

Dear **Cello Timer**,

Welcome to **Cello Time Scales**, where you'll find a lot more than just scales and arpeggios! Here are plenty of fun pieces to play, puzzles to enjoy, and chances to make up your own tunes.

Each key has a fingering chart which shows you which finger pattern you'll need. Have a pencil ready to fill in the letter names of each scale, and remember to check the key signature in case any of the letters need a sharp # or a flat b sign after them. The dotted circles show that a finger is placed on the string but not played; you don't need to fill in these letter names.

The tinted circles on the chart are for the notes of the arpeggio. To help learn your arpeggios from memory, write down the arpeggio fingering like a telephone number in the space provided. Just write the fingering for going up and simply read it backwards to come down again. The letter names of the scale and arpeggio 'helpline' for D major are given to start you off.

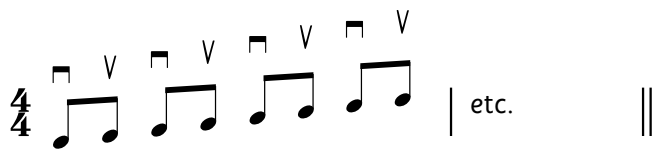
Use the ideas below to play your scales and arpeggios in different ways. Keep practising and have fun!

Kathy and David Blackwell

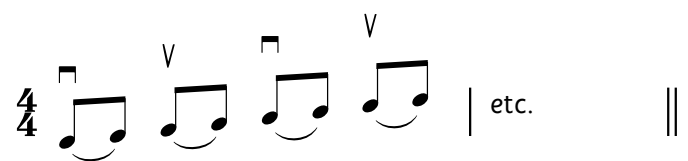
Things to do with your scales and arpeggios

- Play them:

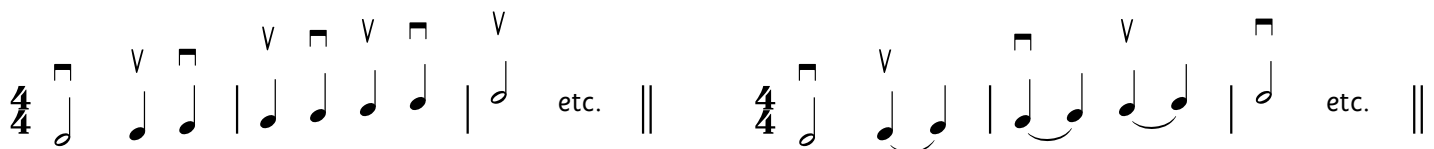
1. With even notes and separate bows:



2. Slurred two notes to a bow:



- Play them with a long note on the key note or tonic:



- Dice game. Throw a dice and play one of the rhythms below on each note of the scale or arpeggio. Make up more rhythm patterns of your own. Football teams, your friends' names, and favourite foods can all be starting-points for your own rhythms.



- Find a friend and play your scales and arpeggios as rounds, like this:

