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IES BEATRIU CIVERA (ALDAIA)



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IES BEATRIU CIVERA

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DEPARTAMENT DE MÚSICA ESO I BATXILLERAT

B. EN LES PROVES A CLASSE (50%)	C. ACTITUD POSSITIVA (20%)
 CONCIENCIA I EXPRESSIONS CULTURALS (CEC) GRUPALS I INDIVIDUALS (20%) Treball i aprenentatge individual de les partitures (CAA) Interpretació de les partitures en grup diàriament (CSC) Interpretació de danses TEÒRICS ORALS (15%) Notes i ritmes ESCRITS (15%) Notes i ritmes ESCRITS (15%) Treballs Examens COMPETÈNCIA DIGITAL (CD) Format i forma del treballs Plataforma google Editor partituras Fa els treballs sol·licitats COMPETÈNCIA APRENDRE A APRENDRE (CAA) Aplicar coneixements i resoldre problemes. 	 COMPETÈNCIA SOCIAL I CÍVICA (CSC) Normes de centre i d'aula Normes d'educació social respecta les interpretacions dels altres Ajuda i col·laboració amb els companys i professors Participar en les activitats extraescolars (CEC) COMPETÈNCIA APRENDRE A APRENDRE (CAA) Fa les activitats i exercicis encomanats pràctics i teórics Porta el material (dossier i carrilló) i les partitures a l'aula de música Cuida el material de l'aula Responsable d'aula
EL CONCERT: EXAM FINAL (20%)	
 SENTIT D'INICIATIVA I ESPERIT EMPRENEDOR (SIEE) Afrontar problemes que pogueren sorgir, buscar sol·lucions creatives i aprendre dels errors comesos. 	 COMPETÈNCIA APRENDRE A APRENDRE (CAA) Adquisició de confiança en sí mateix de cara al concert final i el musical.
	 CONCIENCIA I EXPRESSIONS CULTURALS (CEC) GRUPALS I INDIVIDUALS (20%) Treball i aprenentatge individual de les partitures (CAA) Interpretació de les partitures en grup diàriament (CSC) Interpretació de danses



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DEPARTAMENT DE MÚSICA

CRITERIS DE QUALIFICACIÓ *ANOTACIONS IMPORTANTS* DEPARTAMENT DE MÚSICA • És OBLIGATORI participar en els concerts musicals i activitats de l'aula. • Les proves escrites i treballs són obligatòries en el format exigit pel departament. Els criteris de qualificació de Música són els següents: • Tot l'alumnat ha de traure un 5 en la pràctica de NOTES MUSICALS, RITMES i INTERPRETACIÓ DE PARTITURES per poder fer mitja global. PERCENTATGES AVALUACIÓ 1a, 2a I 3a: • En cas de no realitzar el concert final per motius excepcionals i/o • CONTINGUTS: 80 % qualsevol prova necessària per poder fer l'avaluació el Departament podrà determinar com fer la ponderació adeguada EN EL TREBALL A CLASSE (30%): A 0 per beneficiar al grup sencer. EN LES PROVES A CLASSE (50%): **B** 0 • ACTITUD POSSITIVA: 20 %: C Correu electrònic: musicivera@iesbc.es Blogs del departament per a més informació: PERCENTATGES AVALUACIÓ FINAL • www.musicivera.wordpress.com www.elmusicaldelbarrio.blogspot.com 0 • 1^a AVALUACIÓ: 10 % 2a AVALUACIÓ: 20 % 3a AVALUACIÓ: 50 % CONCERT: 20 %: D

PERCUSSIONIST TECHNIQUE

1. Put your feet, knees, legs, muscles, neck, head and arms relaxed, but in balance

- 2. Head to the front but looking on the bars
- 3. Hold the sticks gently
- 4. Lift the sticks without exceeding a 90° angle
- 5. Your palm should be parallel to the ground
- 6. Your wrist must be flexible to strike
- 7. Place sticks near the bars
- 8. Strike at the center of the bars
- 9. Bounce the sticks off the bar

10. Use two sticks with alternating and moderate volume

PRACTISE GROUP

- 11. The natural state of the music is silence
- 12. Relax to concentrate better
- 13. Pay attention to the instructions of the Director / Professor

14. Practise the phrases and voice: first the rhythm, after the notes and then finally with the instrument

- 15. Repeat its bar till you have the phrase and then work with everybody
- 16. Read the score carefully with all expressions of tempo, dynamics and tone
- 17. Listen to other voices while you play

18. You will do better if you understand the score, analyze it and make your report

- 19. The rehearsal is a preparation for the concert
- 20. Put the sticks on their place when you finish
- 21. Take care of the material as if it were you
- 22. Enjoy the performance

INDIVIDUAL WORKING FORMULAS

23. Work each day before starting the percussionist technique

24. Use the platforms in order to listen the scores and work with de paper of the glokenspiel or/and the glokenspiel at home for study and memorization of the score

25. For remembering phrases: first the rhythm and then the notes

26. Use the correct technique: alternating hands (RL / LR). Do not use two R or two L if you can. Three consecutive notes with the same hand is not right, even if it is the same note

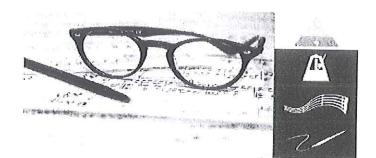
27. Do not cross the sticks

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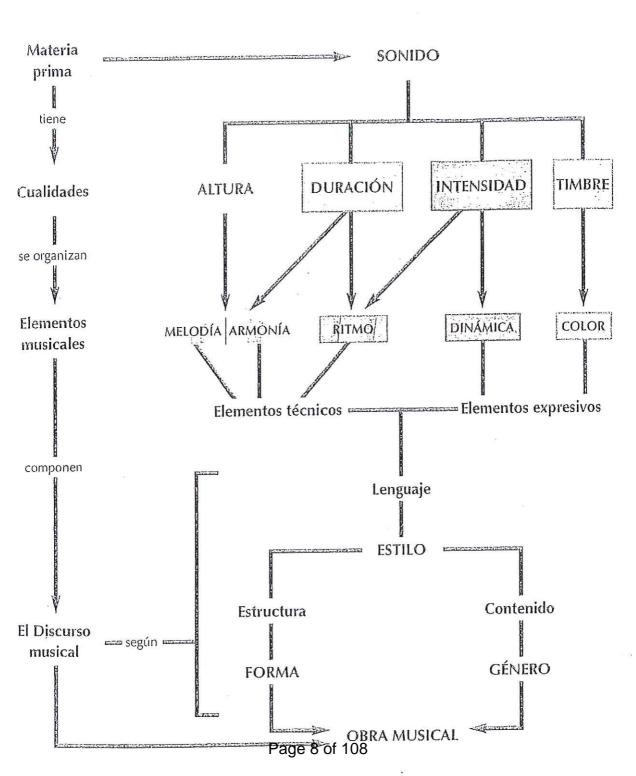
CONTINGUTS TEÒRICS

CONTENIDOS TEÓRICOS

THEORY CONTENTS

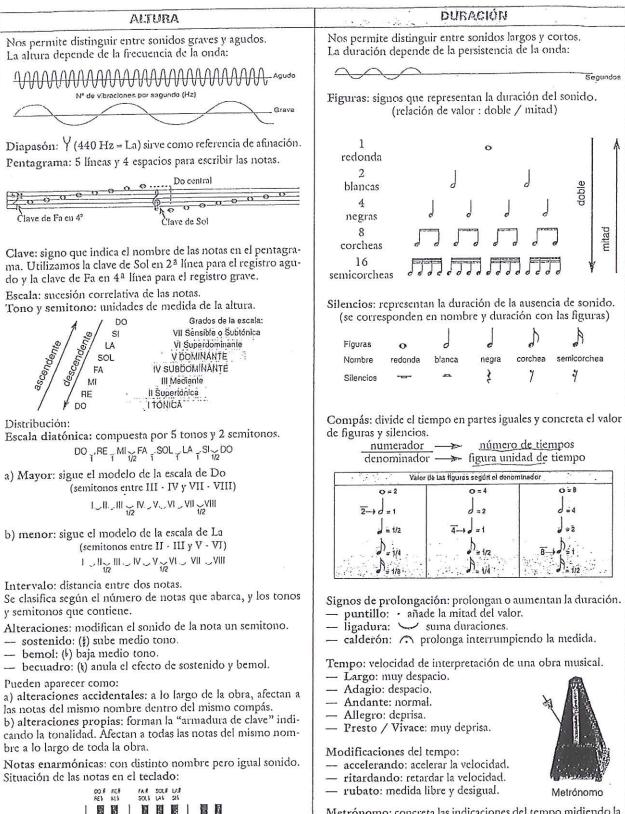


Esquema conceptuatera (ALDAIA)



فالمجار المتحارين والمستعرف والمحاج والمارية

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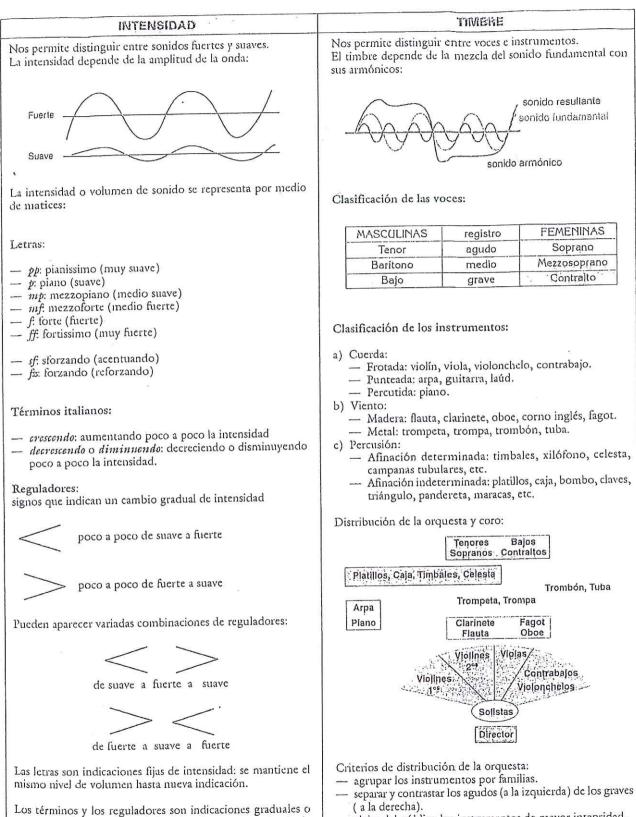


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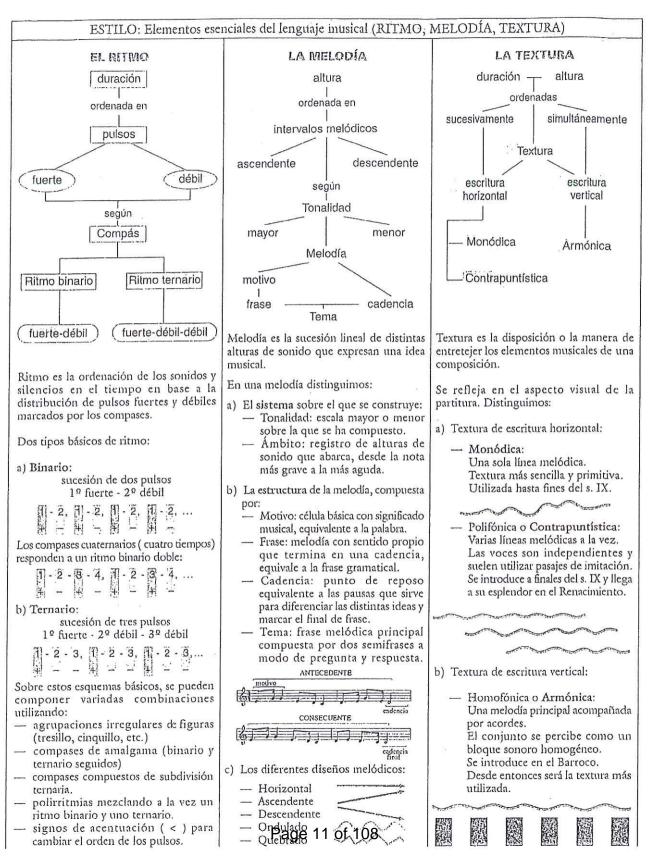
MIFA

Metrónomo: concreta las indicaciones del tempo midiendo la Page 9 of cosidad en oscilaciones o tiempos por minuto.

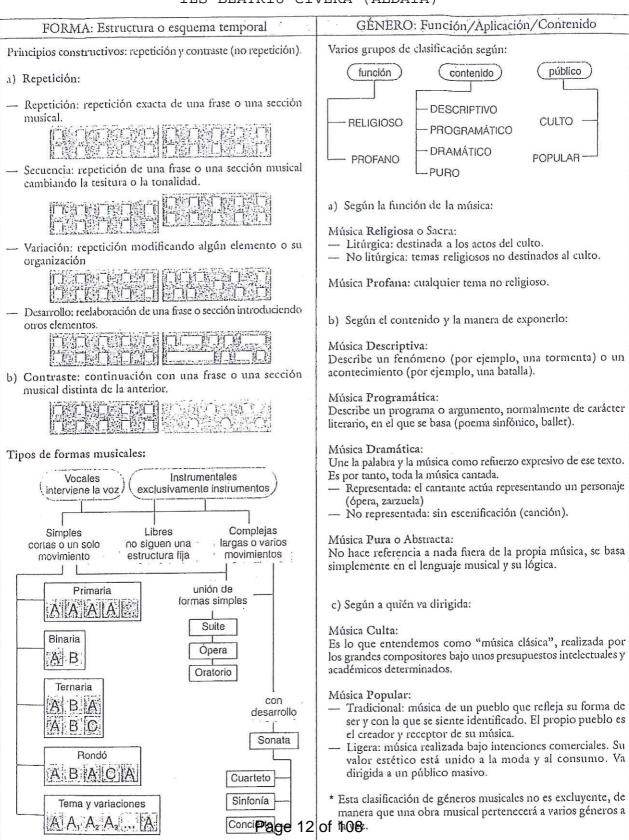
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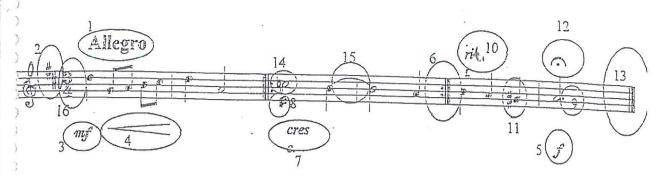


- progresivas de intensidad: el nivel de volumen va creciendo de menos a más o disminuyendo de más a menos.
- alejar del público los instrumentos de mayor intensidad.
- Page 10 of 108



IÉŚ BEATRIU ĈIVERA[™] (ALDAIA)





1: MOVIMENT: ALLEGRO (apresa i alegre)

2: ARMADURA : Cal tocar tots els fa i el do sostenguts a tota la partitura

3: MATIS: Mezzo Forte (tocar mig fort)

4: MATIS:REGULADOR crescendo (cal putjar el sò en eixe compas)

5: MATIS: fort (sols en aquest compas)

6: BARRA DE REPETICIÓ: el compàs 3 i 4 hi ha que repetir-los

7: REGULADOR: crescendo augment gradual de la intensitat del so del compas 3 al 6

8: REDOBLE: batec rapit i regular d'una nota

9: PUNTET : augmenta la meitat del valor d'una nota

10: MOVIMENT ritardando vol dir que cada vegada cal anar mes espai

11: ALTERACIÓ ACCIDENTAL: es tocarà sols en aquest compàs el sol sostengut

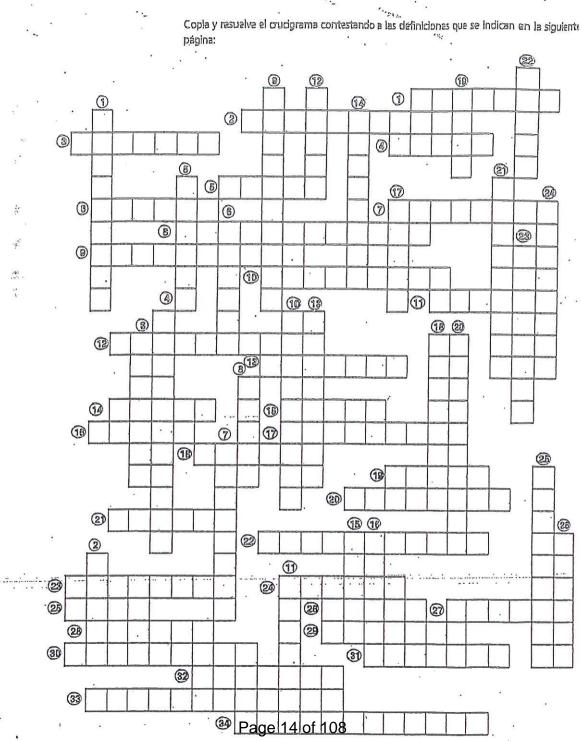
12: CALDERÓ: aquesta nota es farà mes llarga del normal per donar la sensacio de final

13:BARRA FINAL: indica el final de la peça.

14: ALTERACIÓ ACCIDENTAL (BECAIRE) anula l'armaura o la nota alterada precedent i repren la seua altura normal, es a dir natural.

15: LLIGADURA: allargament del sò d'una nota (unix la durada de varies notes del mateix nom)

16: COMPAS: el compas de 3x4 vol dir que el numerador indica les pulsacions que hi ha en cada compas i el denominador el tipo de figura que ompli cada pulsació (tres negres).



ΙE

IES BEATRIU CIVERA (ALDAIA)

Horizontales

- 1. Indicaciones de intensidad.
- 2. Término equivalente a diminuendo.
- 3. Voz aguda de mujer.
- 4. Instrumento de cuerda parcutida.
- Signo que indica el nombre de las notas en el pentagrama.
- 6. Sucesión correlativa de las notas.
- 7. Voz-media de hombre.
- Signos que modifican la altura de las notas medio tono.
- Cualidad que nos parmite distinguir entre sonidos fuertes y suavas.
- 10. Aparato para medir el tempo.
- 91. Muy deprisa, equivale a presto.
- 12. Número de vibraciones por segundo.
- 13. Deprisa.
- 14. Se desifican según el género y la testitura.
- 15. El doble de una corchea.
- 16. Voz aguda de hombre,
- Término que indica un aumento gradual de intensidad.
- 18. Despacio.
- 19. Agrupaciones de voces.
- 20. Compás de tres tiempos.
- 21. La familia de instrumentos más numerosa de la orguesta.
- Signos que indican un cambio gradual. de intensidad.
- Punto pequeño que prolonga la mitad de la duración.
- 24. Lo contrario de suave.
- 25. Voz grave de hombre.
- 26. Lo contrario de grave.
- 27. Divide el tiempo en partes Iguales y concreta el valor de figuras y silencios.
- Instrumento de cuerda frotada, el más pequeño y agudo.
- 29. El doble de una semicorchea.
- 30. La familla de instrumentos más «ruidosa» de la orquesta.
- 31. Normal, tranquilo.
- 32. Compás de dos tiempos.
- 33. Voz media de mujer.
- 34. Se dividen en tres grandes familias: cuerda, viento y percusión.

Veriltales

- 1. Alteración que sube madio tono a la nota.
- 2 Lo contrario de fuerte.
- 3. Figura unidad de compés del 4/4.
- 4. La mited de una corchea,
- E. Figura unidad de compás del 2/4.
- Cualidad del sonido que nos permite distinguir voces e instrumentos.
- Cualidad que nos parmite distinguir entre sonidos largos y cortos.
- Siete nombres para indicar las distintas alturas.
- Conjunto de cinco líneas y cuatro espados.
- Signos que representan la duración de la ausencia de sonido.
- Signos que representán la duración , del sonido.
- 🖄 Lo contrario de agudo.
- Semicirculo con un punto en medio para prolongar la duración.
- 14. Distancia entre Mi Fa y Si Do.
- 15. Lo contrario de corto.
- Cualidad que nos permite distinguir entre sonidos graves y agudos.
- Alteración que baja medio tono a la nota.
- 18. Unea curva que une dos o más notas del mismo sonido
- 19. Unidad de medida de la altura.
- 20. mf (medio fuerte)
- 21. Voz grave de mujer.
- Velocidad de interpretación de una obra.
- Alteración que anula el efecto del sostenido y el bemol.
- Agrupación numerosa de instrumentos.
- 25. Distancia entre dos notas.
- 26. Muy deprisa, equivale a vivace.

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The five lines are called a stave. Notes can go on or between the lines. Lines are counted from bottom to top.



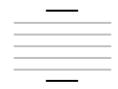


The symbol at the start tells us how high or low to play the notes. The treble clef is the most common.

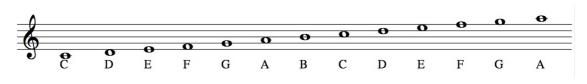




Notes higher up the stave have a higher pitch. Notes lower down have a lower pitch. When notes are too low or too high they can go on separate short lines above or below: they are called ledger lines.



Here are some notes.





On a piano, natural notes are the white ones. Sharps are the black notes to the right of the white notes. Flats are the notes to the left of the white notes. So each black note is both sharp and flat.

A sharp sign next to a note tells you to play it one semitone higher.



A flat symbol next to a note means you have to play it one semitone lower. A natural sign cancels a sharp or flat.



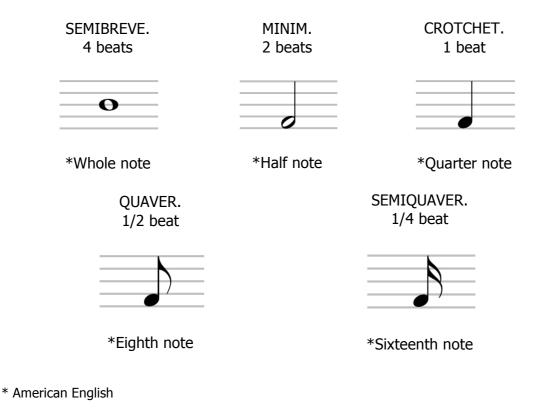
Accidentals are written before the note they affect. Sharps and flats that you see by individual notes are called accidentals. Once an accidental has appeared in a bar, it applies to all notes of the same pitch for the rest of the bar, unless it's cancelled out by a natural sign.

Sharps or flats written at the start of a piece, straight after the clef, tell you the key signature.



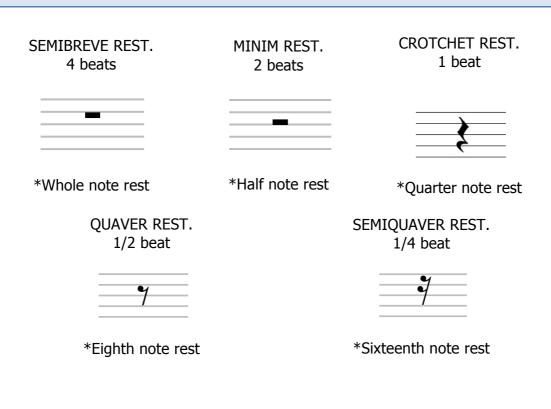


Note symbols tell you how many beats to hold a sound for. Depending on how long they are, are called:





Rests symbols tell you how many beats to hold a silence for. Notes and rests have names, depending on how long they are.



*American English



There's always a time signature at the beginning of a piece of music. It goes to the right of the clef and the key signature.



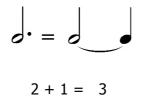
It's written using two numbers. The top number tells you how many beats there are in each bar (e.g. a 2 means two beats in a bar, a 3 means three beats in a bar and so on). The bottom number tells you how long each beat is: a 4 at the bottom means each beat is 1 crotchet long, an 8 at the bottom means each beat is 1 quaver long... and so on.



The time signature usually stays the same all the way through a piece of music. If it does, it's written just once, at the beginning. Sometimes the beat changes during a piece. If it does, the new time signature's written in the bar where it changes.



A dot after a note or rest makes it longer.





A tie is a curved line joining two notes of the same pitch together. It turns them into one note. Ties are often used to make a long note that goes over the end of a bar.



It sounds like a minim note.

Ties are not the same as slurs:



It sounds two different notes, D and A.



Tempo is Italian for "time". The tempo is the speed of the main beats. In a lot of music the instructions for how fast to play are written in Italian too. Here are the words you're most likely to come across:

Italian word	What it means	
Largo	broad and slow	
Andante	walking pace	
Moderato	moderate speed	
Allegro	quick and lively	
Presto	really fast	

The metronome allows us more accuracy: 60 beats a minute means each crotchet lasts one second, 120 beats a minute means each crotchet lasts half a second, and so on.



The tempo and the beats per minute are written over the stave.



Music that was all played at the same volume would be pretty dull. To get a variety of different volumes you can use these symbols:

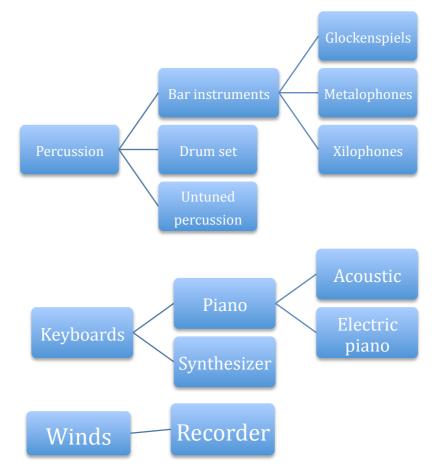
Symbol	stands for	what it means
pp	pianissimo	very quiet
P	piano	quiet
mp	mezzopiano	fairly quiet
mf	mezzoforte	fairly loud
f	forte	loud
ff	fortissimo	very loud
cresc.	crescendo	getting louder
dim.	diminuendo	getting quieter
	crescendo	getting louder
	diminuendo	getting quieter

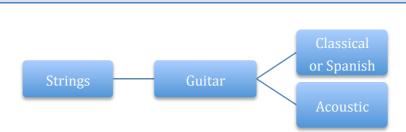
The markings go underneath the stave.

INSTRUMENTS and HUMAN VOICE

Instruments used at school

In our music classroom you can find this instruments:





Most of them are percussion instruments. They can be tuned or untuned. Tuned percussion can play different notes.

The glockenspiel has bars made of metal. There are two sizes: the smallest are soprano glockenspiels, and the biggest are alto glockenspiels. Metalphones have metal bars too, but they are bigger than glockenspiels. Xylophones have wooden bars. Both metalophones and xylophones are three sized: soprano, alto or bass.



Bar instruments are played with drumsticks. They are made of different materials.



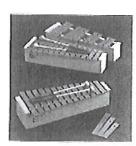
The drum set is a group of many percussion instruments: bass drum, cymbals, snare drums...

Els més nombrosos són els instruments de **percussió**, que poden tindre sons d'altura determinada o indeterminada.

Els de **PLAQUES** tenen altura determinada: poden fer diferents notes segons la placa que colpegem.

En les nostres aules podràs veure instruments de plaques de tres tipus: **carillons**, **xilòfons** i **metal·lòfons**, i dins de cada un d'estos tipus observaràs que hi ha diferents grandàries: els soprans són els més menuts, i per tant els més aguts. els alts (abreviatura de contralt) són els de grandària mitjana. els baixos són els més grans, però només hi ha metal·lòfons i xilòfons d'este tipus.



