

Stegosaurus stomp

This must sound loud but you don't need to hit the keys—just use firm fingers and let your arm feel heavy. It's a good idea to practise the right-hand chords first.

Marching heavily

f

4/4

4 2 3 1

2 5 2 1

ff

Playful Plesiosaurs

These Plesiosaurs are really splashing about. Every so often one pops up from behind a wave to give the others a fright. Don't forget, the notes with an > above them should be played with a BIG accent.

Frisky (a bit *too* frisky!)

The first system of music is in 6/8 time. The treble clef staff contains a melodic line with eighth notes and quarter notes, featuring a slur over the first two measures and a slur over the last two measures. The bass clef staff contains a bass line with quarter notes and eighth notes. The dynamic marking *mf* is placed in the first measure.

The second system continues the piece. The treble clef staff has a slur over the first two measures, followed by a measure with an accent (>) above a quarter note. The bass clef staff has a slur over the first two measures and a measure with an accent (>) above a quarter note. The dynamic marking *p* is placed in the third measure.

The third system features a slur over the first two measures in the treble clef staff. The bass clef staff has a slur over the first two measures. The dynamic marking *cresc.* is placed in the third measure.

The fourth system continues with a slur over the first two measures in the treble clef staff. The bass clef staff has a slur over the first two measures. The dynamic marking *mf* is placed in the first measure. A fermata is placed over the final note of the treble clef staff.

The fifth system concludes the piece. The treble clef staff has a slur over the first two measures. The bass clef staff has a slur over the first two measures. The dynamic markings *f*, *pp*, and *ff* are placed in the first, second, and third measures respectively. The piece ends with a double bar line.

Games for two to play

Try playing these games with your teacher or a friend. They're all on the white notes of the piano.

Up or down

Player 1 plays a note and then plays the note next-door to it, either up or down.

Player 2 (who mustn't look at the keyboard) guesses the direction and says 'up' or 'down'.

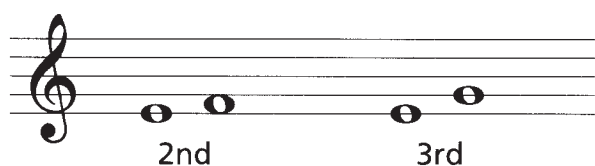
After 4 turns the players change places and the game goes on to . . .

Twos or threes

From one white note to the next is called a **SECOND**.

From one white note to the next but one is called a **THIRD**.

Before you begin the game, play the following and listen carefully to the difference.



Player 1 plays two notes one after the other.

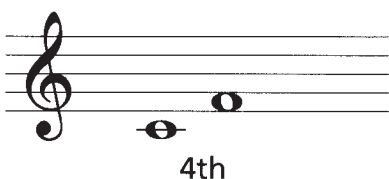
Player 2 guesses whether the notes were a 2nd or a 3rd apart.

After 4 turns change places, and finally . . .

Find the fourths

A **FOURTH** has 2 notes between the 2 outside ones.

Listen to this.



Player 1 plays either a 2nd, a 3rd, or a 4th.

Player 2 guesses.

You have 4 turns each.

