

Hans-Günter Heumann

Piano Junior

A Creative and Interactive
Piano Course for Children
Lesson Book

ED 13801

Illustrations by Leopé



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About the Author

Hans-Günter Heumann is a freelance composer and author, living in southern Germany.

Since studying piano, composition, and music pedagogy at the Musikhochschule Hannover, followed by further studies in the USA, he has dedicated himself to the editing of pedagogical piano material. He has a particular interest in presenting music in an accessible way to reach a broad audience.

Based on many years of experience teaching children, young people and adults, Hans-Günter has written a great number of internationally successful and award winning publications, and has composed and arranged piano music in a range of styles for beginners to advanced students.

Having developed successful, methodical concepts for learning how to play the piano for all age groups and abilities, Hans-Günter's work has been translated into many different languages and sold millions of copies, an indication of the wide-spread appreciation of his work. His publications *Klavierspielen – mein schönstes Hobby* and *Piano Kids* (both published by Schott Music) have become two of the most significant piano methods in the German language.

Acknowledgments

The author and publishers would like to thank Prof. Carolyn True, Melanie Spanswick and Dr. Sally Cathcart for expert suggestions, support and advice in the development of *Piano Junior*.

Introduction

Piano Junior is a creative and interactive piano course for children from the age of 6, which progresses in small, manageable steps. It is a fun and satisfying approach to playing and learning about music, encouraging quick and noticeable progress.

Piano Junior is home to PJ, a robot with great enthusiasm for the piano, who accompanies and motivates children throughout the piano course. On PJ's homepage www.piano-junior.com you will find a video introduction and demonstrations, audio tracks of all pieces played on an acoustic piano, further fun practice resources and other interactive elements.

This innovative course stimulates and encourages creativity through regular, integrated 'Corner' such as *Composing, Improvising, Action, Playing, Technique, Ear Training, Memory, Sight-Reading* and *Music Quizzes*. In this way solid musical knowledge and technical ability is acquired. The experience of learning the piano is multifaceted: aural – with regular ear-training exercises; visual – with sight-reading; tactile – with clear explanations of technical aspects of playing and, above all, creative – with exercises in composing and improvising.

The choice of pieces includes attractive works from the classical period to the present day as well as interesting arrangements of folk tunes and children's songs, classical masterpieces, jazz and pop melodies.

In addition to the **Lesson Book** (which includes Exercises) at each level there is also: a **Theory Book**, in which valuable information from the method is worked through and consolidated in a playful, imaginative way. There is also a **Duet Book** at each level, to provide motivation for playing the piano with others and a **Performance Book** with great repertoire, which is fun to play. The *Flash Cards* included can be used to provide further practice in note reading, with musical symbols/terms and with rhythm patterns. By collecting the cards from each volume you will acquire a wealth of reference material.

Music greatly enriches the life of a child and **Piano Junior** aims to provide a musical basis for this in the most creative and motivating way.

Hans-Günter Heumann



Theory Book



Duet Book



Performance Book

Reference to material at
www.piano-junior.com:

▶ Video **1** | Audio Track **1** | Rhythm Check **1** |
Workout **1** | Sight-Reading **1**



Contents

Hello!	6
www.piano-junior.com	8
Here We Go!	9
UNIT 1: The Piano	10
How the Piano Works	10
How to Sit at the Piano	11
Position of the Arms and Hands	11
Hand and Finger Position	11
Water Drop Point	11
Fingering	12
Finger Games	12
UNIT 2: The Keyboard	13
Kangaroo Hop Two Black Keys	14
Kangaroo Hop Three Black Keys	16
UNIT 3: The Beat in Music Crotchet / Quarter Note	18
Boogie Beat	19
Duck Walk Final Bar Line	20
Tick Tock Clock Minim / Half Note	21
Camel Ride Repeat Sign, legato	22
Mary Had a Little Lamb Semibreve / Whole Note, Dynamics: forte	23
Sad Clown The Bar / Measure, piano	24
Old MacDonald Had a Farm Double Bar Line	25
UNIT 4: The White Keys, Three White Keys C-D-E	26
Fly a Kite	28
Haunted House	29



UNIT 5: The 5-Finger Position, 5 White Keys C-D-E-F-G, C Position	30
5-Finger Fun	31
UNIT 6: The Stave	32
Up and Down Step, Repetition	33
UNIT 7: Treble Clef for the Right Hand (G Clef)	34
G Clef Song	34
Play Middle C Middle C, leger line, 4/4 Time	35
Using Arm Weight, Crotchet Rest / Quarter Note Rest	36
Finger Movement	37
The Tap Dancer mezzo forte	38
Resting the Arm	39
Little Waves mezzo piano	40
Spring is Coming 3/4 Time, Dotted Minim / Dotted Half Note	41
At a Snail's Pace	42
Piano Waltz Tie	43
Walking Along	44
Walking Along Now play it with your Left Hand	45
UNIT 8: Bass Clef for the Left Hand (F Clef)	46
F Clef Song	46
Oh, I See Another C	47
Dino's First Steps	48
Frog Concert	49
Busy Bumblebee	50
Pirates' Melody	51
Two to Five-Note Slurs, Slurs	52

UNIT 9: Reading and Writing Piano Music C Position in Both Hands	53
Stems, Bracket/Brace	53
Walking Along Melody Divided between the Hands, Phrases	54
Walking Along With Accompaniment, Fifth	55
Walking Along Contrary Motion, Parallel Motion	56
Walking Along Lateral Motion	57
Lightly Row Skip	58
Lightly Row With Accompaniment	60
The Bagpipe Player Moderato	62
Octave Transposition Sign, D. C. al Fine	63
Errily We Roll Along allegro	64
UNIT 10: Playing in the 5-Finger Position with Accents	66
2/4 Time, Accent Sign, andante	66
Piano Junior Rock Octave Transposition Sign	68
Daily Finger Fitness 1	70
Top 5 Practice Tips	70
Important Words and Signs	78
Certificate of Merit	80

Flash Cards 1 (inserts): Notes, Musical Symbols/Terms, Rhythm

Hello!

I am Piano Junior, or PJ to my friends! I am a little robot and absolutely love playing the piano.
I really want to show you everything about the piano and how to play it. I'd like to be your friend and helper.
You can find out more about me in my profile. I have left space for you to fill in your own profile next to mine.