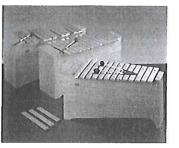


Carilló soprà

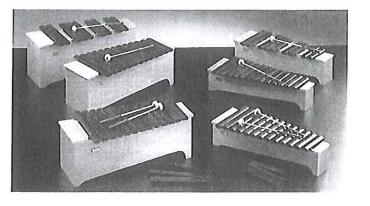
Carilló alt



Metal·lòfon alt Metal·lòfon soprà

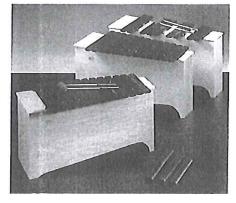


Metal·lòfon baix



Xilòfon alt

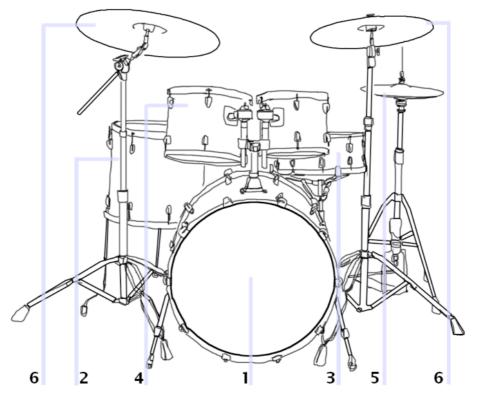
Xilòfon soprà



Xilòfon baix

There are electronic drum sets and acoustic drum sets. Here is a drawing:

1. Bass drum, 2. Tom, 3. Snare drum, 4. Toms, 5. Hi-hat, 6. Cymbals.



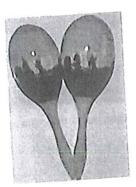
The untuned percussion instruments are used for pure rhythm. It's pretty much impossible to learn every untuned percussion instrument, but try and remember the names of these:



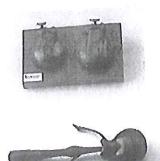
Els instruments de **XICOTETA PERCUSSIÓ** són molt nombrosos i variats. Es classifiquen en metall, fusta i pell o membrana.



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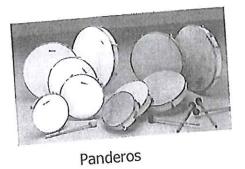


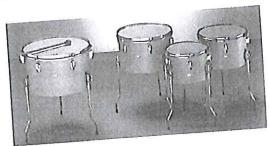
Castanyoles

Maraques

Güiro

<u>PELL O MEMBRANA</u>



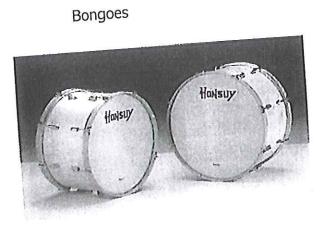


Timbals





Caixa



Bombos

Keyboard instruments can be acoustic and electric. Acoustic pianos have strings and hammers to hit them, and electronic pianos have electronic sound chips and speakers. Both of them have keyboards to play with.



Acoustic piano

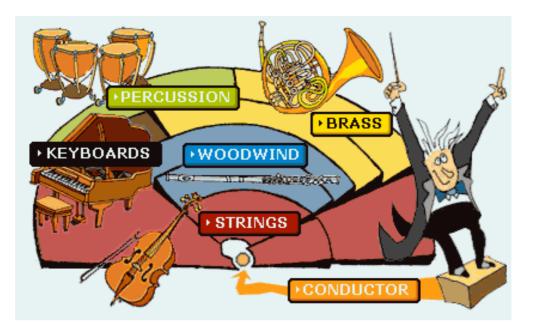


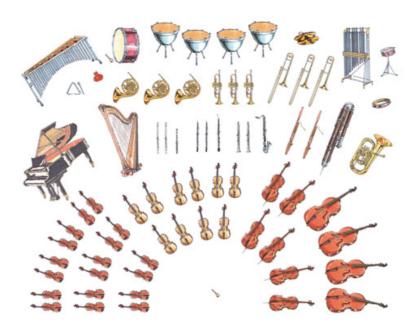
A synthesizer is an electronic instrument capable of producing a variety of sounds by generating and combining signals of different frequencies. Synthesizers can produce a wide range of sounds, which can either imitate other instruments or generate unusual new timbres.

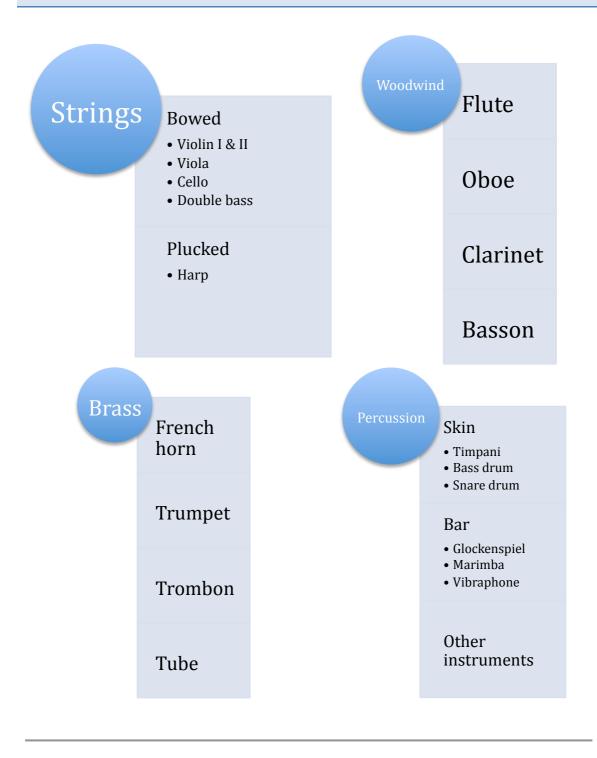


Instruments of the orchestra

Symphony orchestras are the biggest type of orchestra. They have four sections of instruments: strings, woodwind, brass and percussion. They always sit in the same place.



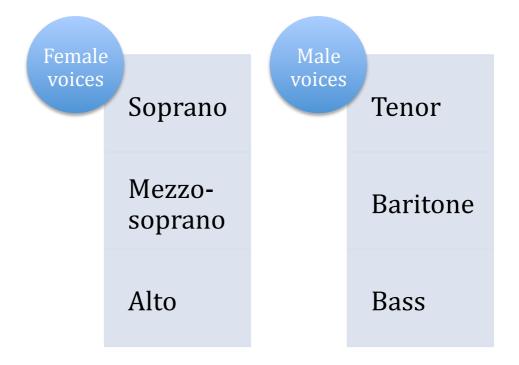




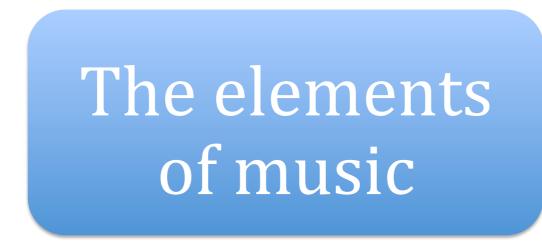


Female singers are soprano, mezzo-soprano or alto. A high female voice is called a soprano. Mezzo-sopranos sing in the top part of the alto range and the bottom part of the soprano range. A lower female voice is called an alto (short of contralto).

Male voices are tenor, baritone or bass. Higher male voices are called tenors. Baritones sing the top part of the bass range and the bottom part of the tenor range. Low male voices are called basses.







The elements of music are: **melody**, **rhythm and harmony**.



Melody, also called tune, is a series of single tones which add up to a recognizable whole. After hearing a piece of music, we usually remember its melody best.

Melody usually goes on top voices and instruments, and in pop music, the singer usually sings it.



Rhythm is the flow of music through time. Rhythm has several interrelated aspects: beat, meter, accent and syncopation, and tempo. Beat is a regular, recurrent pulsation that divides music into equal units of time. When you clap your hands or tap your foot to music, you are responding to its beat. The organization of beats into regular groups is called meter.

Although rhythm is present in each instrument, the most suitable for rhythm accompaniment are percussion. In pop music, the drum set usually plays the rhythm.

Harmony

Harmony refers to the way chords are constructed and how they follow each other. A chord is a combination of three or more tones played at once.

Essentially, a chord is a group of simultaneous tones, and a melody is a series of individual tones heard one after another.

Many instruments can't play chords by themselves. They are called melodic instruments.

Harmonic accompaniments are usually played by guitars and keyboards on pop music.



HOW MUSIC IS ORGANISED



Music needs form and structure. Music's got to be organised, the most basic bit of organisation is the beats of a bar. The structure could be the verses and chorus in a pop song.

Composers usually plan the structure of a piece of music before they get into the detail.

Most musical plans use repetition (using a musical idea more than once) and contrast (because the constant repetition is boring).



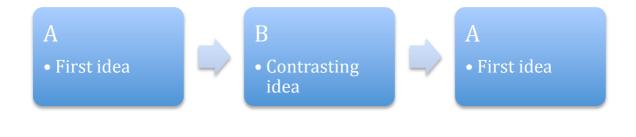
Binary form has two sections. To make it easier to talk about the two bits you usually call the first one A and the second one B. Each section is repeated. You play A twice, and then B twice, so you end up with AABB. Section B constrasts with section A: the two parts sound different.



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Ternary means in three parts. There are three sections in music with ternary form. Sections can be equals or different. When music goes back to A for the last section it can be exactly the same or varied a bit. If it is varied you call it A1 instead of A.



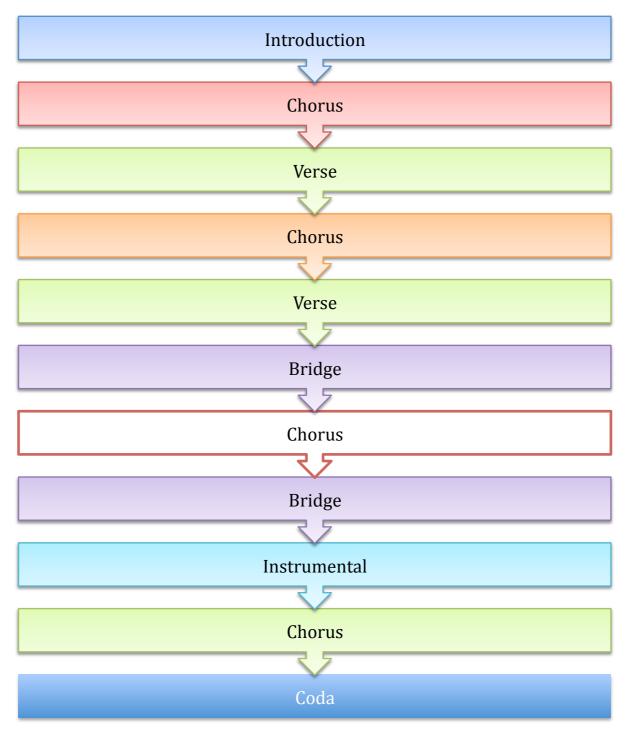


Rondo means going round. A rondo starts with a main idea in section A, moves into a new section, goes round again to A, moves into another new section, goes round again to A... as many times as you like. The new section after each Section A always contrasts with A. Section A is known as the main theme. The contrasting sections are called episodes. The most important thing to remember is that after every new section, section A always comes back. It literally does keep going round.





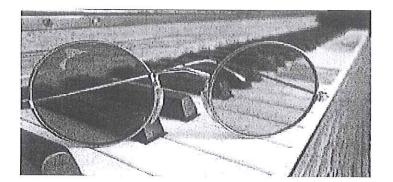
The main sections are the verse and chorus. The verse always has the same tune, but the lyrics change in each verse. The chorus has a different tune from the verse, usually quite a catchy one. The lyrics and tune of the chorus don't change. Most songs go verse, chorus, verse, chorus, etc. But there's no rules about this.



CONTINGUTS PRÀCTICS

CONTENIDOS PRÁCTICOS

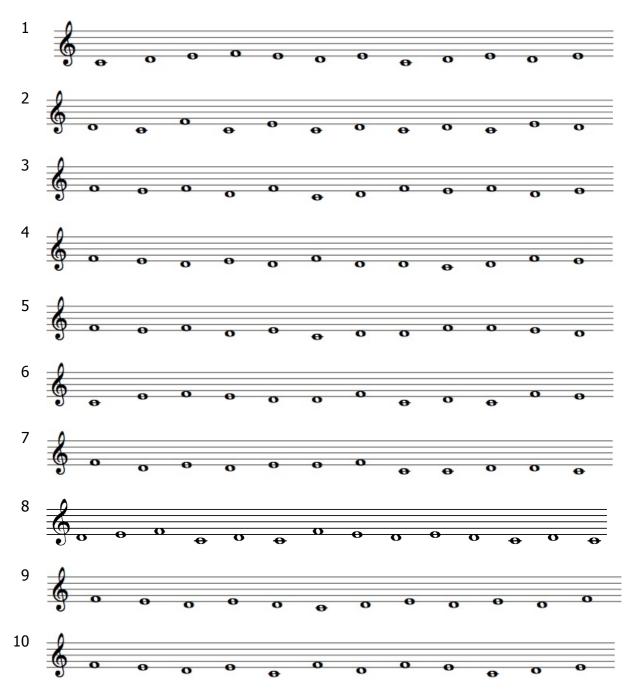
PRACTICAL ACTIVITIES



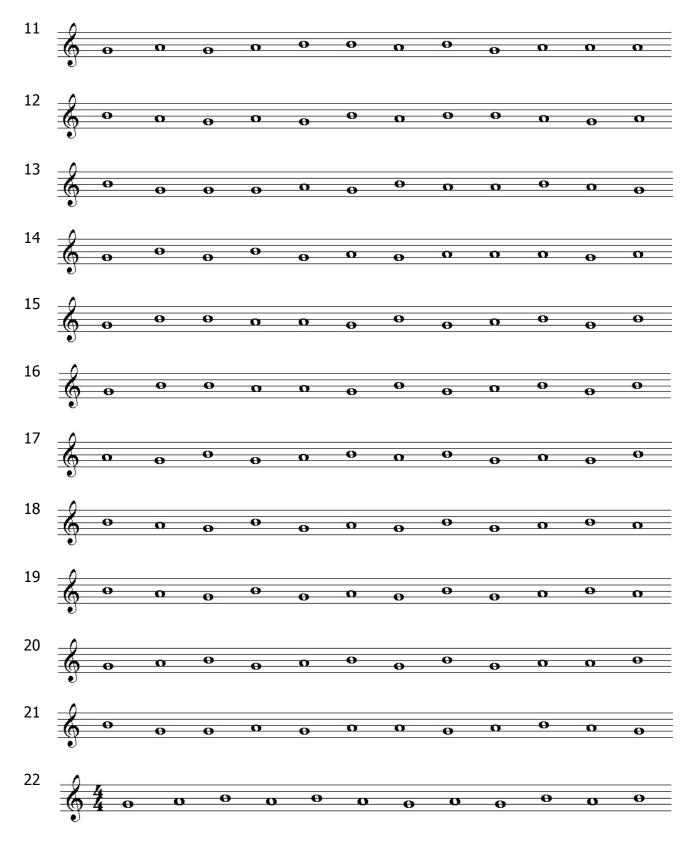
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APPENDIX I. READING NOTES

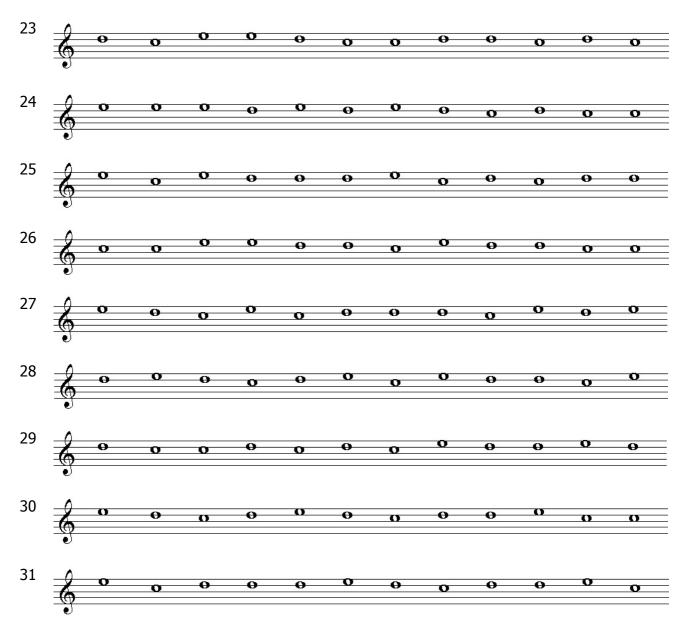
1st PART. C-F



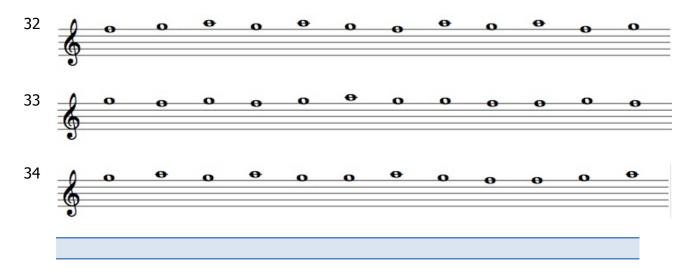
2nd PART. G-B



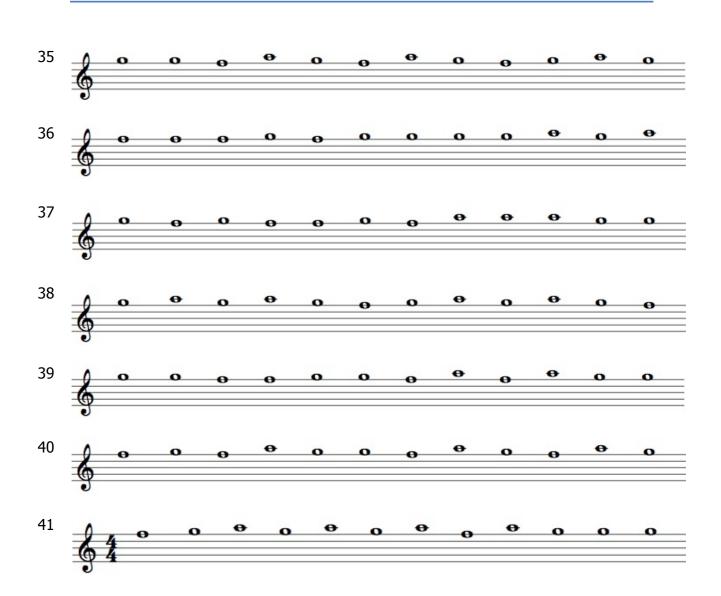
3rd PART. C'-E'



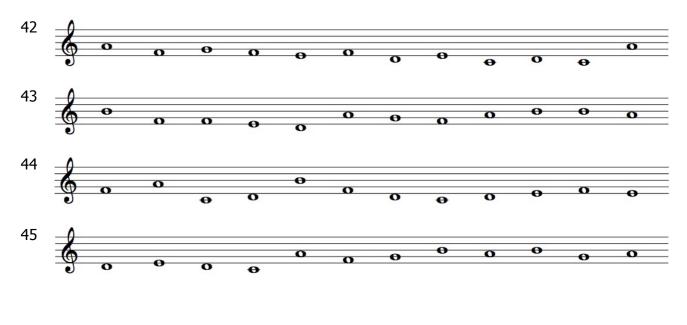
4th PART: F'-A'

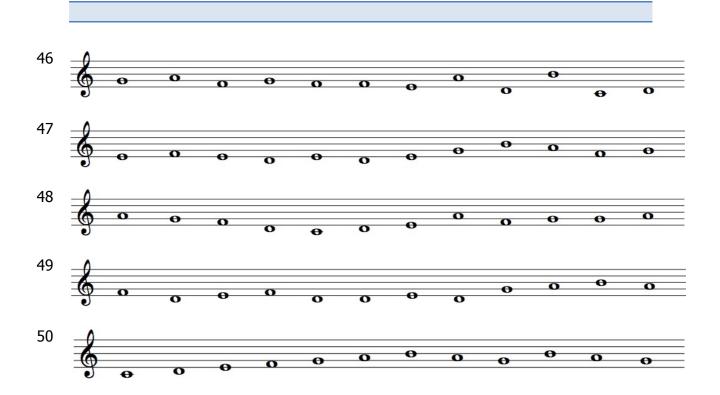


IES BEATRIU CIVERA (ALDAIA)

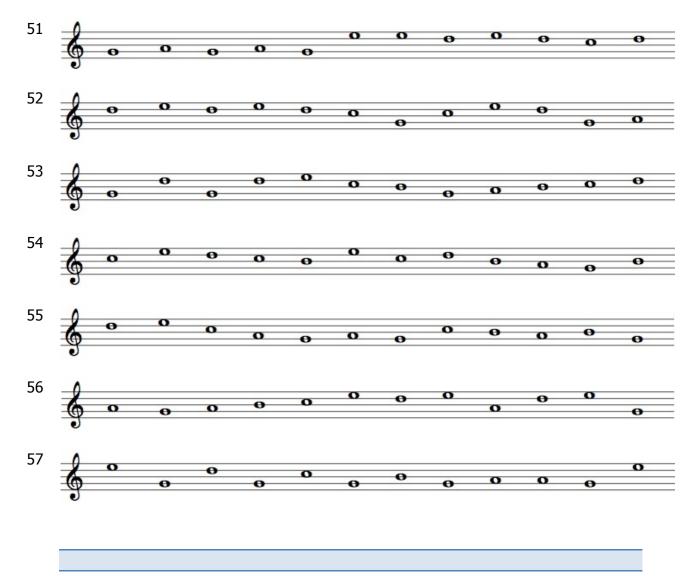


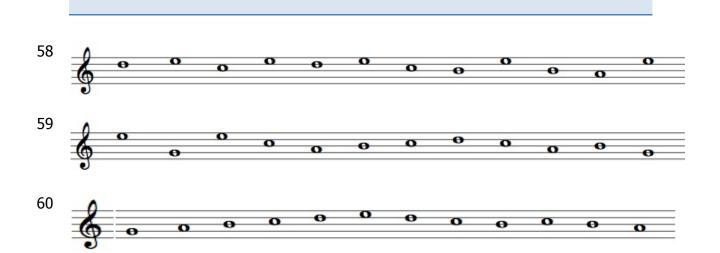
REVIEW PART 1st & 2nd. C-B



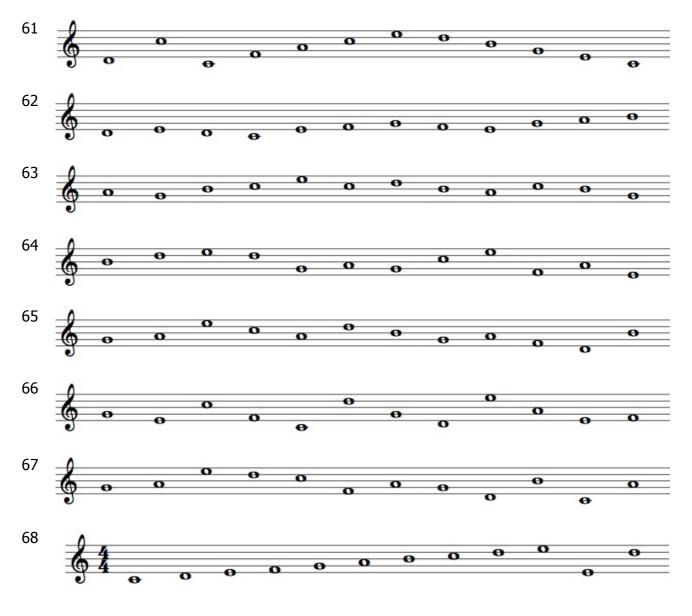


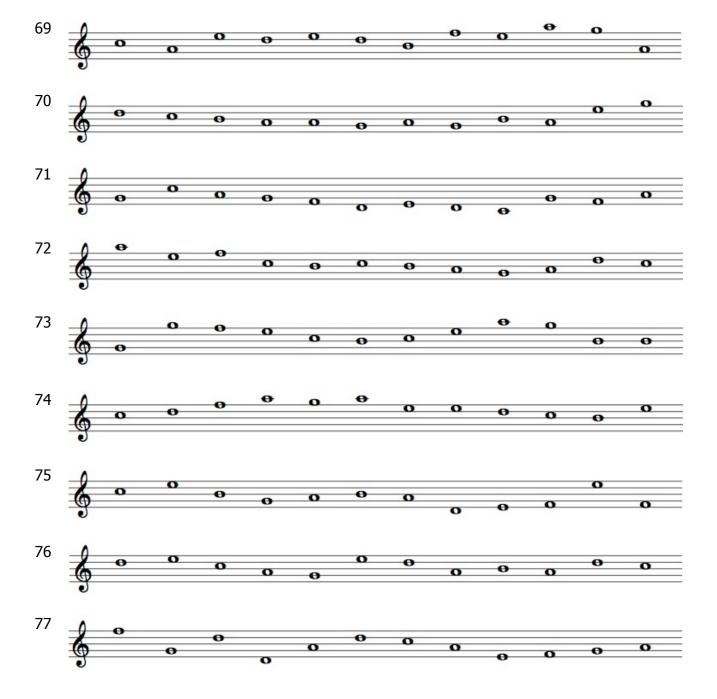
REVIEW PART 2nd & 3rd: G-E'





REVIEW PART 1st, 2nd & 3rd: C-E'

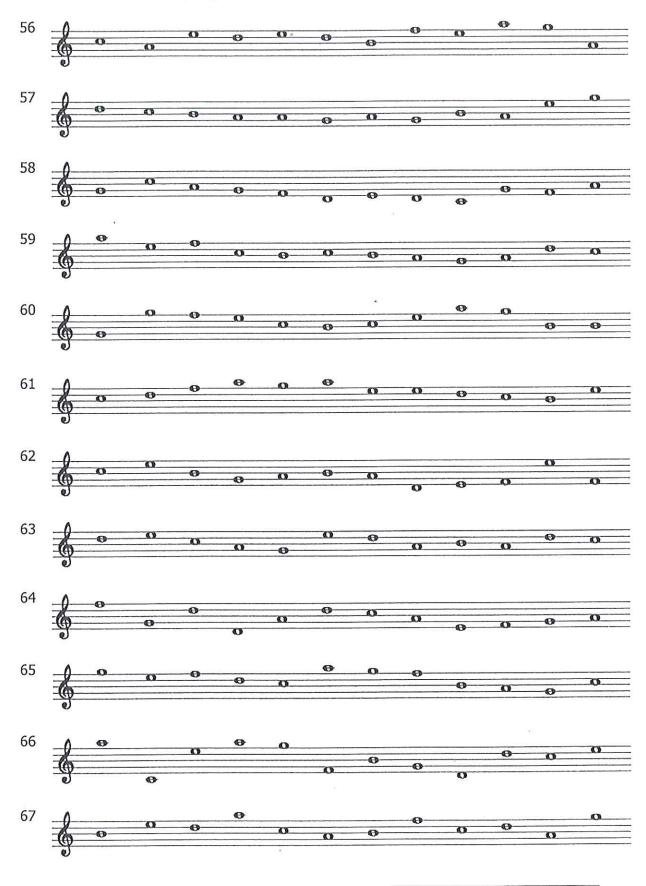


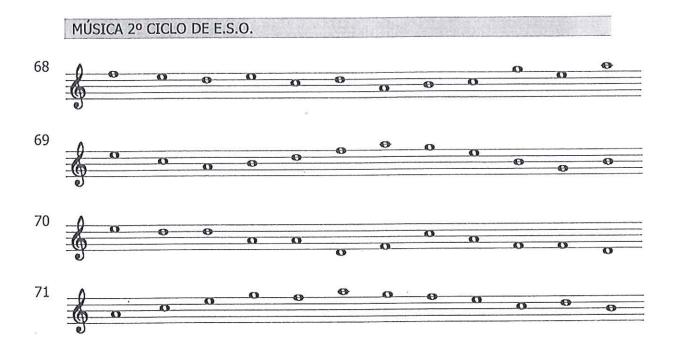


REVIEW PART 1st, 2nd, 3rd & 4th: C-A'

MÚSICA 2º CICLO DE E.S.O.

