





Soft and loud sounds in music are called *dynamics*. Dynamics are most often indicated by Italian words that are abbreviated with letters:

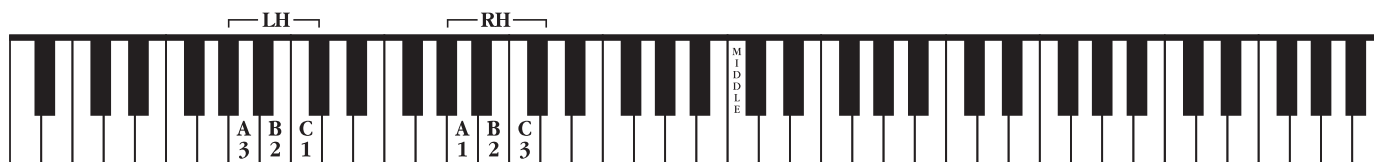
*p* (*piano*) = soft

*f* (*forte*) = loud

*What would music be without dynamics? Composers use soft and loud sounds to tell stories and create moods. What is the story in this piece? What is creeping at the bottom of the keyboard in the beginning? What do you think happens next?*

# Something in My Basement!

Starting Positions



Middle

*p*

A 3 LH  
B 2  
C 1  
B  
A — A —

RH  
1 A  
2 B  
3 C  
B  
A — A —

2 E  
3 F  
E —

*f*

A 3 LH  
B 2  
B —  
A —

lowest piano key





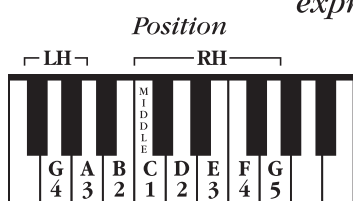
Music has a regular pattern of beats called *meter*. Meter is shown at the beginning of every piece by the time signature. Meter influences rhythm and affects the sound of music:

$\frac{2}{4}$  = 2 beats per measure     $\frac{3}{4}$  = 3 beats per measure     $\frac{4}{4}$  = 4 beats per measure

The correct number of beats must be placed into both clefs in every measure. This can be done with either notes or rests. Rests are symbols of silence that mean to lift your fingers from the keys. Rhythm can combine both notes and rests.

♪ or ♪ = 1 beat, ♪ or ♩ = 2 beats, ♪♩ = 3 beats, ♩ or ♩♩ = 4 beats or a complete measure

*Imagine motion made into sound! Composers can make this happen. Music can express a rolling ball, a flying plane, a soccer game or even yo-yo tricks!*



# Yo-Yo Tricks

**Tempo: Moderate**

Trick #1: "Walk the Dog"

Trick #2: "Ferris Wheel"

Trick #3: "Around the World"