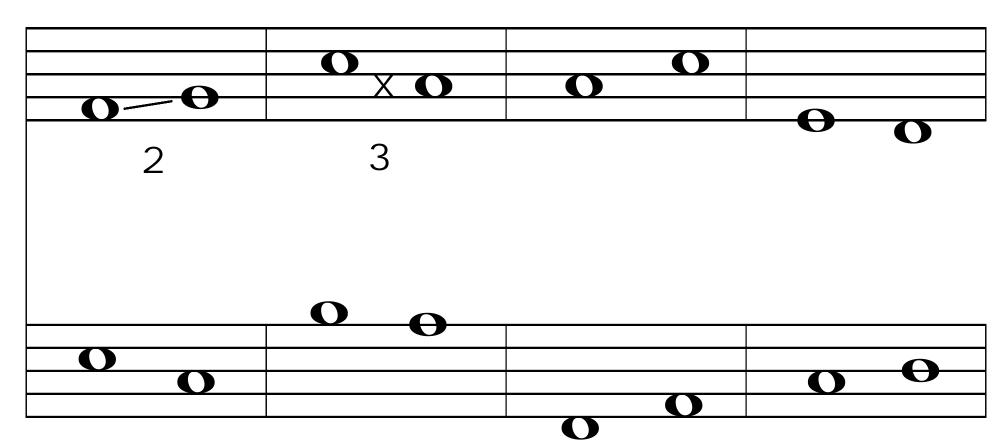
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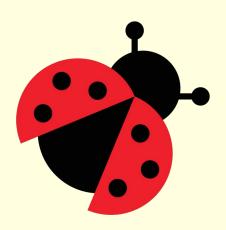


## **Interval Search**

Draw a short line between seconds Draw an X on the skipped line or space between thirds Write 2 or 3 below



# THIRDS SAY & PLAY DRILLS



## **DIRECTIONAL READING**

Five-Note Flash Drills 21 - 26: Seconds, Repeats and Thirds

Play each exercise on any five white keys with five fingers

#### **SAY AND POINT**

Point to the notes on the page and SAY the drill before playing

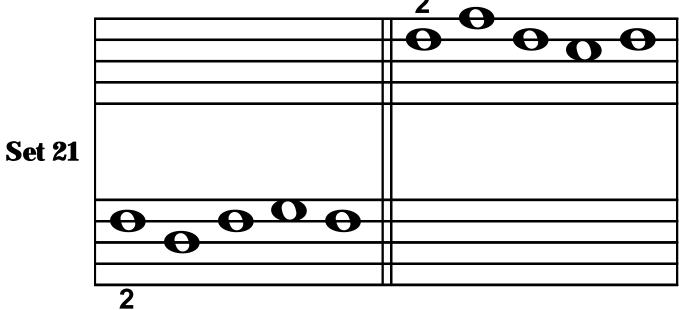
### PLAY PREPARATION

Which hand? What finger?

### SAY AND PLAY

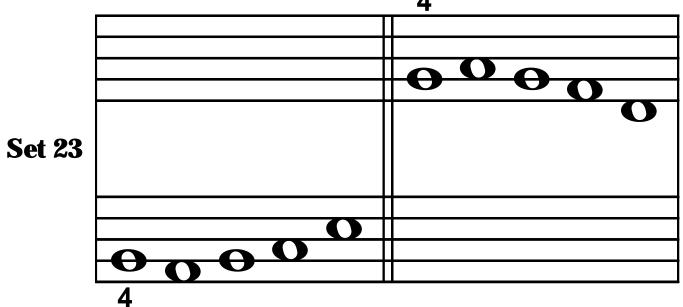
SAY and PLAY the Five-Note Flash

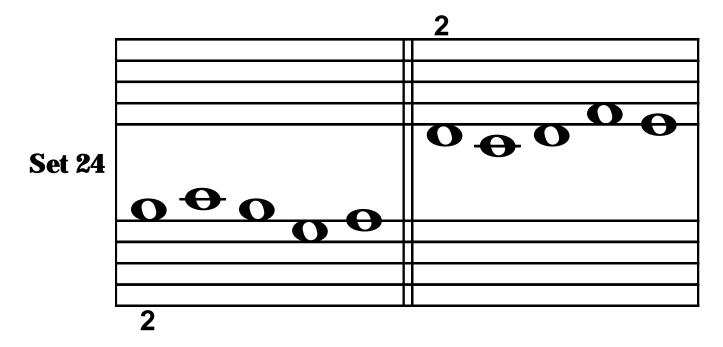




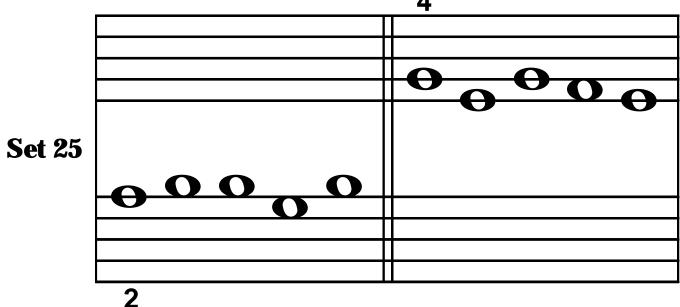
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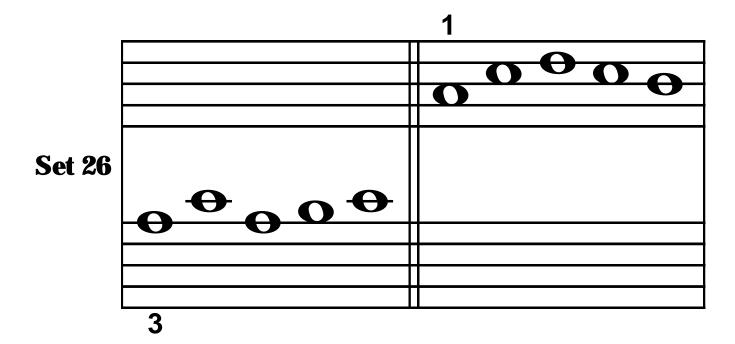














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