

PIANIMALS



Drat that mischievous cat! How are we going to untangle the wool around Alionus's hand so he can play piano?

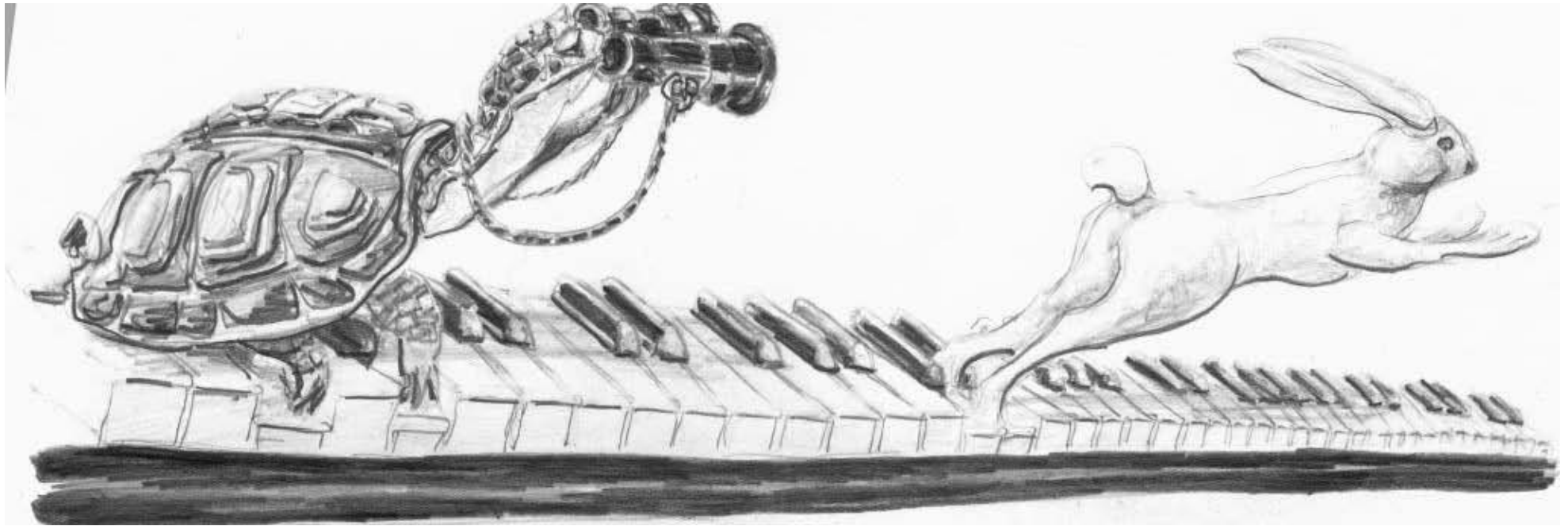
Developing the Young Hand at the Piano

Volume 2: From Walking to Running

Alan Fraser

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*Tamara Tortoise walks slowly. She connects every note in a good **legato**. Harriet Hare runs faster. Her notes are nimble but less connected. Harriet is way out in front – but who do you think will win the race?*

