

KEEP IT MOVIN'for S.A.T.B. voices and piano
with optional SoundTrax and SoundPax*

Performance time: approx. 3:10

Arranged by
ALAN BILLINGSLEYWords and Music by
**DENISIA ANDREWS, BRITTANY CONEY,
MORTEN RISORP, and HALLE BAILEY**Lively shuffle (♩ = ca. 160) (♩♩ = $\overset{\frown}{\text{♩}} \overset{\frown}{\text{♩}}$)

Snaps on beats 2 and 4

PIANO

The piano introduction is in 4/4 time, marked *mf*. It features a lively shuffle feel. The right hand plays a melody starting on a whole note G4, followed by eighth notes A4-B4, C5-B4, and A4. The left hand provides a bass line with a whole note F4, followed by eighth notes G4-A4, B4-A4, and G4. There are snaps on beats 2 and 4. The piece ends with a whole note chord of G4-B4-D5.

5 SOPRANO

ALTO

Days keep roll - in' by -

Dm Dm

Measures 5-7 show the vocal entry for Soprano and Alto. The Soprano line starts with a whole note rest, followed by a half note G4, and then a quarter note F#4. The Alto line starts with a whole note rest, followed by a half note G4, and then a quarter note F#4. The piano accompaniment continues with the same melody as the introduction. Chords Dm and Dm are indicated below the piano part.

8

Just try - na keep your head up - lift -

Cm Cm7 Dm

Measures 8-10 continue the vocal and piano accompaniment. The Soprano line has a whole note rest, followed by a half note G4, and then a quarter note F#4. The Alto line has a whole note rest, followed by a half note G4, and then a quarter note F#4. The piano accompaniment continues with the same melody. Chords Cm, Cm7, and Dm are indicated below the piano part.

* Also available for 3-part mixed (51375) and S.S.A. (51376). SoundTrax CD available (51377).
SoundPax available (51378) - includes parts for synthesizer, guitar, bass, and drumset.
Visit alfred.com for digital scores and audio.

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11

- ed to the sky. When you get down,

Dm⁷ Cm Cm⁷

play in absence of bass

14

just dance a - round like you're a child.

Dm Dm⁷ Cm

17

SOPRANO

ALTO

TENOR

BASS

I'll nev - er let you get too low.

Cm⁷ Dm Dm⁷

20

Oh. _____ If you could

Cm Cm⁷

8va

play

3

8vb

23

Snaps end

be a but - ter - fly, and I know God will take you far. _____

E♭maj⁷ Dm⁷ Cm C⁹/E

8vb

27

Life can nev - er break _____ your soul. _____ Ev - 'ry day the

f

f

E♭maj⁷ Dm⁷ F/G G

(8)

31

Handclaps on beats 2 and 4

sun don't shine, but oh, — keep it mov-in', keep it mov-in'.

E♭maj7 *f* *Dm7* *G(sus4)*

34

It's up to you, the way you choose to go, — keep it mov-in',

G *E♭maj7*

37

39

keep it mov-in'. Noth-in's gon-na take you down, but oh, —

Dm7 *G(sus4)* *G* *E♭maj7*

40

— just let it go. —

Dm⁷ *G(sus4)* *G*

43

Life can nev - er break — your soul. —

E♭maj7 *Dm⁷* *F/G* *G*

46

*Handclaps
end on beat 1*

47

Handclaps on beats 2 and 4 resume

mf (b) There's so much to — ex - plore. —

Dm⁷ *D♭m⁷*

49

I hear a big, — big, big world knock - in' at your door..

Cm⁷Dm⁷

52

Get-tin' a lit - tle taste just leaves _

D♭m⁷

Cm

55

— you want - in' more. — And we can't be qui -

*mf*Dm⁷D♭m⁷Cm⁷

58

- et like be - fore. _____ Oh. _____

Dm7

61

63 Handclaps end

If you could be a but - ter - fly,

Cm7

F9(sus4)

Ebmaj7

64

and I know God will take you far. _____

Dm7

Gm

C⁹/E8^{vb}

67

Life can nev - er break ____ your soul. ____ Ev-'ry day the

E♭maj7 *Dm7* *F/G* *G* *cresc.*

(8).....