PJ's Profile

Name: Piano Junior, 'PJ' for short

Who I am: I am a robot with very flexible arms and hands, as well as lots of other special features. Everything we learn together stored in my virtual brain.

Things I like: Music!!! Especially the piano 🎹

Things I don't like: Tests at school, tidying my room, oiling my joints, and recharging my battery 🔋

My best friend: Mozart, my little dog, named after the famous composer Wolfgang Amadeus Mozart

My hobbies: Playing the piano, listening to and dreaming about music, and dancing

What I like doing: Playing the piano with friends and sharing my favourite music

...s Profile

Name:

Who I am:

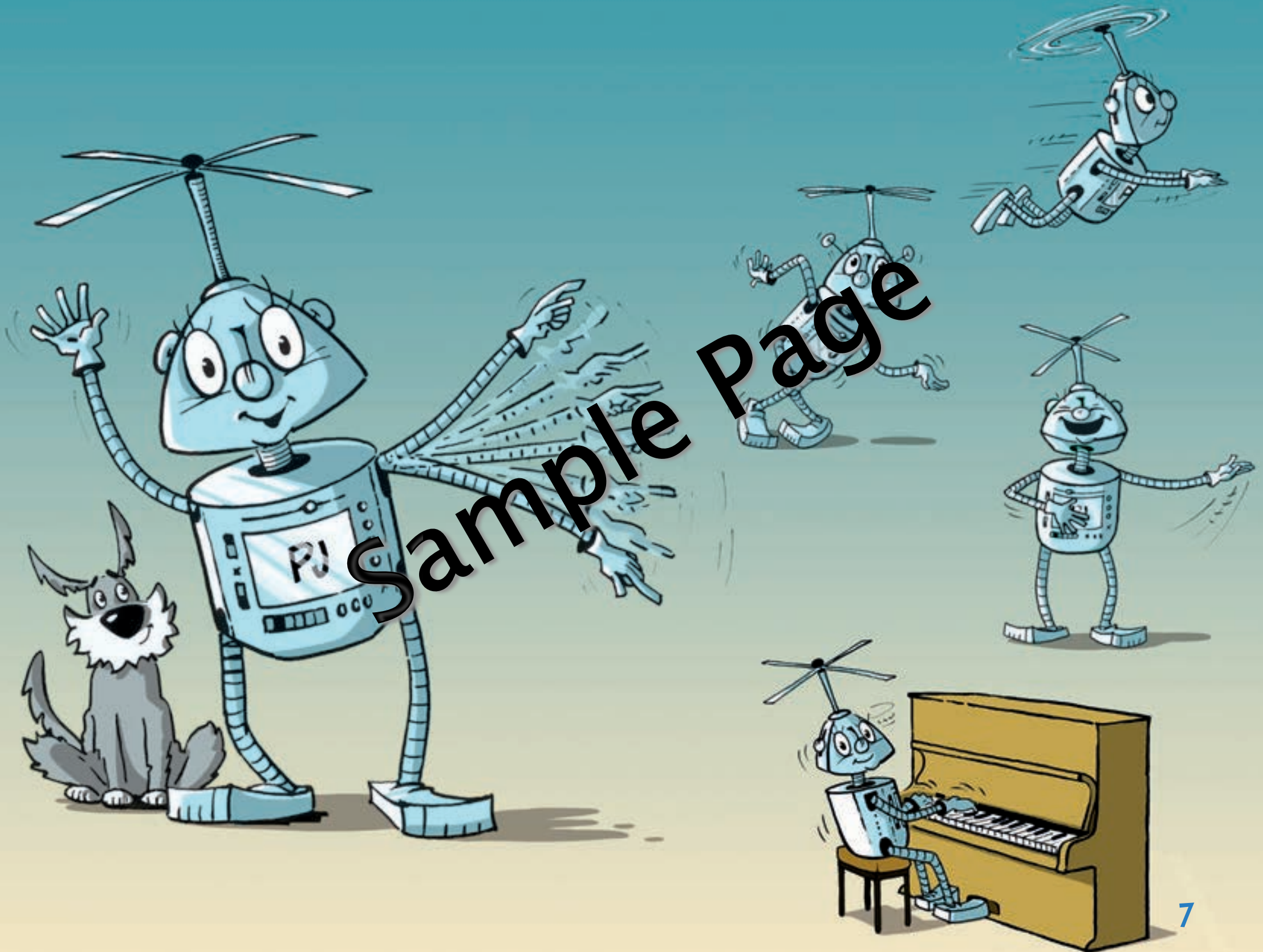
Things I like:

Things I don't like:

My best friend:

My hobbies:

What I like doing:



In all the books you will find this sign: ► This means you can visit my homepage.
There are lots of things to discover.

Watching Watch video tutorials for some of the pieces in this book.

Listening You can hear all the pieces and exercises played on a piano.