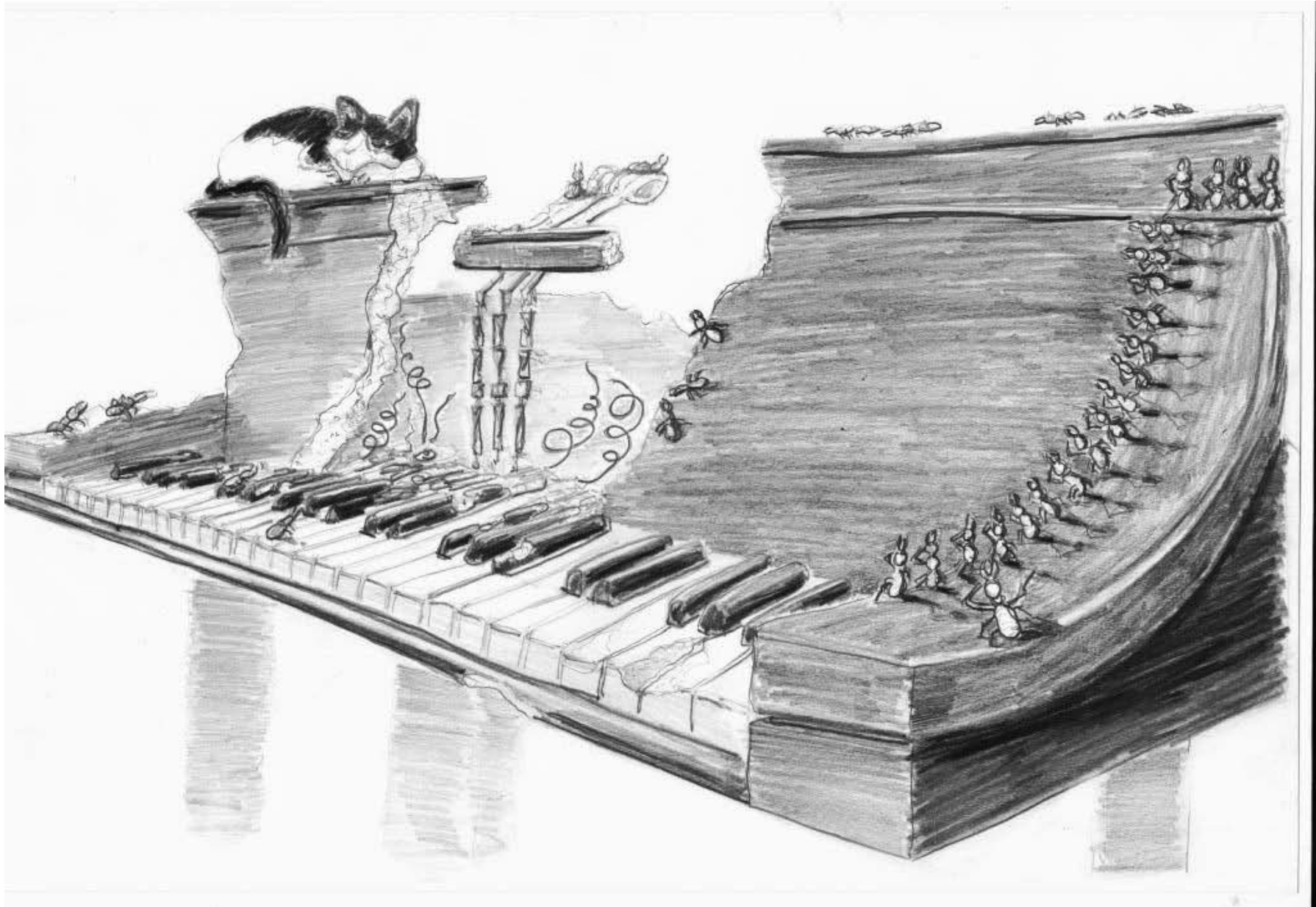
Playing a scale is like walking or running on key. Can you play a scale as slow and **legato** as Tamara Tortoise's? ... as quick and **leggiero** as Harriet Hare's?

IV. Walking & Running – Scales

When you first stood up, you walked kind of bumpy like a baby. Slowly but surely, your walking got better and better. Now you walk much more smoothly.

How do your fingers walk on the keys, bumpy like a baby, or smoothly like a grownup?

Let's review all the stages of the fingers improving their walking. Let's make sure they didn't miss any steps.



These termites have the temerity to eat the piano! They are lining up like soldier ants, planning what to devour next.