71

Handclaps on beats 2 and 4

sun don't shine, but oh, ____ keep it mov-in', keep it mov-in'.

E♭maj7 *Dm7* *G(sus4)*

f

74

It's up to you, the way you choose to go, ____ keep it mov-in',

G *E♭maj7*

77 79



keep it mov-in'. Noth-in's gon-na take you down, but oh, _

Dm⁷ G(sus4) G E $\flat$ maj⁷



80



just let it go.

Dm⁷ G(sus4) G

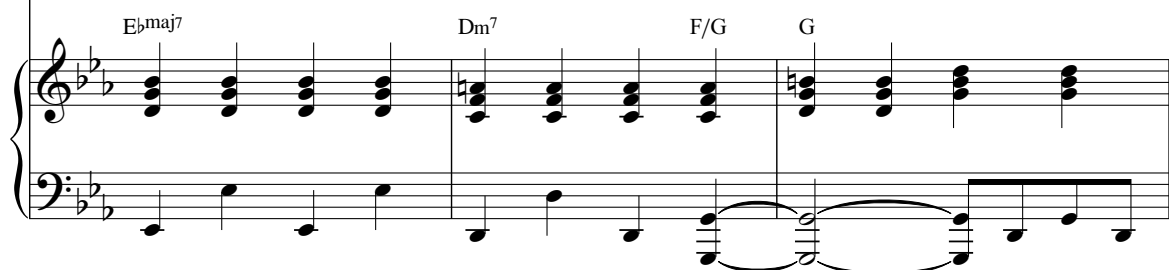


83



Life can nev - er break your soul.

E $\flat$ maj⁷ Dm⁷ F/G G



86 Handclaps
end on beat 1

87 Handclaps on beats 2 and 4 resume

mf

Try - in', pray - in',

mf

Dm⁷

mf

89

push - in', aim - in', smil - in',

Cm⁷

Dm⁷

92

take - in' it all in.

oo.

Cm⁷(add6)

95

SOPRANO

— Try - in', — pray - in', — push - in',

ALTO

Try - in', pray - in', push -

TENOR

BASS

Try - in', pray - in', push -

Dm⁷Cm⁷

98

aim - in', smil - in', take it in, _

- in', aim - in', smil - in', take it in. _

- in', aim - in', smil - in', take it in. _

Dm⁷

101

all in. The

Ev - 'ry day the

Ev - 'ry day the

Cm⁹Cm⁷F[#]11(add13)F[#]9(sus4)*cresc.*

103

sun don't shine, but oh, keep it mov-in', keep it mov-in'.

sun don't shine, but oh, keep it mov-in',

sun don't shine, but oh, keep it mov-in', keep it mov-in'.

E⁺maj7D[#]m7G[#](sus4)*f*

106

It's up to you, the way you choose to go, — keep it mov-in',

keep it mov-in'. The way you choose to go, —

It's up to you, the way you choose to go, — keep it mov-in',

G# Emaj7

109

keep it mov-in'. Noth-in's gon-na take you down, but oh, —

keep it mov-in'. keep it mov-in'. Gon-na take you down, but oh, —

keep it mov-in'. Noth-in's gon-na take you down, but oh, —

D#m7 G#(sus4) G# Emaj7

112

wher-ev - er we go, _____

wher-ev - er we go, _____

wher-ev - er we go, _____

D#m7 G#(sus4) G#

115

life can nev - er break your soul. _____

life can nev - er break your soul. _____

life can nev - er break your soul. _____

E:maj7 D#m7 F#/G# G#

119

Life can nev - er break ___ your, life can nev - er break ___ your,
Life can nev - er break your, life can nev - er break ___ your,
Life can nev - er break your, life can nev - er break ___ your,
Emaj7 D#m7 F#/G# G# G#/F#

123

life can nev - er break ___ your soul! _____
life can nev - er break your soul! _____
life can nev - er break your soul! _____
Emaj7 D#m7 F#/G# G#
Handclaps end on beat 1
ff