REPASO PARTES 1^a, 2^a, 3^a Y 4^a: DO-LA'





APPENDIX II. READING RHYTHMS



























































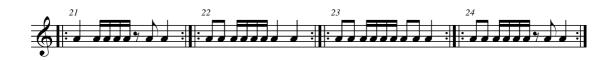


















IES BEATRIU CIVERA (ALDAIA)























































































































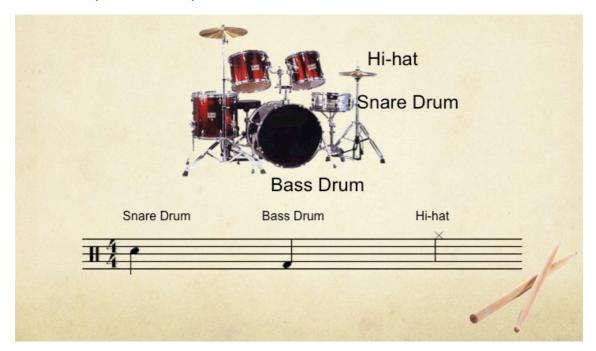








A **drum set** (also **drum kit**) is a collection of drums, cymbals and sometimes other percussion instruments arranged for convenient playing by a single person. It emerged at the end of the 19th Century in the south of the U.S.A. It is made up of membranophones (snare drum, bass drum and toms) and cymbals of different sizes. Each instrument is written on different places on the stave. Instead of treble or bass clef you will see a percussion clef.



HOW TO STUDY

Practice is very important in order to learn how to play the drums and it must be done step by step. If you follow these steps, not skipping any of them you will obtain good results in a very short time.

We propose several exercises to begin.

1. Sit down properly: a good body position (natural, balanced and relaxed) will help you to play the instrument in an easier way and it will improve the sound quality. The snare drum should be located between your legs and your right foot must be on the bass drum pedal and your left foot on the hi-hat pedal.

2. Practice this rhythm on the ride cymbal with your right hand. First the first measure with crotchets and when you've got a regular beat, try to play quavers.



It is very important to get used counting the beats (one-two-three-four on the first measure or one-and-two-and-three-and-four-and on the second). This will help you to understand rhythm better and move to more complex rhythms.

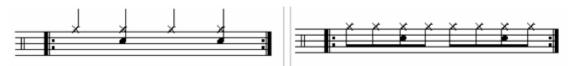
3. Practice the same rhythm with the hi-hat with your right hand too. Don't forget to count.



4. Did you get it? Then you are ready for the next exercise. The snare drum usually hits on beats 2 and 4. Try to play this rhythm on the snare drum using your left hand. Do not forget to count aloud.



5. Did you finish the exercise? Try now with both hands, this is a little more difficult, but do not give up if you do not get it well the first time. You will get it with a little practice.

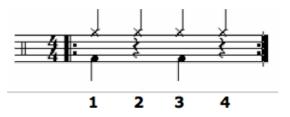


6. Leave the sticks and concentrate on your right foot. The easier way to play it is to have your foot on the pedal and you only have to move your foot up and down.



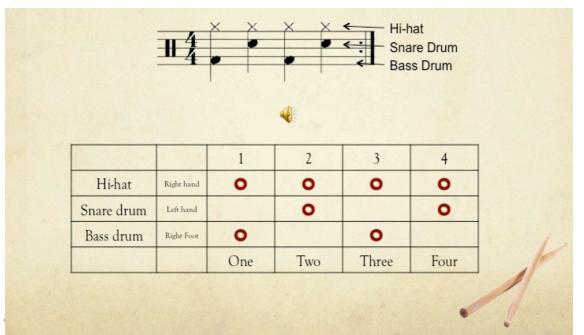
Do not forget counting: ONE-two-THREE-four

7. Now you can bring the bass drum and the hi-hat together.

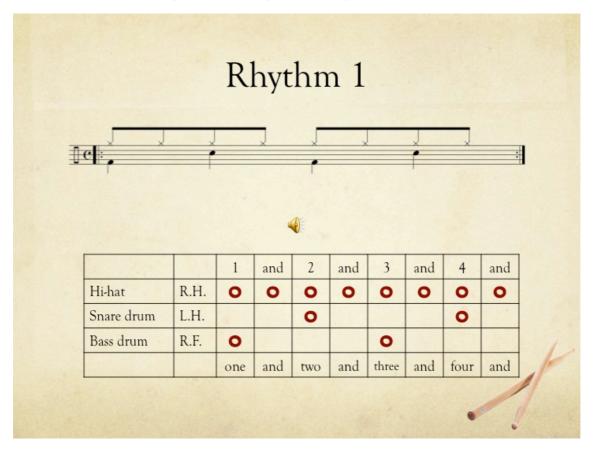


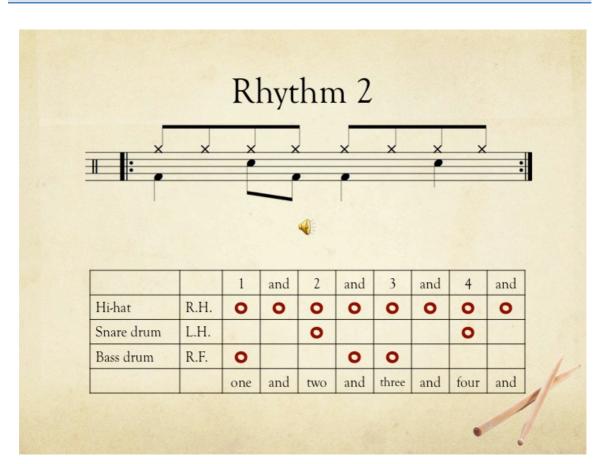
8. Did you get it? Now try to bring the bass drum and the snare drum together too.

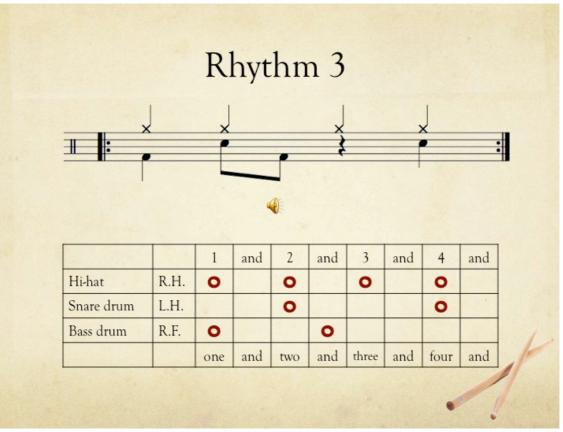
9. Are you ready? Now try everything again. Do not give up if you don't get it the first time. Relax, do something else, and try again later. It is not too complicated and this basic rhythm can be played with a lot of songs. Below you will find a selection of different rhythms, try to play them step by step; though it may seem a little slow you will see how you will improve faster every day.



them better and to study them, but try to learn by heart.





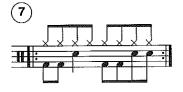


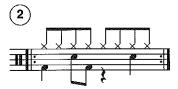
PRÁCTICA: DOCE RITMOS BÁSICOS

Aquí tienes 12 ritmos reales de un compás para que puedas repetirlo una y otra vez. No están pensados para que puedas ejecutarlos uno detrás de otro, pero deberías poder tocarlos, al menos, dos/tres veces seguidas. Normalmente, en cada canción, le corresponde un patrón diferente por frase, por lo tanto 8 compases al menos.

Deberías comenzar a tocar instrumento por instrumento, después junta dos y finalmente toca los tres instrumentos simultáneamente. Cuando lo consigas para de tocar y comienza de nuevo con todo a la vez.





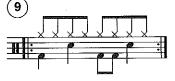




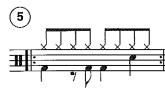




8







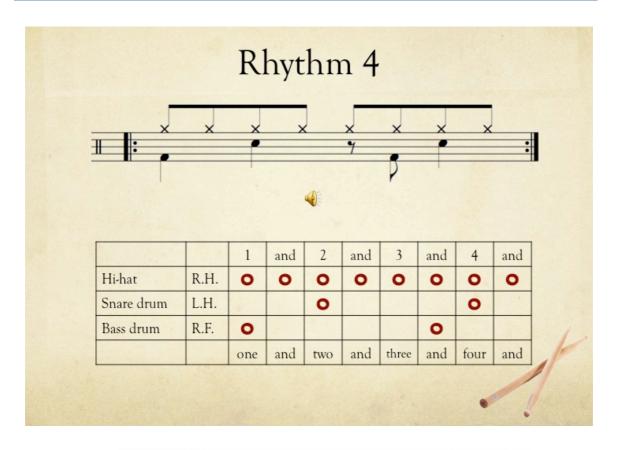








Si has conseguido tocarlos sin dificultad, con el ritmo y sonido igualado, ya puedes decir: "puedo ser batería".

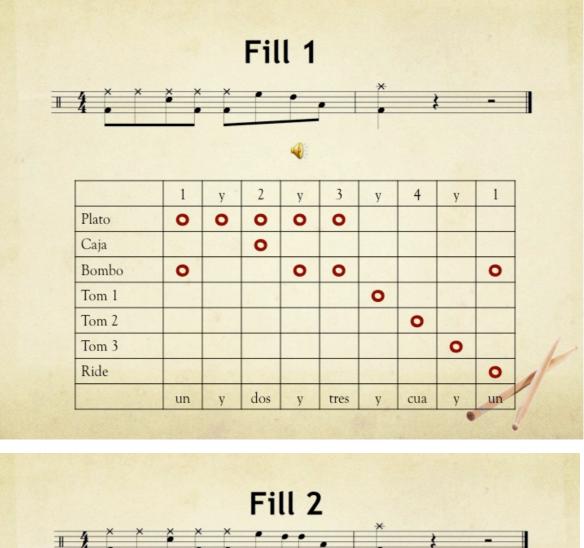


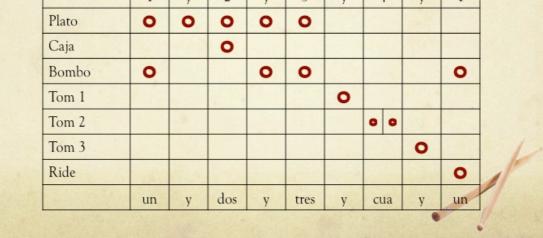


FILLS

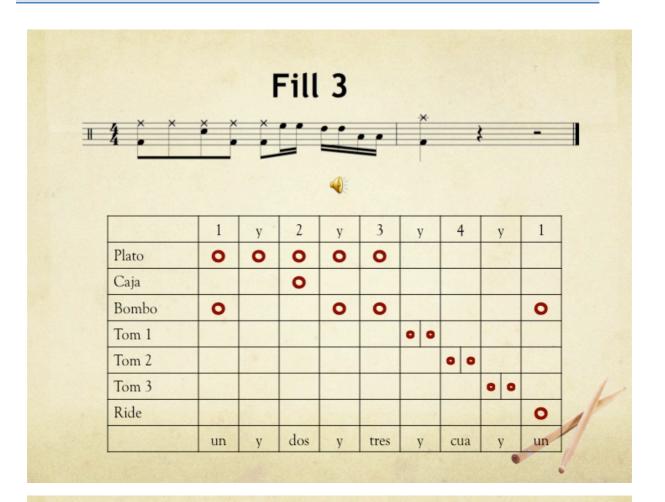
Toms can be used on strong beats as with the bass drum and the snare drum, but we usually use it for fills. A fill is a rhythmical filling instant or a way to go from a section to another in the same song. We can also use the other instruments for fills. Fills can last one or more beats in crotchet, quaver or semiquaver rhythm.