Download Download extra, fun material to help you improve

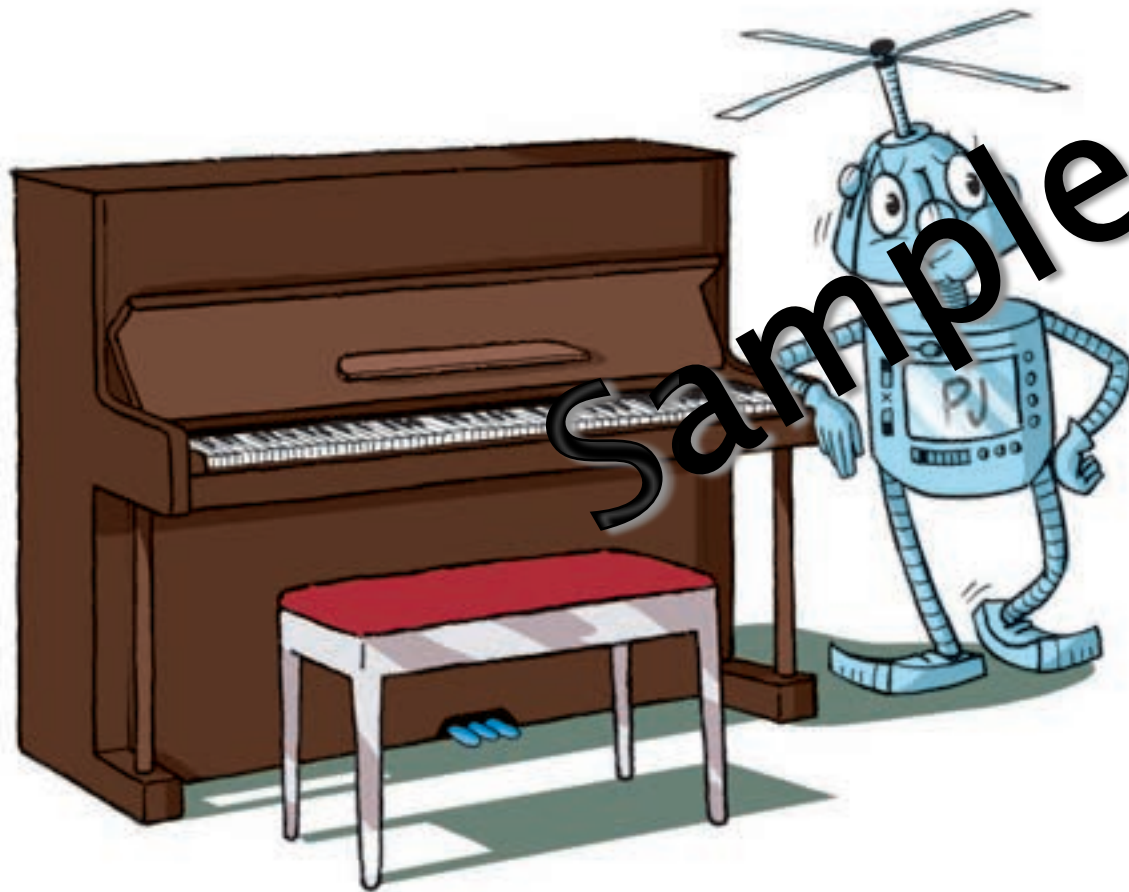


Here We Go!

I hope you have lots of fun and great success in learning to play the piano with me.

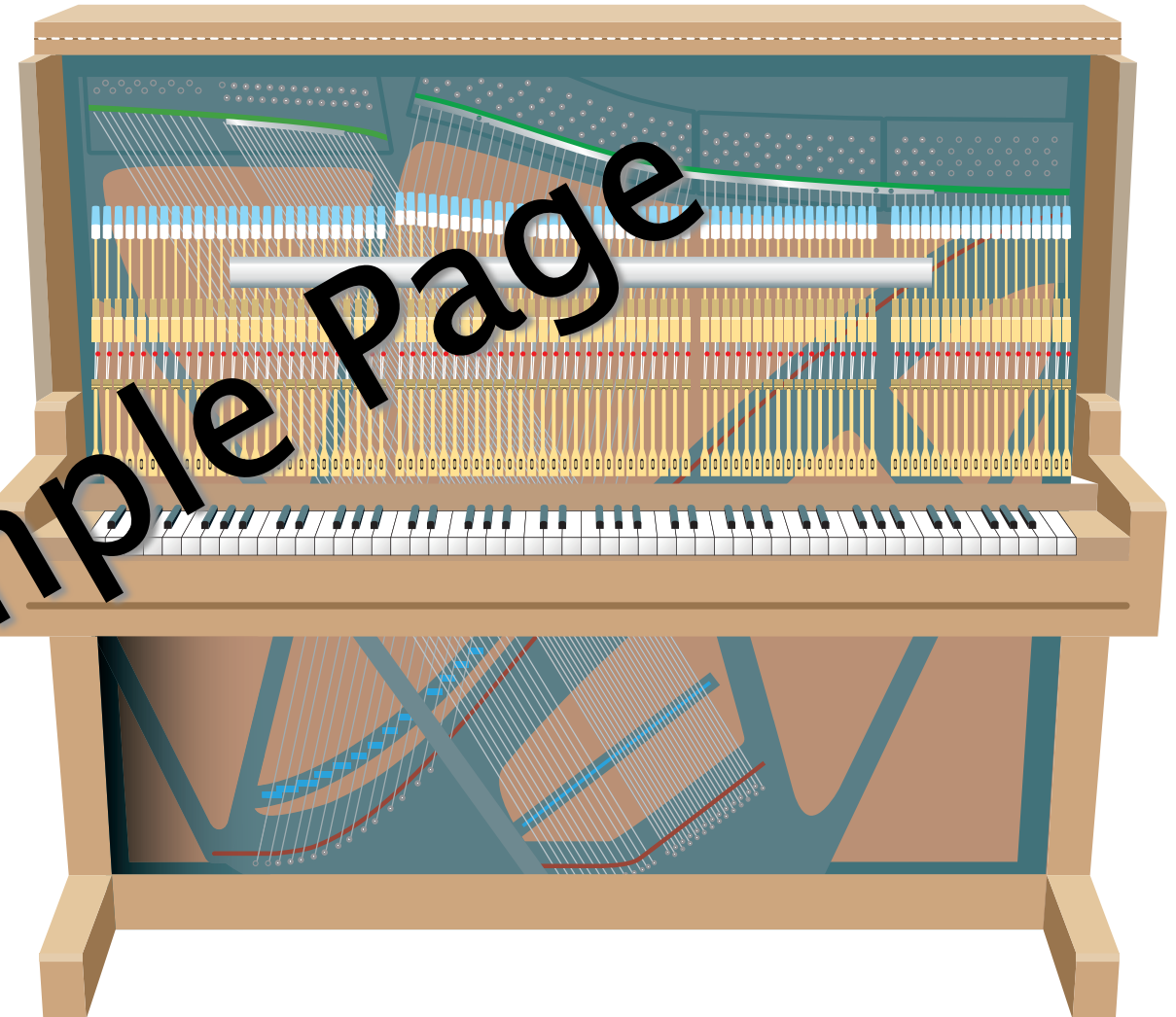
Good luck!

PJ



T1
page 6/7

This diagram illustrates the hammer action mechanism of a piano. A hammer flange is shown striking a hammer flue, which is connected to a hammer flapper. The hammer flapper is shown in a raised position, indicating it has just struck the hammer flue. A red arrow points to the hammer flue, labeled "String". Another red arrow points to the hammer flapper, labeled "Felt hammer". A hand is shown pressing down on the hammer flapper, which is connected to the hammer flange. A red arrow points to the hammer flange, labeled "Saw".

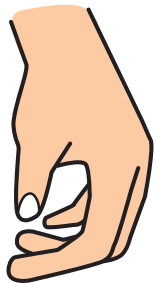


How to Sit at the Piano

Sit in an upright but relaxed position at the centre of the keyboard. Your fingers should touch the keys so that your forearm, wrist and back of your hand form a straight line. You can adjust the height of the piano stool to be comfortable.

Position of the Arms and Hands

To relax the arms and hands, first let them hang at your sides in a natural way, as if you were walking. Then place your hands in this position on the keyboard.



Hand and Finger Position

Your fingers should be gently curved, making a bridge with your knuckles. Only your fingertips should touch the keys; your thumb should be slightly curved too.



Water Drop Point

Imagine the point at which a drop of water drips from the end of your finger. Your finger should touch the key in a similar way.





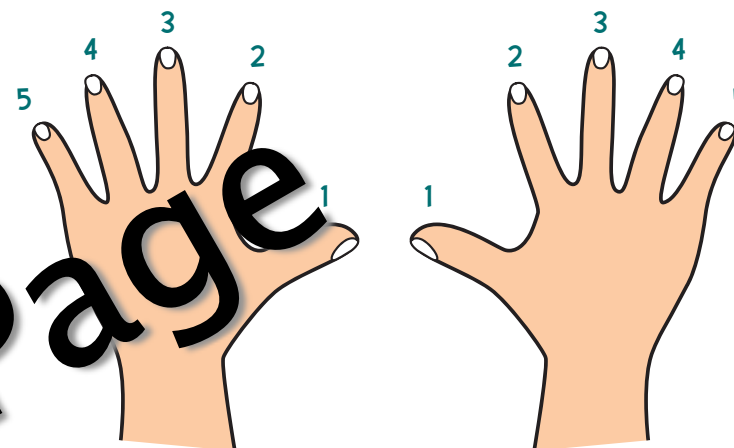
ACTION CORNER

- Place your hands, palms together, vertically in front of you (see picture 1).
- Open your hands to form a gently curved shape (2).
- Open and close each pair of fingers, one after another, beginning with the thumbs, then the index fingers, and so on (3). The fingers should touch at the water drop points.

Fingering

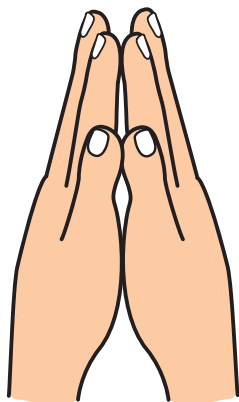
T1
page 8/9

When playing the piano, each finger is given a number. These numbers appear above or below the notes, showing which fingers to play the notes with. The numbers are known as **fingering** and should always be followed.

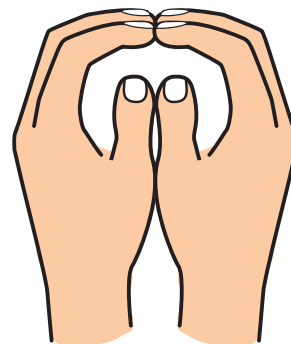


Sample Page

1.



2.



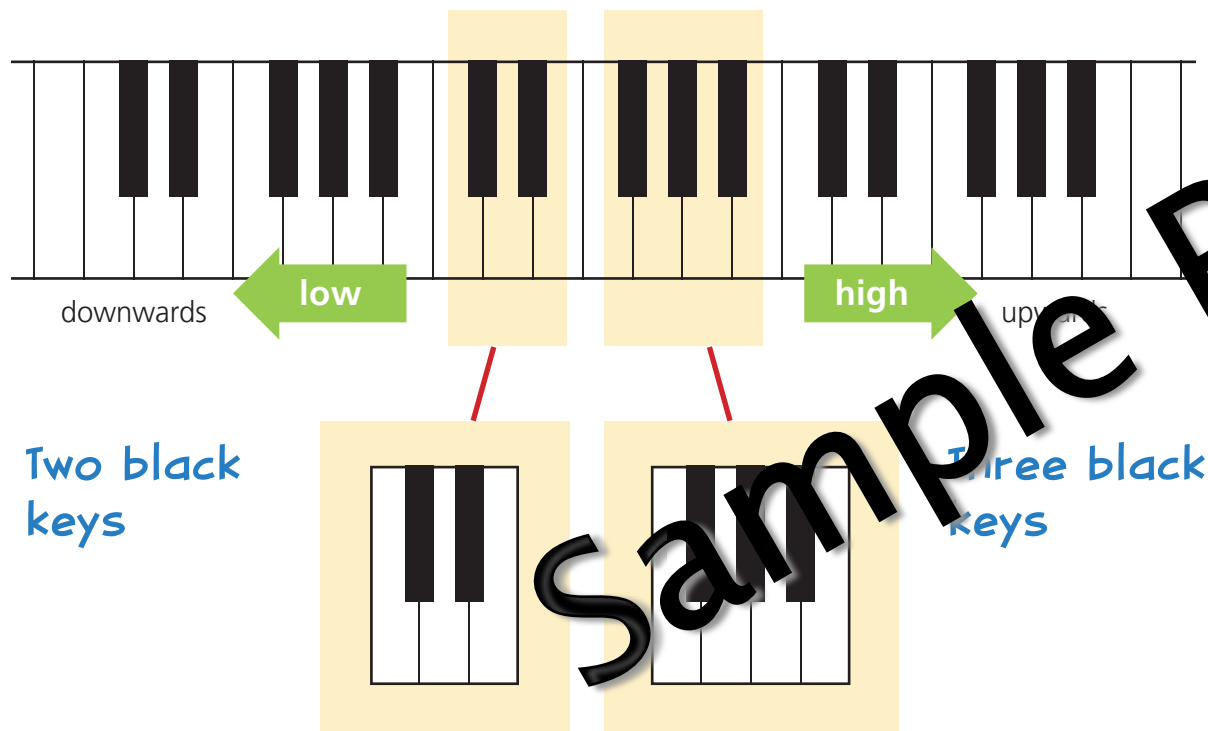
3.



UNIT 2: The Keyboard

T1
page 10/11

The complete collection of piano keys is called the **keyboard**, made up of white and black keys. Each key produces a different note. The piano keyboard usually has 88 keys.



The black keys are arranged in groups of two and three, which can help you to find your way around the keyboard.

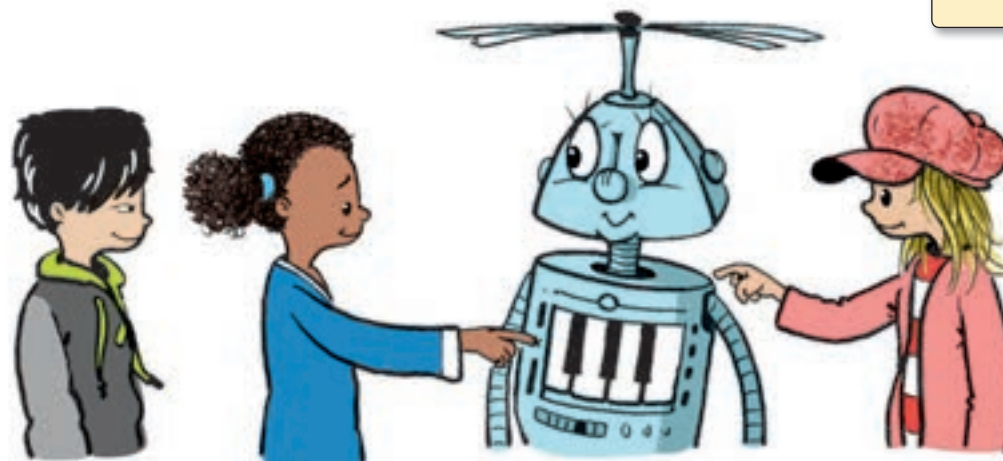
PLAYING CORNER

→ Choose a group of two black keys and the group of three black keys next to it. Play these with the third finger of the right hand, upwards and downwards.

→ Also do this with the left hand.

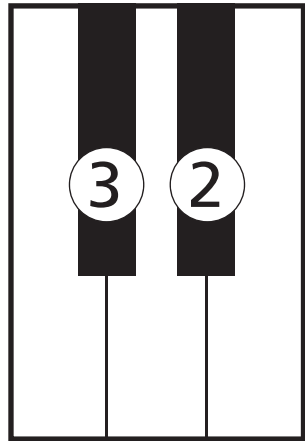
→ These five notes sound really good with the pedal. Try this out. Press the right pedal down with the right foot and then play the groups of two and three notes.

→ Can you think of a nice melody? Have a go! Combine the five notes in different orders. You can also repeat notes if you like.