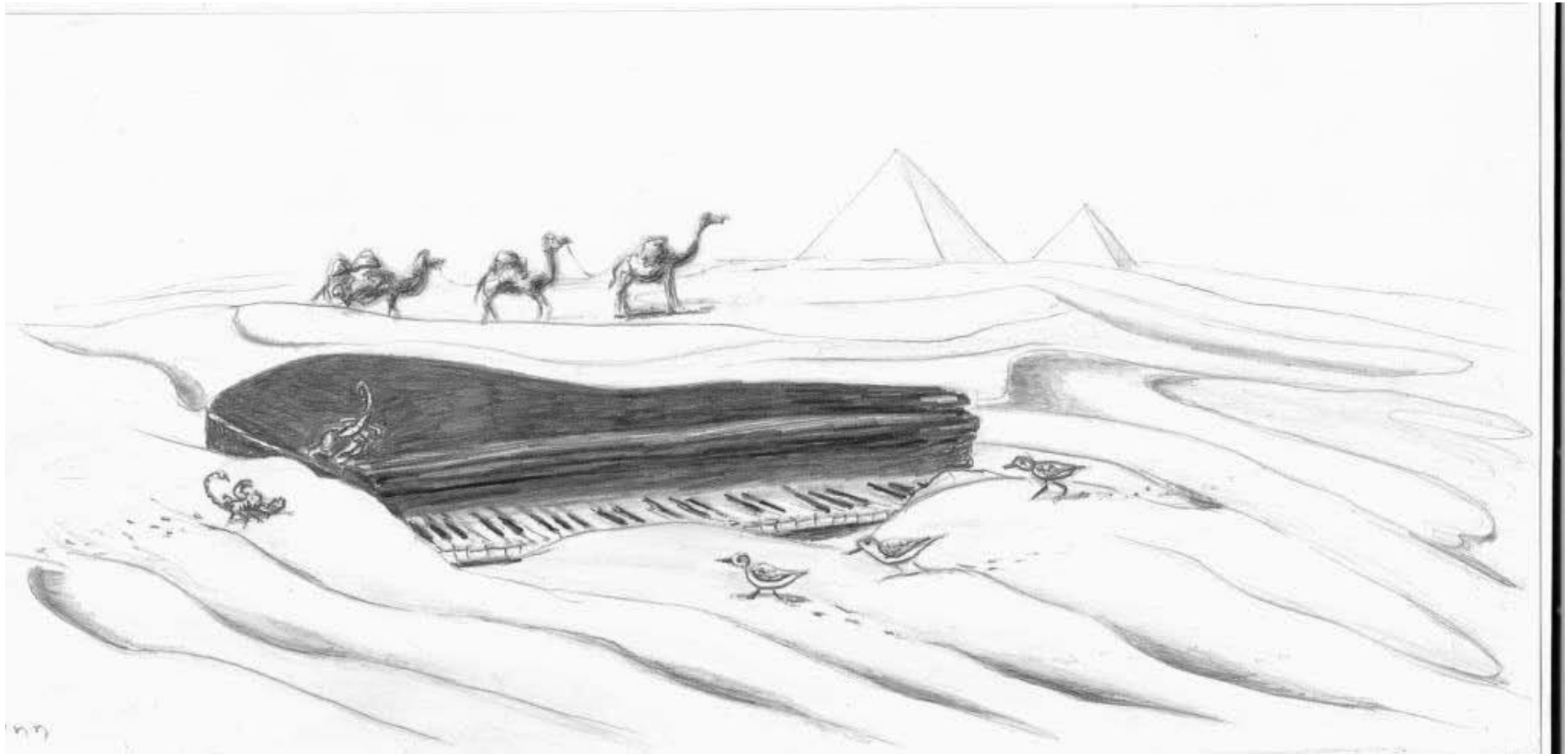
At least they left a place for Lucky to snooze.

Can your fingers tunnel through the keys the way the termites tunnel through the piano's wood?

Termite Temerity - Basic

Grab the key edges (KE) and wiggle the keys. Make the fingers like termites trying to get inside. Pinch the keys to make a pinched sort of sound. Play *forte*, then repeat *pianissimo*.

The musical score is divided into two systems. The first system is for the PRIMO (TEACHER) and SECUNDO (PUPIL). The PRIMO part is a single treble clef staff in G major (one sharp) and common time, featuring a continuous eighth-note melody. The SECUNDO part consists of two staves: a right-hand staff (r.h. KE) and a left-hand staff (l.h. KE). The r.h. KE staff has a treble clef and contains a sequence of chords and notes, with some notes marked with a dot and a horizontal line above them. The l.h. KE staff has a bass clef and contains a sequence of chords and notes, also with some notes marked with a dot and a horizontal line below them. The second system continues the PRIMO melody and the SECUNDO accompaniment. The PRIMO staff starts with a measure number '5'. The SECUNDO staves also start with a measure number '5'. The score concludes with a double bar line.



*Sophia, Susie and Sydney Sandpiper are beach birds, but they sauntered so fast they ended up in the Sahara!
Can you skitter that fast on the keys?*

Sauntering Sandpiper Basic, Right Hand

Make the hand into a single, solid unit, where the fingers and thumb don't move at all. Play by rotating the wrist.