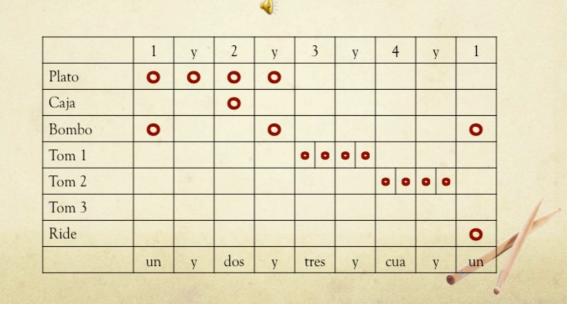


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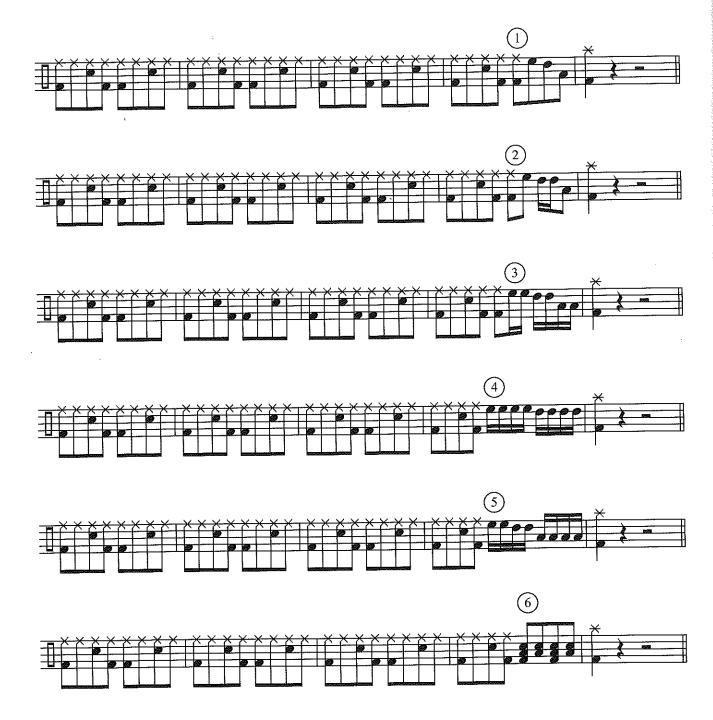


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3.2.12 UN FILL PARA CADA OCASIÓN

Los toms se pueden utilizar en los tiempos fuertes como el bombo y la caja, pero habitualmente se utilizan para los *fills*. Un *fill* es un momento de relleno rítmico o para pasar de una sección a otra de la canción. También se utilizan para los *fills* todos los demás instrumentos, la caja y los platos. Los *fills* pueden durar uno o más tiempos en ritmos de negra, corchea o semicorchea.

Veámos unos ejemplos típicos:



Podemos cambiar el ritmo base e intercalar dentro de cada canción diferentes *fills* para cada ocasión.

IES BEATRIU CIVERA (ALDAIA)

3.3 LAS ESTRUCTURAS DE LAS CANCIONES

Si ya tocas todo tipo de ritmos y *fills* y te atreves a usar cualquier golpe donde quieras, es momento para que sepas cómo se estructuran las canciones.

La mayor parte de las canciones tienen distintas partes o secciones, entre las cuales se encuentran las siguientes:

- 1. LA INTRODUCCIÓN (o "intro"): es una sección corta al comienzo que introduce la canción a los oyentes.
- 2. LAS ESTROFAS: Una de las principales secciones de la canción. Generalmente hay varias estrofas, todas ellas con la misma música pero con texto diferente para cada estrofa.
- 3. EL ESTRIBILLO: suele haber distintos estribillos entre estrofas, pero ahora con el mismo texto.
- 4. EL PUENTE: sirve de transición entre estrofas y estribillos.
- 5. LOS SOLOS: se tocan sobre la base de la estructura de la estrofa o estribillo, pero a veces cuentan con su propia estructura. Los solos suelen tocarlos las guitarras pero también el piano o la batería.
- 6. LA CODA: suele ser similar a la introducción pero para concluir la canción de manera abrupta o desvaneciéndose poco a poco. Cualquier manera de llegar al final estará bien si se realiza de manera convincente o se interpreta con seguridad.

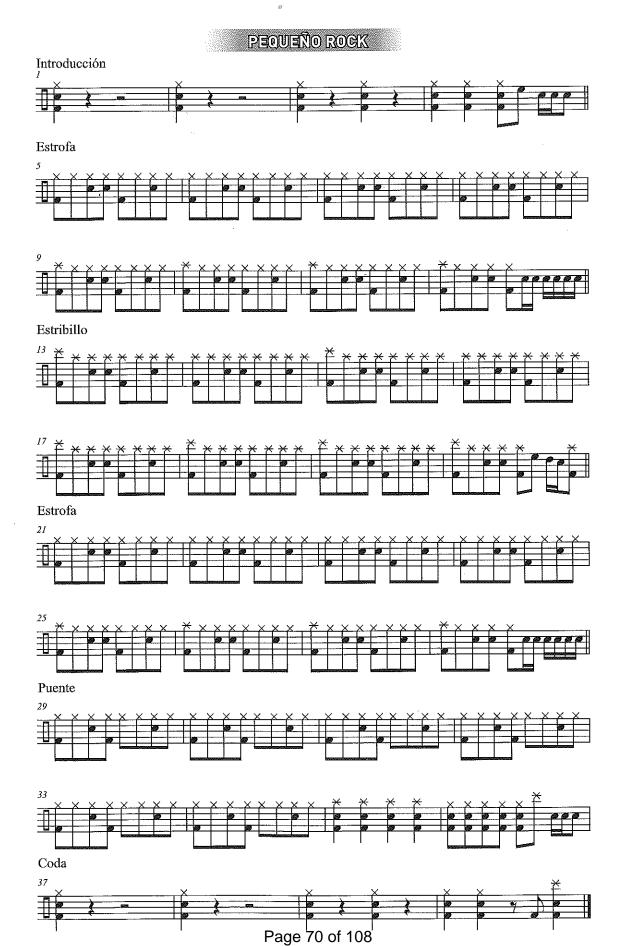
Para el batería, es básico diferenciar cada sección con pequeñas variaciones rítmicas y tímbricas. Por ejemplo, el plato *crash* se puede utilizar para marcar el comienzo o la mitad de cada sección; los *fills* son mejores cuando se tocan al final de una sección y sirven para alertar de que la canción está a punto de pasar de una sección a otra con mayor o menor intensidad.

También es muy interesante que realices diferencias entre secciones con el sonido y el impacto, adornándola con *fills* y golpes de platilo.

- 1. Podrías llevar la pulsación en los platillos *hi-hat* durante las estrofas y cambiar al platillo *ride* para los estribillos, sin variar la caja ni el bombo.
- 2. Podrías cambiar de una pulsación de corcheas para las estrofas y de negra para los estribillos o al revés.
- 3. Podrías cambiar de matices para las estrofas y los estribillos: en general, las estrofas más suaves que los estribillos.
- 4. Para los solos utiliza la campana del platillo (si crees que le va bien).
- 5. Los ritmos de cada sección deben ser parecidos pero hay canciones a las que les va bien un cambio radical.
- 6. Un buen consejo: ¡no des todo lo que sabes al principio! Es muy eficaz comenzar con ritmos sencillos e ir poco a poco haciendo la parte de batería más y más interesante a medida que avanza la canción. La emoción va a aumentar a medida que toques lo que corresponde a cada momento.

3.4 PRÁCTICA DE ALGUNOS ESTILOS RÍTMICOS

Viene la hora de tocar: esto no es un ejercicio. Aquí tienes un pequeño rock con algunas partes en las que encontrarás diferentes ritmos tipo y *fills.*



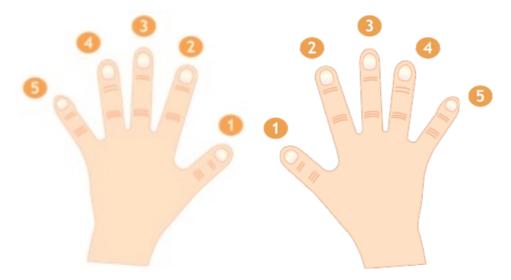
APPENDIX IV. THE KEYBOARD

A keyboard is an instrument that imitates all the other instruments in a very efficient way. It can also produce natural sounds, voices, special sound effects and completely new sounds never heard before. Keyboards can modify the timbre of sounds.

Control commands select a specific sound just by pressing a little button. This sound comes from a bank of sounds stored electronically in the memory of the synthesizer. Each brand has its own instruments and combinations. Some keyboards can create, store (record) and reproduce new sounds. The finger technique is equal to piano and you use a proper body technique adequate to each instrument.

The keyboard is a polyphonic instrument par excellence. It also offers a great possibility to play any instrument no matter how high or low it is.

We need with keyboard, as well as with piano, a minimun preparation that we call digitalitation so we can allocate a finger to one or several keys. They come with a number from 1 to 5 (from thumb to pinkie) and this number is located above or below the note and its lectura and you have to memorize it at the same time.



We need a proper body position to play:

- Head must be a little leaned over the piano.
- Back must be comfortably straight with a natural position
- Elbows must be a little forward than the body.
- Hands do not have to be leaned on the piano, only fingers are in contact with the keyboard.
- The stoll must be located to allow forearm to be at level with keys from keyboard.
- Feet must rested on the floor.

Right position for hands

• Fingers must form a little arch when touching the keys. This position allows a good mobility and influence on joints to have strengh enough to make the necessary preassure to play the key. This position allows the little finger to have a good position and prevents stress on the forearm.



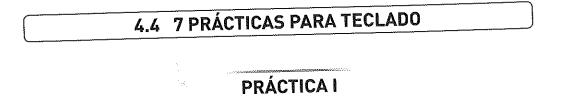
The piano is one of the most difficult instruments and you need many years of studying, practice and patience to play it correctly.

Nevertheless we can start playing it properly with patience and if we follow these steps.

- Sit down correctly properly balanced.
- Lay your hands correctly.
- Relax: you do not press the keys strongly; keyboards are soft and with just a little touch of your finger and the weight of you forehand there is strength enough to produce the right sound on the keyboard.
- Learn the notes of the song time by time.
- Learn the notes of the song and the rhythm by heart.
- Locate the notes on the keyboard. If you pay attention you will see that black keys are grouped by two or three. This way you see that note C is the first white key that comes before a group of two black keys.

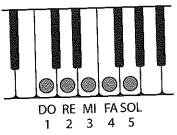


Encontrarás algunas canciones sencillas, a modo de prácticas, para que puedas ir empezando a tocar el teclado y para que lo disfrutes en compañía de tus compañeros. Al principio es difícil realizar acciones en las dos manos, pero cuando lo consigas querrás otra y otra más. Espero que este cuaderno te ayude a que el proceso sea lo más fácil y amenő posible. Y ahora, paciencia. Y ... ¡Música maestro!



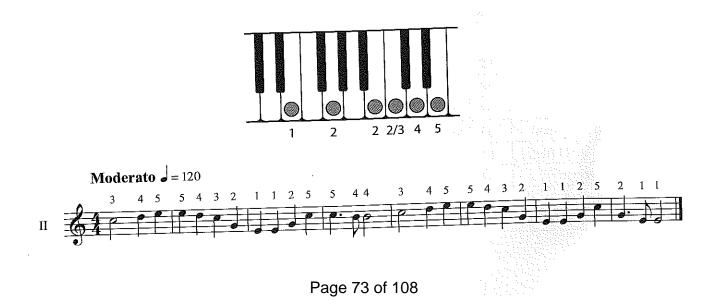
Para empezar podemos ejemplificar lo anterior con la melodía del *Himno de la Alegría* de L. v. Beethoven, practicando todos los alumnos de la clase en el "teclado de papel" cada una de las voces por separado. El resultado final es que los alumnos, agrupados en cuartetos, puedan tocar las cuatro partes de esta partitura. Utilizaremos, por ejemplo, el sonido *string* (49) del GM para todas las voces y conseguiremos que suene como una gran orquesta de cuerdas.

PASO 1: Tocar la melodía 1 en mano derecha (m.d.) con posición fija de Do en el registro agudo (4ª octava):

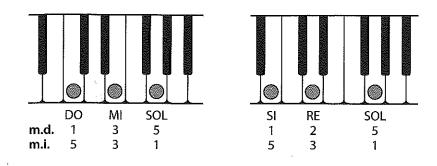


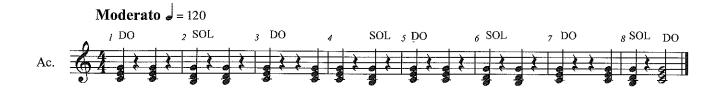


PASO 2: Tocar la melodía 2 en la Mano Derecha (M.D.) con posición fija de do con saltos en los dedos, pero sin cambios de posición. En el registro agudo (4ª octava).

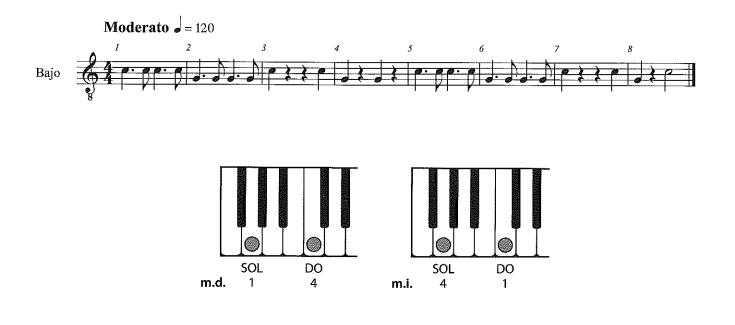


PASO 3: Tocar los **acordes** con Mano Derecha (M.D.) y/o Mano Izquierda (M.I.) con posición fija de 1-3-5. Otra posición alternativa, al gusto del intérprete, podemos ofrecer para el acorde de SOL: con 1-2-5. Las notas del acorde de DO son do-mi-sol y las del acorde de SOL, si-re-sol. Tocadlo en el registro medio-grave (2^a-3^a octava: DO2 o DO3).





PASO 4: Tocar el Bajo con mano derecha (m. d.) y/o mano izquierda (m. i.) con posición fija de 1-4 y tocadlo en el registro grave o muy grave (1^a-2^a octava: DO1 o DO2)

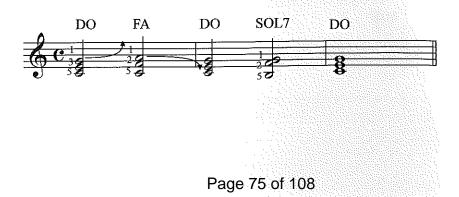




PASO 5: Tocar todas las voces a la vez en cuarteto. El resultado es buenísimo.

Memoriza la mano izquierda hasta que puedas tocar SIN MIRARTE las manos. Los acordes están situados en Do2

1. Acordes de I, IV y V7 de D0 Mayor



2. Acordes de I, IV y V7 de SOL Mayor



3. Acordes de I, IV y V7 de FA Mayor



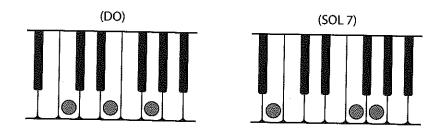
PRÁCTICA III

AHORA, A DOS MANOS.