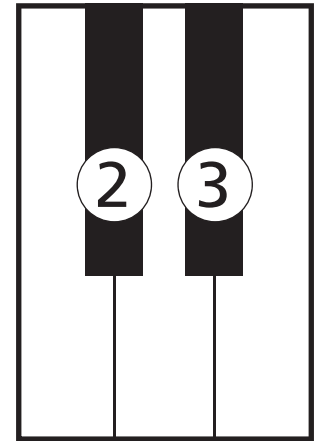


Kangaroo Hop

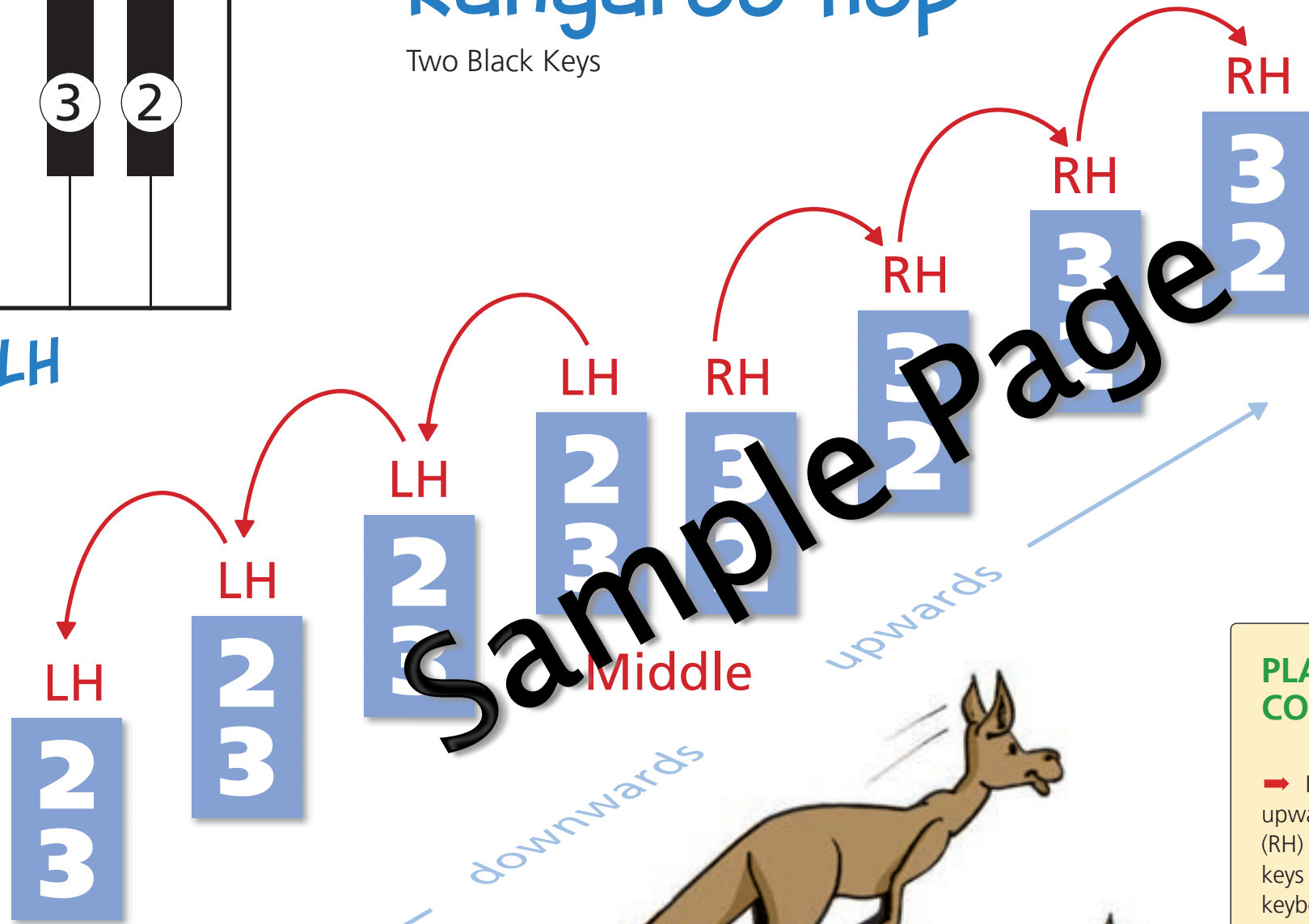
Two Black Keys



LH



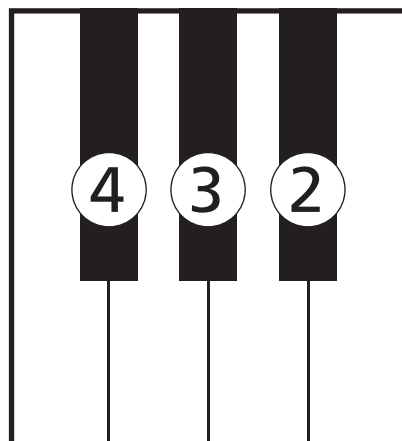
RH



PLAYING CORNER



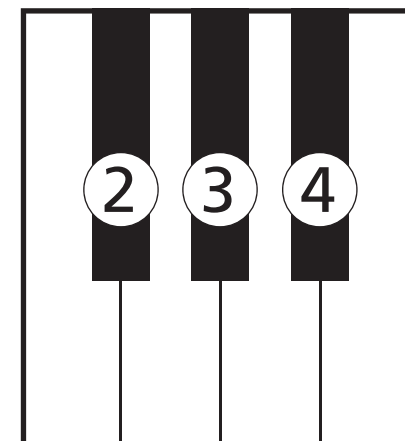
- ➔ Play KANGAROO HOP, upwards, with your right hand (RH) starting on the two black keys in the middle of the keyboard.
- ➔ Now play downwards, with your left hand (LH), also starting from the middle of the keyboard.