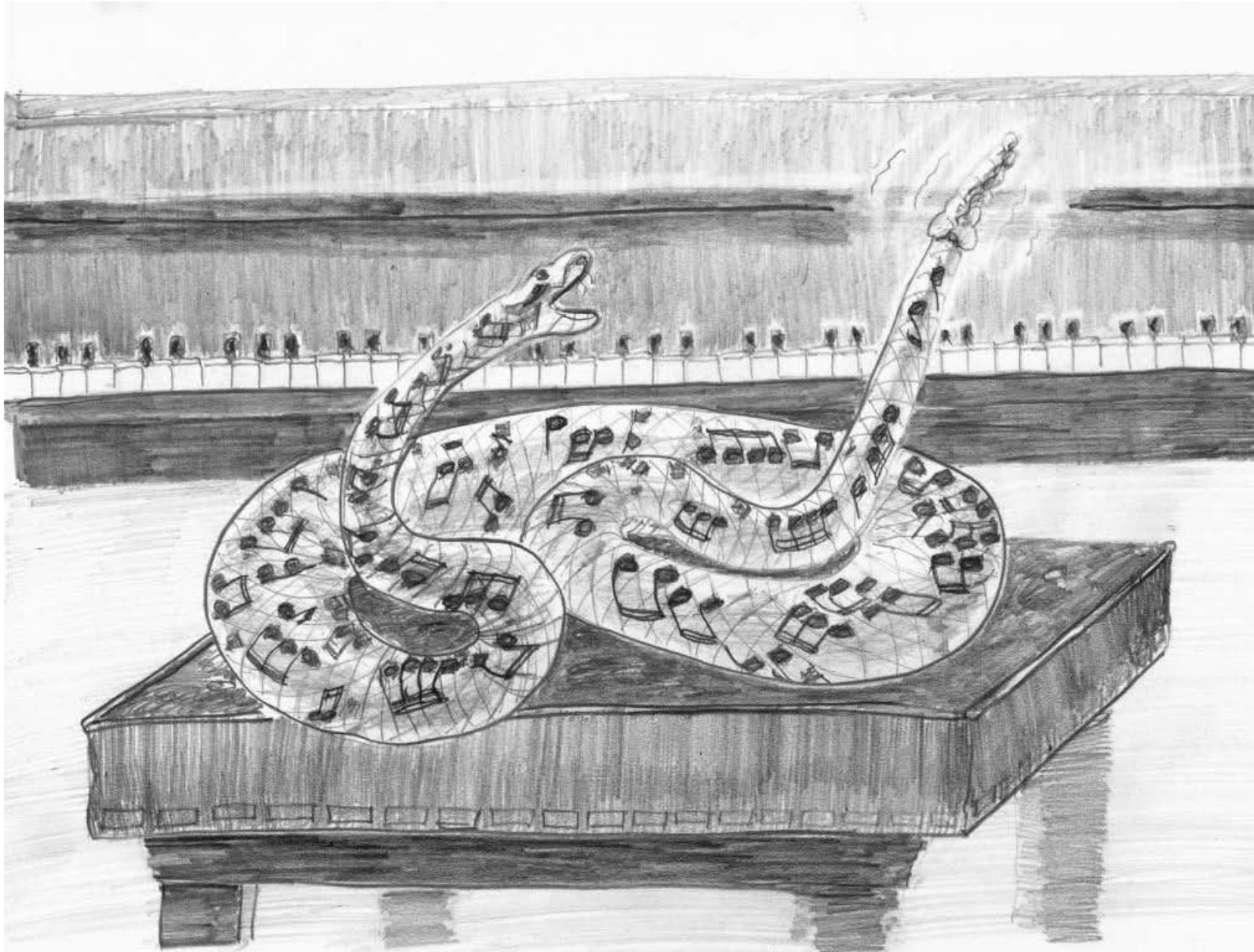
PRIMO

SECUNDO

Sauntering Sandpiper Basic, Left Hand

PRIMO
(TEACHER)

SECUNDO
(PUPIL)