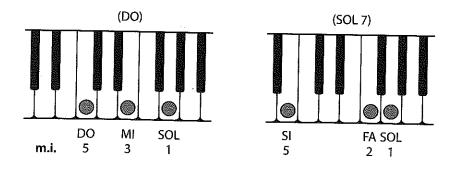
1°) Aprende y memoriza las notas de los acordes DO y SOL7:



2º) Sitúa las notas en el teclado:



3º) Coloca los dedos de la mano izquierda para tocarlos a la vez:



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4º) Toca los acordes de la canción con su ritmo:

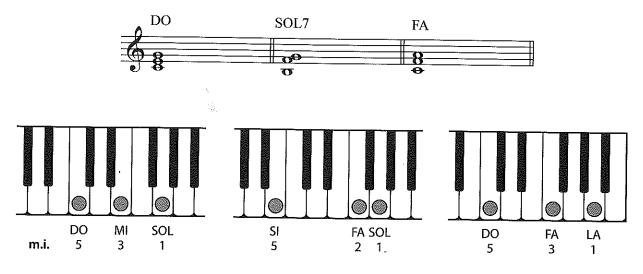
5º) Ahora, coloca la mano derecha en posición fija de DO y practica la melodía.

6º) Cuando tengas las dos manos bien seguras por separado, practica para unirlas.



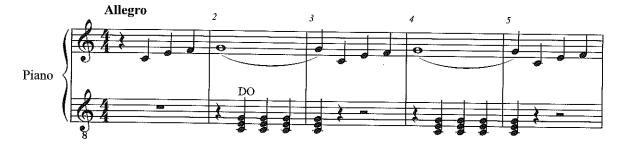
PRÁCTICA IV

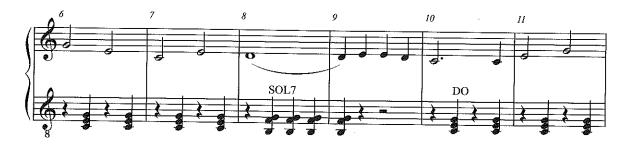
Ahora, trabaja con los acordes de DO, SOL7 y FA de **DO MAYOR** en posición fija de DO y practica, siguiendo los pasos anteriores, la siguiente canción:

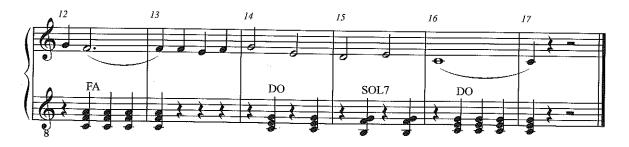


LA MARCHA DE LOS SANTOS

Tradicional USA



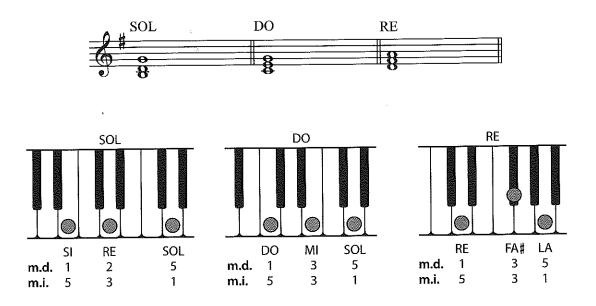




PRÁCTICA V

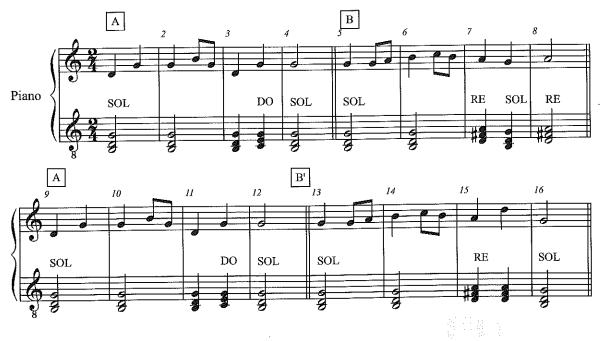
Trabaja los acordes de SOL, DO y RE en **SOL MÁYOR** manteniendo la posición fija de sol y practícalos en la canción *IL ES NÈ* popular de Suiza.

ACORDES de I(SOL), IV(DO) y V(RE) de SOL Mayor. (Recuerda que el fa es sostenido).



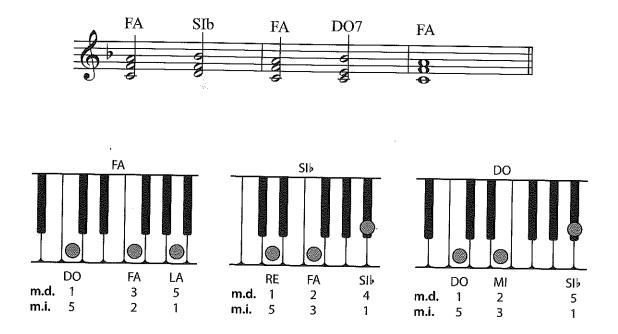
IL ES NÈ

Tradicional Suiza



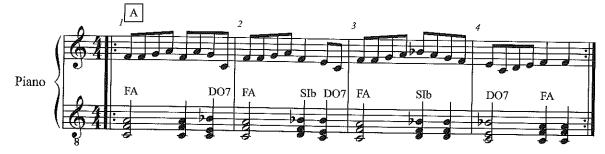
PRÁCTICA VI

ACORDES DE I(FA), IV(SIb) y V7(D07) de FA Mayor. Recuerda, el si es bemol.



YANKEE DOODLE

Tradicional USA





7

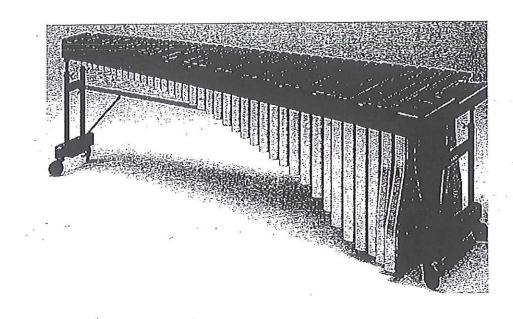
PRÁCTICA VII

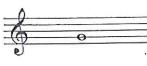
Trabajo de los acordes **DO, SOL/7, la, FA, RE/7 y mi de DO MAJOR.** Y la melodía con cambios de posición.





<u>LÁMINAS</u>



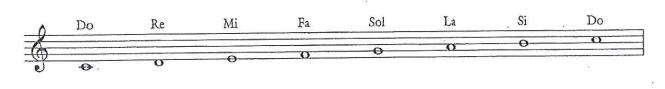


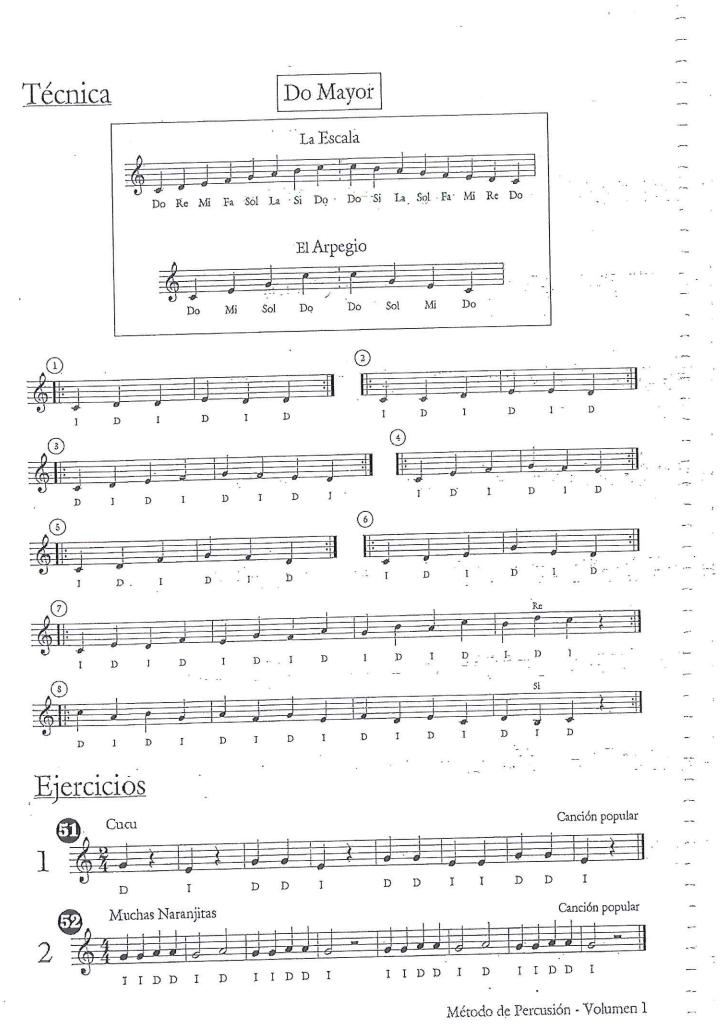
Localización de las notas:

La Clave de Sol (el Sol se encuentra en la 2ª línca)

Do Re Mi Fa Sol La Si Do

La Escala de Do Mayor (en clave de Sol)







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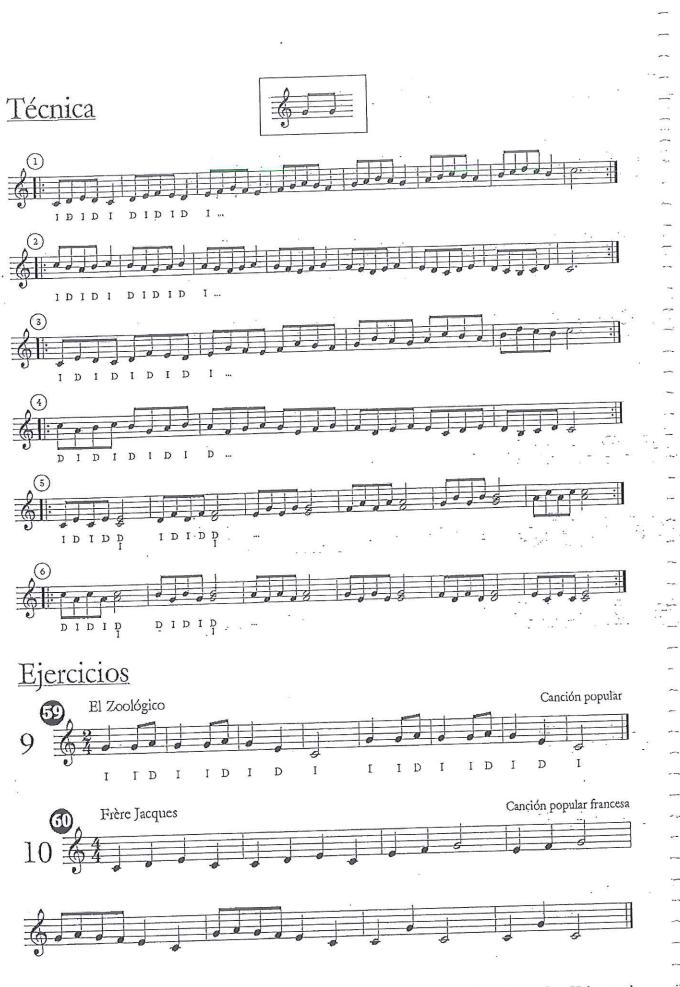
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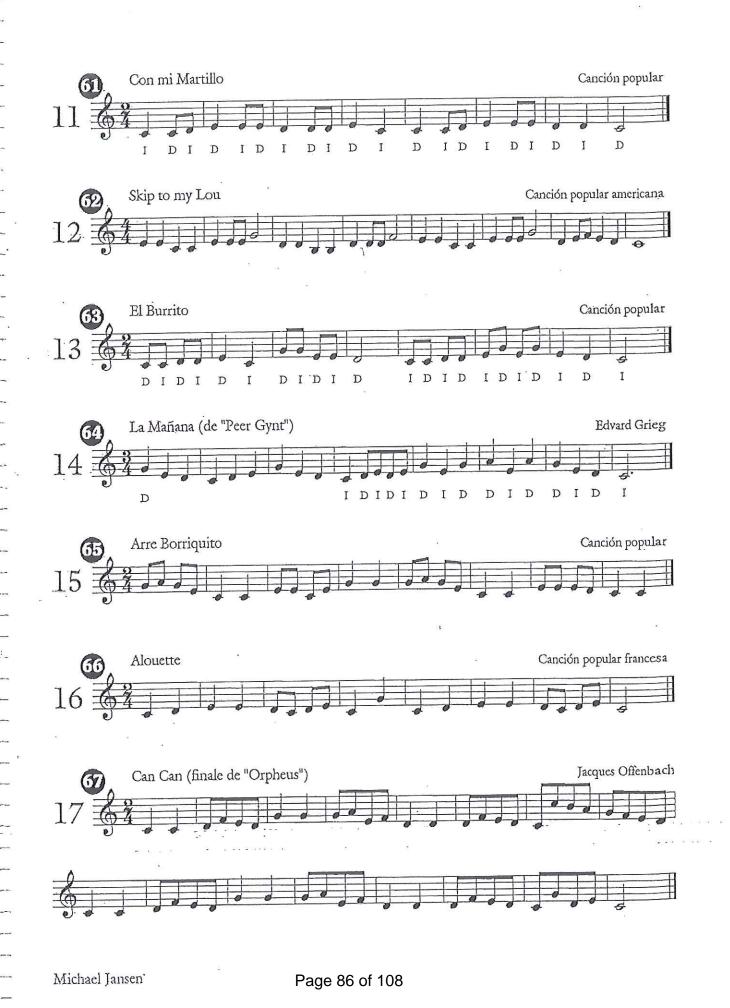
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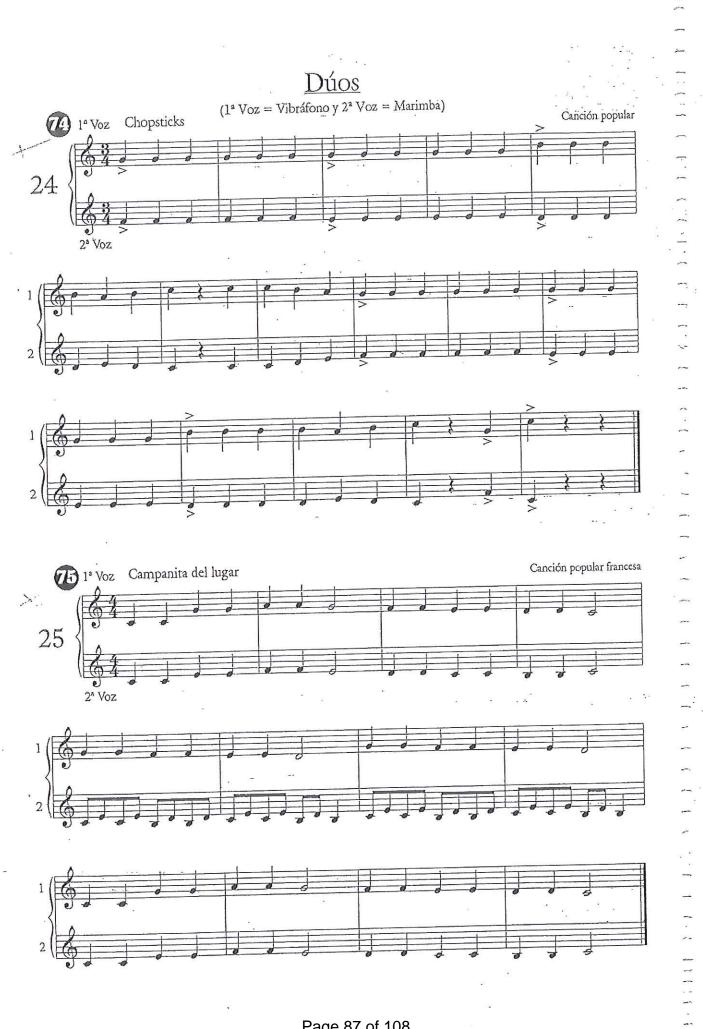
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Método de Percusión - Volumen 1