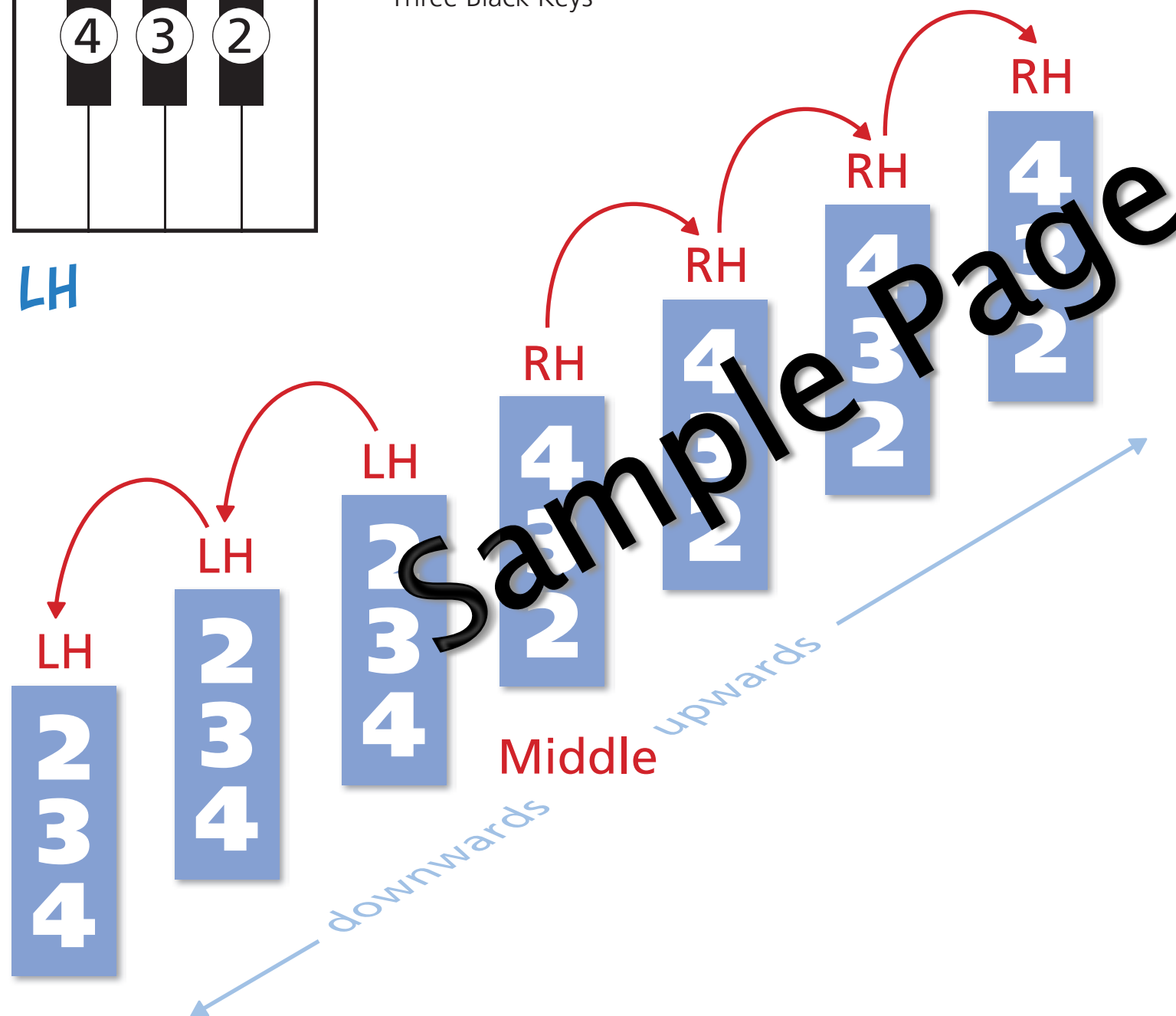
LH

Kangaroo Hop

Three Black Keys



RH

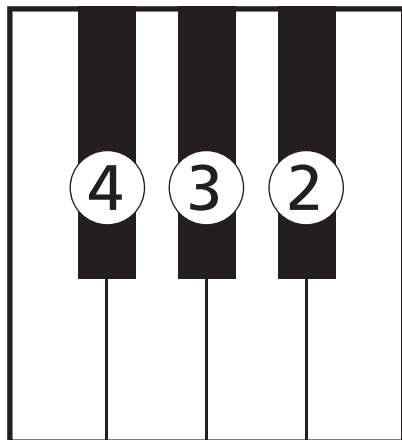


PLAYING CORNER

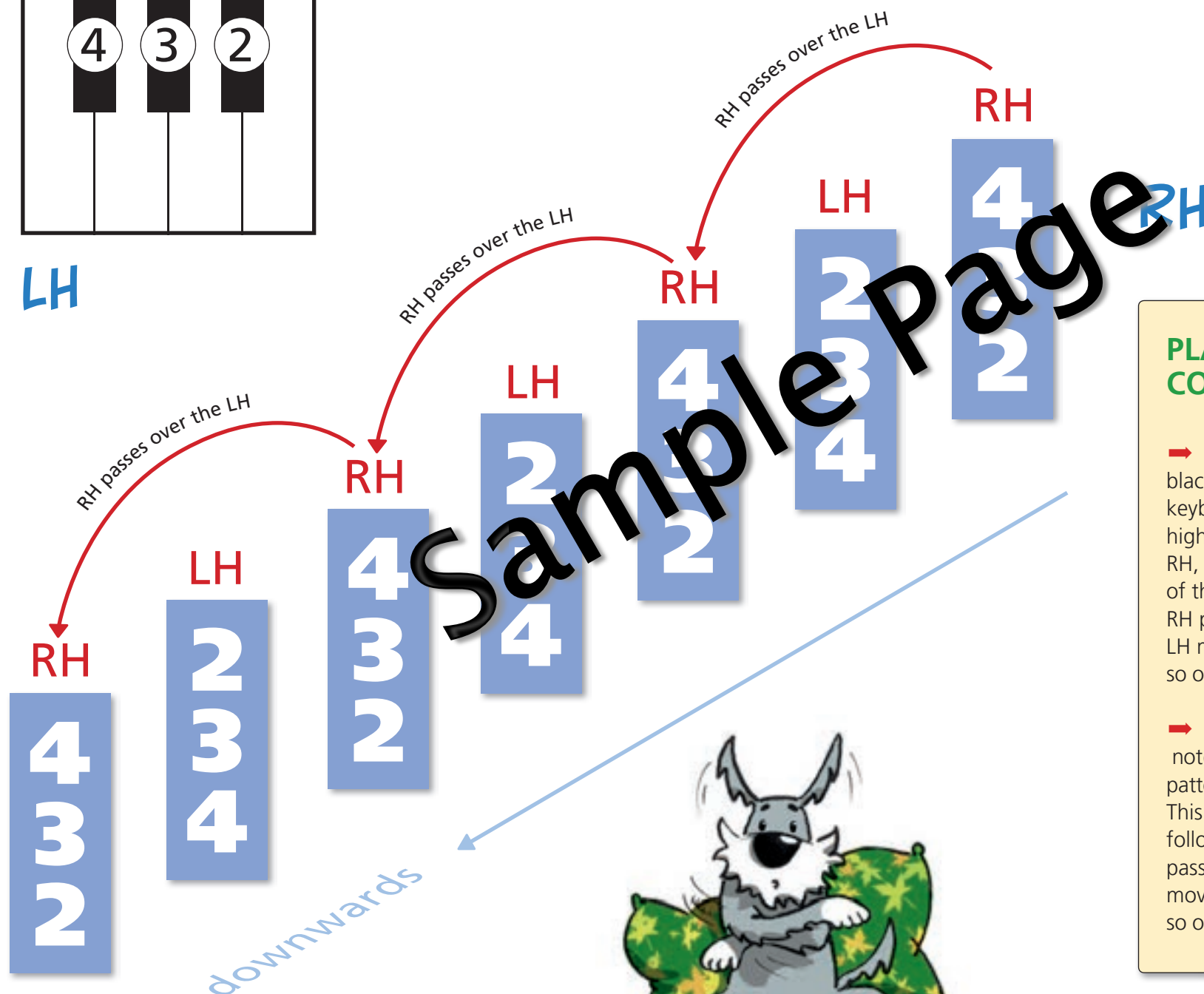
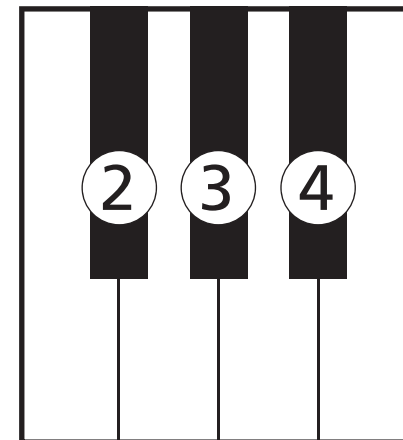


➔ Play KANGAROO HOP with your RH from the middle of the keyboard upwards.

➔ Now play with your LH from the middle of the keyboard downwards.



LH

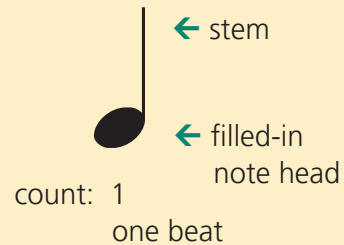


PLAYING CORNER

→ Play the groups of three black notes over the whole keyboard. Begin with the highest group of three in the RH, then play the next group of three with the LH. Now the RH passes over the LH, then the LH moves to the next group, and so on.

→ When you reach the lowest notes, you can play the same pattern up the keyboard. This time begin with the LH, followed by the RH. The LH then passes over the RH, then the RH moves to the next group, and so on.

Crotchet / Quarter Note



clap

T1
page 12/13

Unit 3: The Beat in Music

Music usually has a regular beat, or pulse, similar to the beating of the heart.



