The piano can make both very low and very high sounds. These notes—from lowest to highest—are called the *range* of the piano. They are great for expressing different ideas and feelings. As a composer, it is exciting to explore the full range of the piano.

Lots of music is about animals! Animals are very expressive and have so many different personalities. Imagine a kangaroo hopping up and down the keys. Where is it going? What is it doing?

Kangaroo Romp



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!



lowest piano key

Too many musical ideas can make music sound confusing. Composers repeat ideas to help tie the music together. They also use patterns. A *pattern* is a group of notes that is used in the piece and then used again, beginning on a different note. Rhythm patterns can be repeated, too.

Listening to music without repeats and patterns is like playing a game (such as Simon Says) with someone who does not know the rules. It's very confusing, and nobody enjoys it. However, that does not mean music cannot have surprises... just like the game!

Simon Says

| _ | | _I ⁻ - | • | 1 43 | | | | | | | Start | ing I | Positi | ons | | | | | | | | | |
|---|-------------------|--------------------------|---------------|-------------------------|--------|--------|---------------|---------------|------------|------------|--------|--------|---------------------------------|---------------|---------------|--------|--------|--------|----------------------------------|------|-----------|------------|--|
| | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | C D 4 3 | E 2 | | M I D L E C 2 | D H 3 4 | | | | | | | | | |
| | | | | RH 2 - C - | 3 D | 4 E | | | | 2 D | 3 E | 4 F | | | | 2 E | 3 F | 4 G | | | | | |
| | с 4 LH р | D 3 | E 2 | • | | | D 4 | E 3 | F 2 | | | | E 4 | F 3 | G 2 | | | | f (su G 1 | rpri | se!) G | C 5 | |

Tempo: Fast

lowest G

Composition Tool: METER

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, \circ or $= 2$ beats, \circ $= 3$ beats, \circ or $= 4$ beats or a complete measure

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



Tempo: Moderate

Yo-Yo Tricks