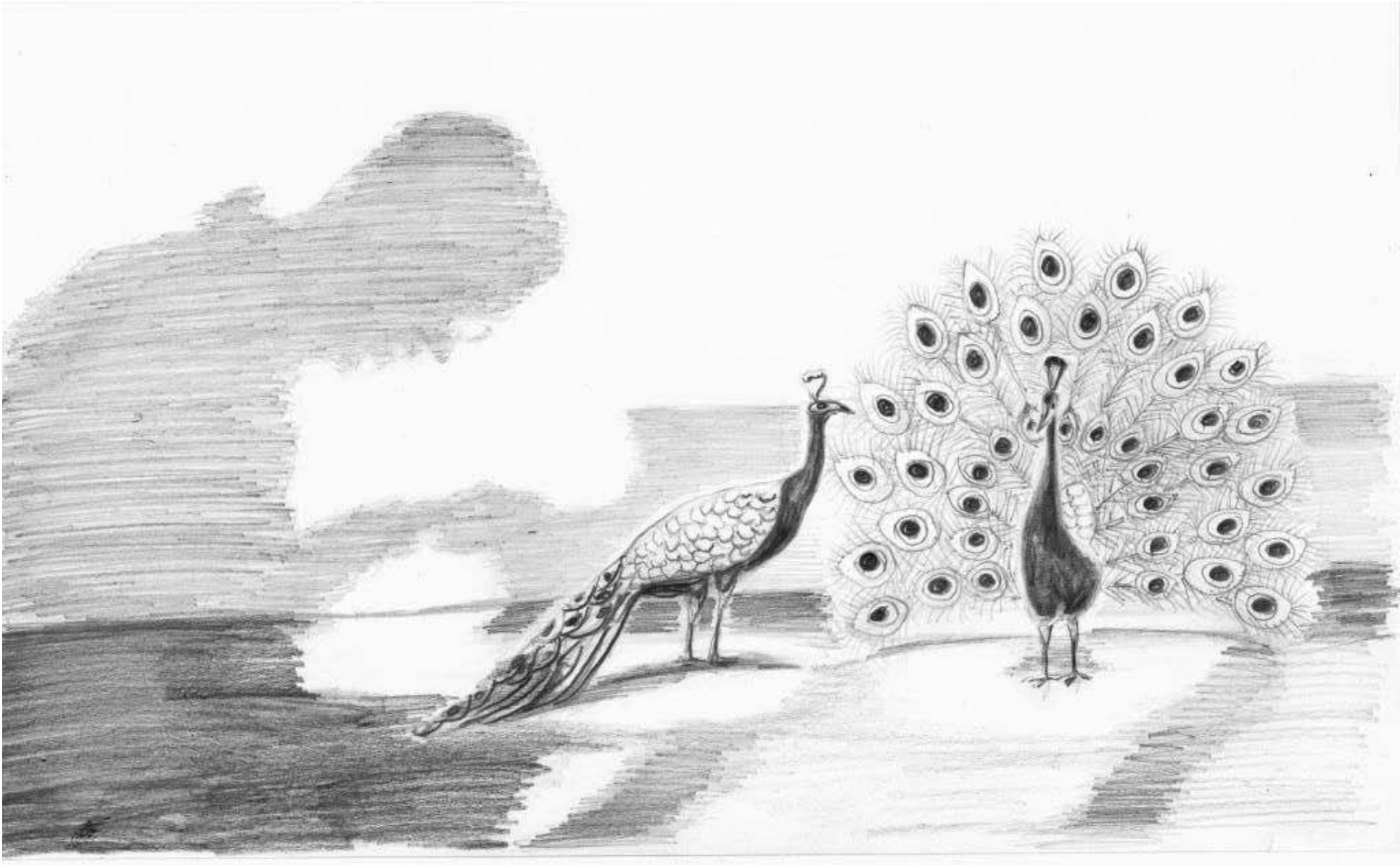


Roland Rattlesnake likes music so much that he has scale-y scales, and he loves the sound of his rattle. Poke your thumb downwards to stand on it, spread your fingers upwards, and rattle them like his tail!

Rotating Rattlesnake – Smaller Hand

Play very slowly so you can lift the 5th high in the air and wiggle it like the snake's rattle between each note. Later, lift the thumb the same way. Notice how your forearm *pronates* and *supinates*, rotating one way as you lift, the other way as you play the note.

The musical score is written for two parts: PRIMO and SECUNDO, in 2/4 time. The PRIMO part is in the treble clef, and the SECUNDO part is in the bass clef. The PRIMO part features a melodic line with five notes marked with a '5' above them, indicating the fifth finger. The SECUNDO part features a rhythmic accompaniment with many notes, some marked with a '1' above them, indicating the thumb. The score includes various musical notations such as slurs, accents, and dynamic markings like '>' and 'sfz'.



*Keith Jarrett's shining, chiseled notes are as beautiful as a peacock's feathers.
These peacocks are moving in slow motion because he hypnotized them with his sound.*

Gyrating Jarrett Waltz (Basic)

Practice this piece very slowly so you can sink the top knuckle as low as possible, then spring up as you play the note – but don't let go of the key! At a more normal tempo, make that special sound by feeling the springing energy more *inside* the fingers.

PRIMO

SECUNDO

Gyrating Jarrett Waltz

PRIMO

SECUNDO



*Yikes! It's a lion! What big claws he has!!! Oh no, it's just Lucky...
Can you give your own hand an electric jolt like the one Lucky gave Felicity Fox?*

Forte Flying Fox - Basic

Stand up on the notes marked ^; leap up on the notes marked >. Make the hand almost like a bird beak.

Keep the wrist quite low. The louder you play, the more you think "up."

PRIMO
(TEACHER)

SECUNDO
(PUPIL)

f

This musical score is for the 'Basic' version of 'Forte Flying Fox'. It consists of two staves. The top staff is for the PRIMO (TEACHER) and the bottom staff is for the SECUNDO (PUPIL). The key signature is one flat (B-flat) and the time signature is common time (C). The PRIMO part is a single melodic line in the treble clef. The SECUNDO part is a two-staff system (treble and bass clefs) with a forte (f) dynamic marking. The piece is 12 measures long. The PRIMO part starts with a quarter rest, followed by eighth and quarter notes, and ends with a half note. The SECUNDO part starts with a whole rest, followed by quarter and eighth notes, and ends with a half note. There are accents (^) and accents (>) above various notes in both parts.

Forte Flying Fox

PRIMO
(TEACHER)

SECUNDO
(PUPIL)

f

This musical score is for the 'Forte Flying Fox' version. It consists of two staves. The top staff is for the PRIMO (TEACHER) and the bottom staff is for the SECUNDO (PUPIL). The key signature is one flat (B-flat) and the time signature is common time (C). The PRIMO part is a single melodic line in the treble clef. The SECUNDO part is a two-staff system (treble and bass clefs) with a forte (f) dynamic marking. The piece is 12 measures long. The PRIMO part starts with a quarter rest, followed by eighth and quarter notes, and ends with a half note. The SECUNDO part starts with a whole rest, followed by quarter and eighth notes, and ends with a half note. There are accents (^) and accents (>) above various notes in both parts.



Manny, Mickey and Milan think they're Mozart, but they're not interested in the piano – they just want to trick Lucky... Are you more a Mozart or a monkey?

Mozart Monkey Business – Smaller Hand

- ❖ This piece uses many of the techniques we've learned so far. How many of them can you find?
- ❖ Play stems up right hand, stems down left hand.
- ❖ Walk or hop using various touches to give each note a unique sound.

The musical score is divided into two systems: PRIMO and SECUNDO. Both systems are in common time (C).

PRIMO (Right Hand): The melody consists of eighth and sixteenth notes. Fingerings are indicated above the notes: 4, 2, 5, 4 3 2 1, and several dots above notes. There are accents (>) and slurs (>) over certain notes.

SECUNDO (Left Hand): The accompaniment consists of quarter notes and eighth notes. Fingerings are indicated below the notes: 5, 3, 2, 1, 2, 3, 4, 2 3 4, 5, 3, 4, 2, 2, 4.



These swine have made fruit juice with everything from corn to cantaloupe. How lustily it makes them sing!

Time to Go – Smaller Hand (Hand Over Hand)

The people of Burgundy, France often sing the *Burgundy Song*, usually as loudly and boisterously as possible. Sing our farewell song like the good citizens of Burgundy, using the ‘pogo stick’ technique to play it as loud as you’re singing it!

❖ *First version:* melody divided between the hands: play stems up notes with the right hand, stems down with the left.

PRIMO

Hel lo, hel lo, we are the Pi a ni mals! We can play e v'ry day, and we love our mu sic.

SECUNDO

9

9 We must go now, but we'll be back soon, and then you'll see how can we play for you!



The Pianimals



Concert