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Michael Jansen

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29 <u>Trío</u>



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CHACONNE

George Wytac

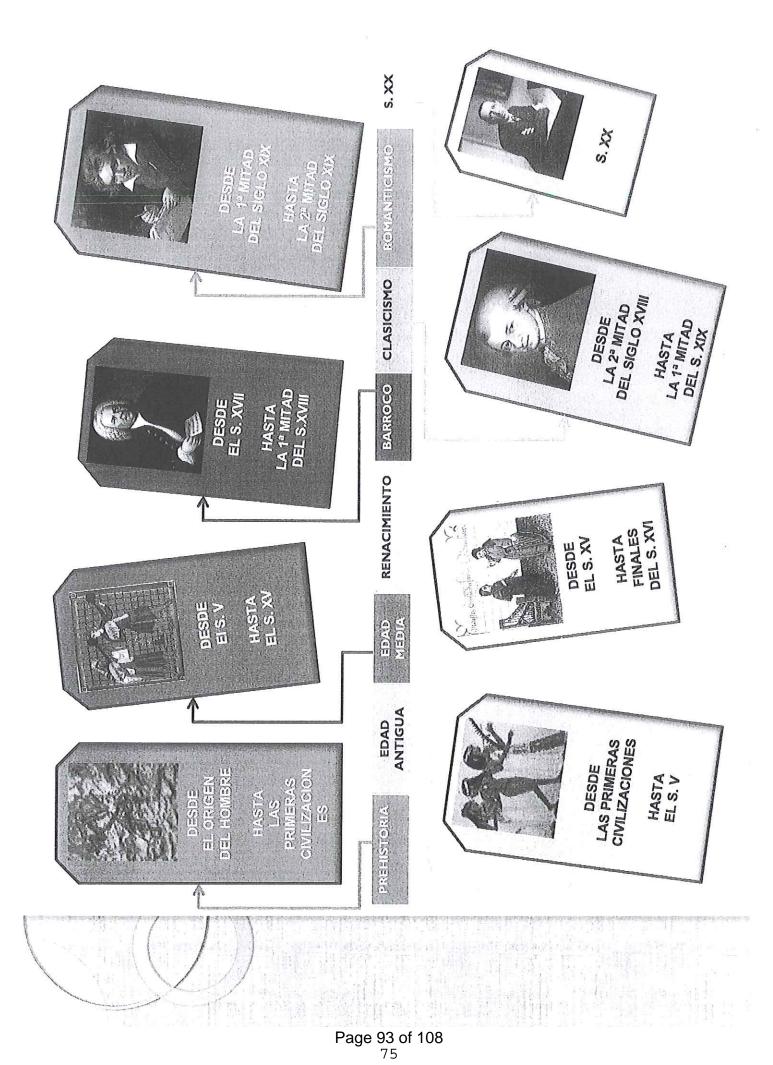




T WÙÔÁÜÒÚU ÜVĚT WÙÔÁÒÙÙŒŸ

Escribir una redacción siguiendo estos puntos sobre la canción que estás actualmente interpretando en clase:

- 1. Título y autor
- 2. <u>Intérprete/</u>s
- 3. <u>Género</u>: vocal/instrumental/funcional/audiovisual
- 4. Estilo: pop, rock, jazz, salsa,....
- 5. Formación del grupo: bajo, batería, guitarra, teclados, voz,...
- 6. <u>Movimiento</u>: rápido/medio/lento
- 7. Carácter: sensación que te desprende al escuchar la canción
- 8. <u>Forma y Estructura</u>: los temas musicales que aparecen y la forma músical completa
- 9. <u>Texto</u>: letra de la canción traducida y comentario de qué es lo que nos quiere decir.
- 10. Información sobre la canción y el grupo.



RHYTHMS

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STAVES/STAFF

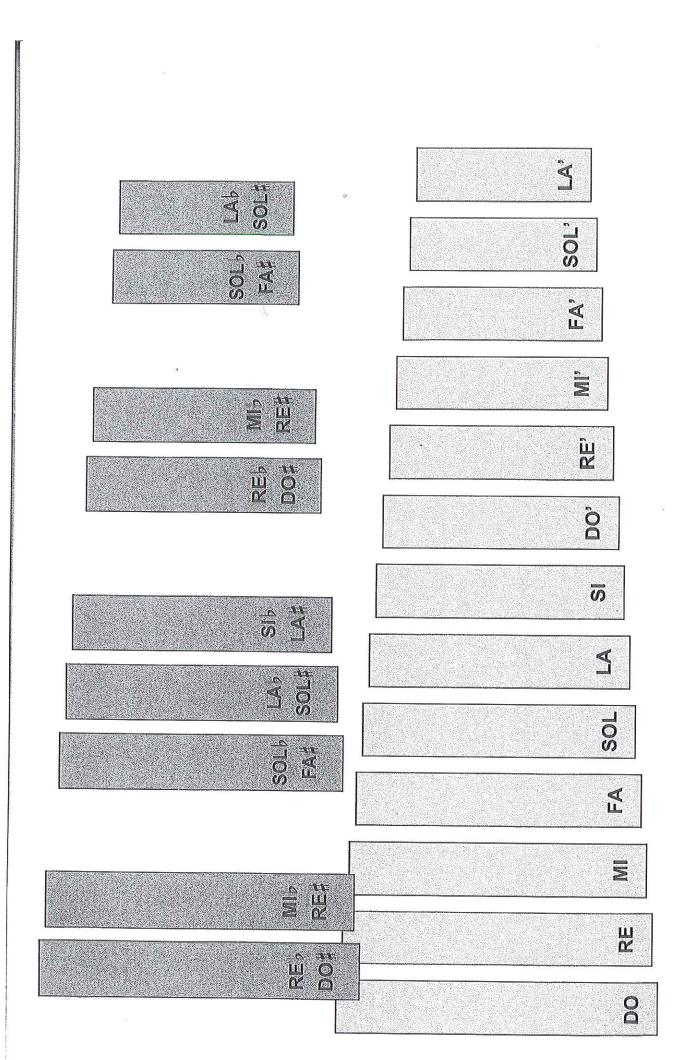


STAVES/STAFF

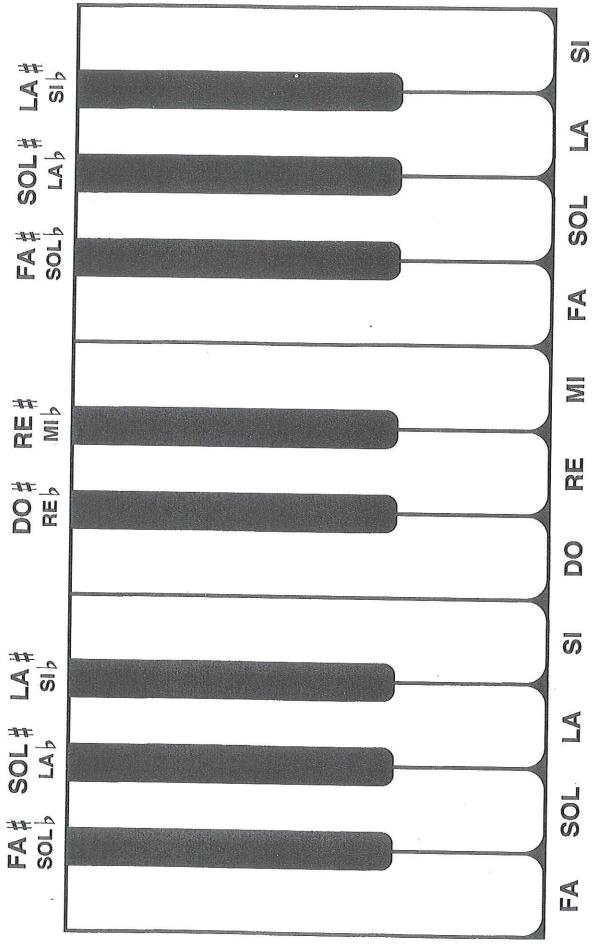


STAVES/STAFF





THE REAL PROPERTY IN



Pero antes elige el instrumento que desees; aquí tienes el listado **GM** (GENERAL MIDI) que se utiliza en todos los teclados. No obstante, cada teclado tiene muchos sonidos más, que poco a poco irás conociendo.

PROG	PIANO	PROG	BAJO	PROG	MADERAS	PROG	EFECTOS
1	Acoustic Grand	33	Acoustic	65	Soprano Sax	97	Rain
2	Bright Acoustic	34	Electric (Finger)	66	Alto Sax	98	Soundtrack
3	Electric Grand	35	Electric (Pick)	67	Tenor Sax	99	Crystal
4	Honky Tonk	36	Fretless	68	Baritone Sax	100	Atmosphere
5	Electric Piano 1	37	Slap Bass 1	69	Oboe	101	Brightness
6	Electric Piano 2	38	Slap Bass 2	70	English Horn	102	Goblins
7	Harpsichord	39	Synth Bass 1	71	Bassoon	103	Echoes
8	Clav	40	Synth Bass 2	72	Clarinet	104	Sci-Fi
	PERC. CROMATICA		CUERDAS		TUBOS		ETNICO
9	Celesta	41	Violin	73	Piccolo	105	Sitar
10	Glockenspiel	42	Viola	74	Flute	106	Banjo
11	Music Box	43	Cello	75	Recorder	107	Shamisen
12	Vibraphone	44	Contrabass	76	Pan Flute	108	Koto
13	Marimba	45	Tremolo Strings	77	Blown Bottle	109	Kalimba
14	Xylophone	46	Pizzicato Strings	78	Shakuhachi	110	Bagpipe
15	Tubular Bells	47	Orchestral Strings	79	Whistle	111	Fiddle
16	Dulcimer	48	Timpani	80	Ocarina	112	Shanai
	ORGANO		ENSAMBLE		SYNTH LIDER		PERCUSIÓN
17	Drawbar	49	Strings 1	81	Square	113	Tinkle Bell
18	Percussive	50	Strings 2	82	Sawtooth	114	Agogo
19	Rock	51	Synth Strings 1	83	Calliope	115	Steel Drums
20	Church	52	Synth Strings 2	84	Chiff	116	Wood Block
21	Reed	53	Choir Aahs	85	Charang	117	Taiko Drum
22	Accordion	54	Voice Oohs	86	Voice	118	Melodic Tom
23	Harmonica	55	Synth Voice	87	Fifths	119	Synth Drum
24	Tango Accordion	56	Orchestra Hit	88	Bass plus Lead	120	Reverse Cymbal
	GUITARRA		METALES		PADS		EFECTOS DE SONIDO
25	Acoustic (Nylon)	57	Trumpet	89	New Age	121	Guitar Fret Noise
26	Acoustic (Steel)	58	Trombone	90	Warm	122	Breath Noise
27	Electric (Jazz)	59	Tuba	91	Polysynth	123	Seashore
28	Electric (Clean)	60	Muted Trumpet	92	Choir	124	Bird Tweet
29	Electric (Muted)	61	French Horn	93	Bowed	125	Telephone Ring
30	Overdriven	62	Brass Section	94	Metallic	126	Helicopter
31	Distortion	63	Synth Brass 1	95	Halo	127	Applause
32	Guitar Harmonica	64	Synth Brass 2	96	Sweep	128	Gunshot