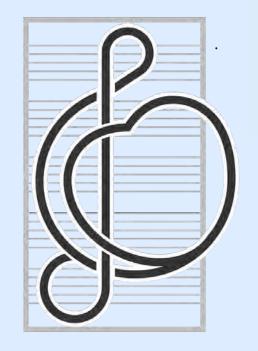


PRELUDE







FIRST IMPRESSIONS TOOLBOX SKILLS & DRILLS SOLUTIONS

Rнүтнм

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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[®] 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.



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



MEET THE PIANOHAND

How many fingers do you have? Five is not the correct answer in the world of piano teaching. A PianoHand has one thumb, three fingers, and a pinky. And, all members are NOT equal. Prelude *First Impressions* ToolBoxes offer innovative ways to transform an ordinary hand into a PianoHand - where members are recognized for their individuality.

- Does a PianoHand have FingerTips or FingerPads? Curved fingers playing on FingerTips... 'Spider fingers'... Imagining an invisible ball or bubble underneath the hand to keep a rounded shape. All of these images are our piano pedagogy heritage. Spider fingers, balls and bubbles have one common denominator - contraction. Prelude proposes a different image - a FingerPad. Fred Karpoff's Entrada Piano Technique® is appropriate in the beginning with the younger student. These first impressions last forever. The finger can be encouraged to retain a gentle arch as a FingerPad learns how to produce a tone with less tension than a FingerTip.
- How do you make the Thumb equal to the three longer fingers?
 - Tradition says to create a rounded hand shape to equalize the three fingers with The Thumb. We thus have a contraction of the entire hand ...a round ball shape.
 - How do you solve an anatomical 'problem' like a Short Thumb? Prelude introduces The Hokey Pokey PianoHand to all potential pianists ... 'you put your hand IN'. The PianoHand has a forearm. And the forearm can 'put the hand IN' without creating tension in the entire hand. The Thumb goes 'IN' with the arm! The Hokey Pokey Thumb erases the 'ball image'.
 - Where is IN?
- Spatial Awareness at the Piano

IN is toward the fall board OUT is toward the bench

Do we create a perception of drawing the fingers into a ball to create equal length among the fingers of the hand?

Or, do we play the Piano Hokey Pokey Game and have the arm manage 'The Short Thumb '? Fact: all students have a short thumb!

Solos, Exercises and Songs

PreReading Solutions offers three pedagogical orientations. All three have unique contributions for the beginning student.

- LeapFrog and Improv Spatial Awareness and Whole Body Experiences at the keyboard. Spatial awareness, directionality, plus gentle hand and finger isolation foster better tone production.
- 2) Traditional Songs 'FingerPads Only' Songs No Position
 - a) Thirteen Finger Number songs to develop directionality, hand awareness and counting
 - (i) The finger sequence uses LH and RH FingerPad 2, followed by FingerPads 3 and 4.
 - (ii) The remaining solos are learned by finger numbers and gradually add FingerPad 5.
- 3) **Coordination Solos** 'The Thumb' and PentaScale Position The PentaScale Position facilitates (a) transposition, and (b) hand coordination with contrary motion. Both hands are engaged in the same motion with the same finger(s).
 - a) Five Warm-Ups and corresponding Solos
 - (i) Fingers 1 and 5, to promote arm motion with IN and OUT finger placement
 - (ii) FingerPads 2, 3, and 4 clusters plus thumbs;
 - (iii) Introduction of thirds with Fingers 1, 3 and 5;
 - (iv) Introduction of seconds, i.e. using all five fingers;
 - b) Push-offs and triads
- 4) Two familiar Five-Note Songs



RHYTHM DRILLS

PARENT POINTERS

I. SAY AND POINT THE RHYTHM DRIL.

The left - right tracking is 'reading readiness' for not only reading music but also words. Furthermore, the rhythmical quality of chant reinforces a steady pulse.

The spoken word quides the fingers to play with a steady pulse.

- a) Say "Right" or "Left" or "Both" if student needs drill on Right/Left orientation. Remember the left hand makes an "L". L = left and LOW
- b) Use rhythm syllables and count out loud:

Tah; tah-hold; tah-hold-dot; and tah-big-whole-note; and, rest

2. SAY AND TAP THE RHYTHM DRILL

- a) On a Hand Drum
- b) On a Piano: Two Blacks or Three Blacks

Keep a *flexible, 'floppy' wrist.*Use the 'Piano Paw' with a knocking action.
Use FingerPads 2, 3 and 4 – the 'three bears'
Use FingerPads 2 and 3 – the 'rabbits'

3. SAY AND PLAY THE RHYTHM DRILL*

Choose one note on the piano. Use FingerPad 2 [pointer finger] SAY and PLAY the rhythm drill.

*For extra fun on keyboards, choose different instrumental sounds, rhythm styles, or sound effects.





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FUN WITH RHYTHM





BoogieTime



Play with MP3 audio file or .mid file Use FingerPads to play correct note Say rhythm syllables:



Tah = 1 beat; Tah Hold = 2 beats; and, Tah Big Whole Note = 4 beats