The beat or pulse can have different **tempos** from very slow to very fast.



ACTION CORNER

→ While your teacher plays the piece BOOGIE BEAT, you clap the beat in time. Your teacher will play it slowly first, then at a faster tempo.

→ Now walk in time to the music, either around the room or on the spot, again first at a slow tempo, then faster. Make sure you step in time with the music.

Boogie Beat

Accompaniment

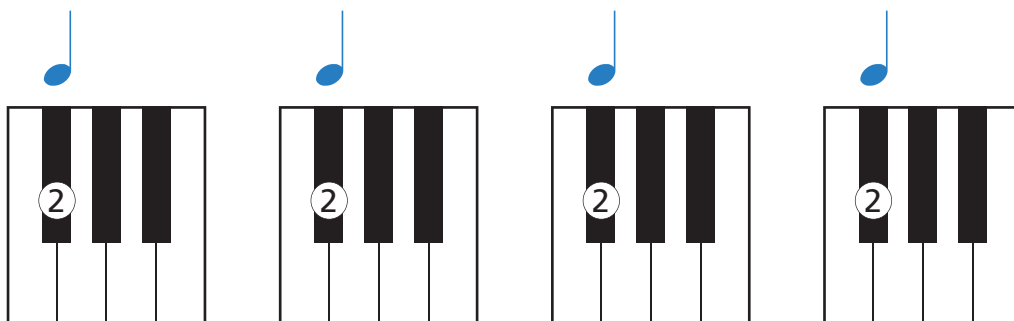
$\text{♩} = 60 + 144$ HGH

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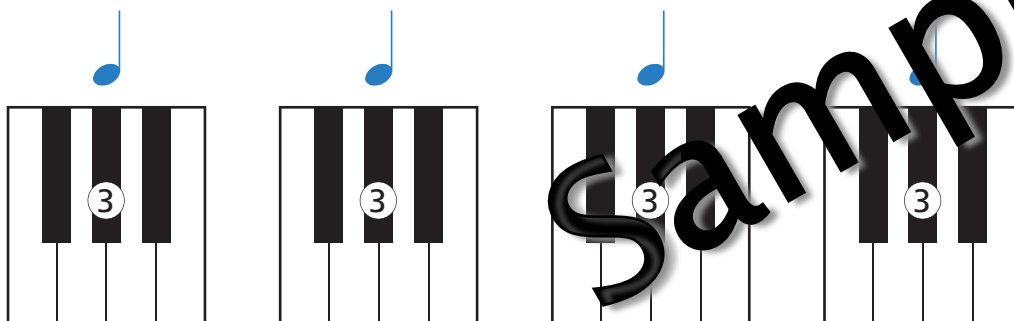
Boogie Beat

RH

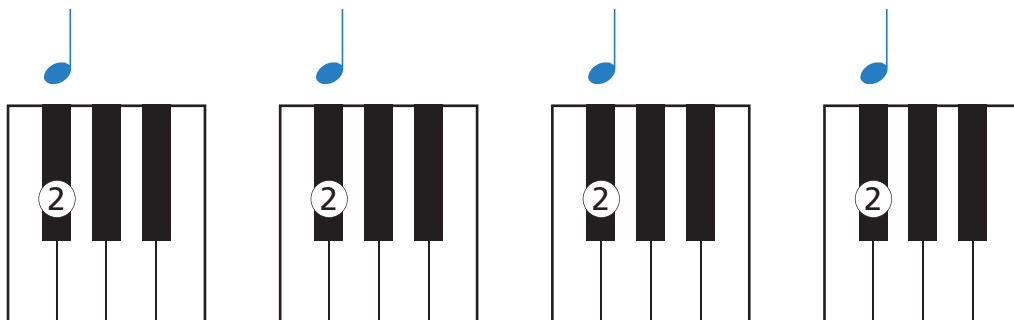
This row x 8



This row x 1



This row x 3



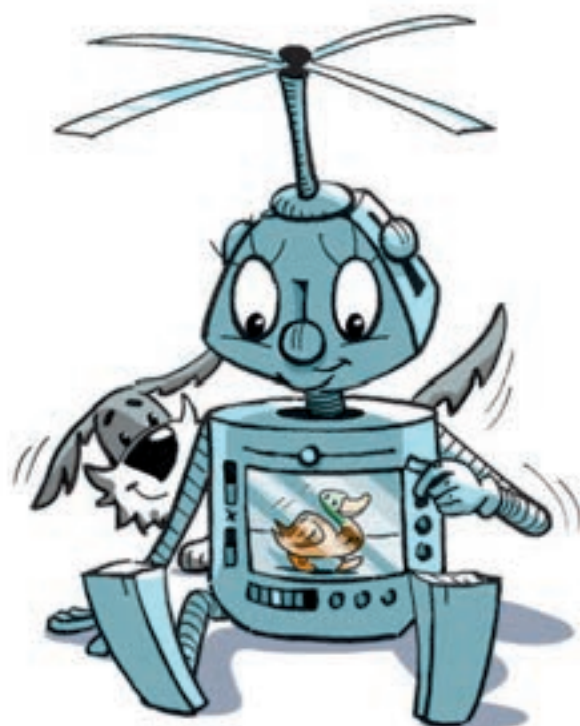
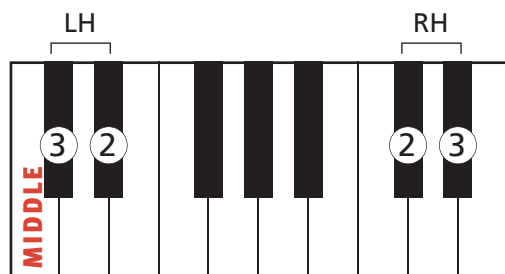
PLAYING CORNER

➔ Play BOOGIE BEAT with your teacher.

Play the first row eight times, the second row just once and the third row three times. Always try to hear and feel the beat. Have fun playing together!



Duck Walk



RH

3 2

2 3

Wad-dle, wad-dle, quack, quack, quack, quack, it's so fun-ny, wad-dle, quack, quack.

LH

2 3

3 2

count: 1

HGH

Sample Page

Final Bar Line

The end of a piece is indicated by a double bar line, made up of two lines: a thin one, followed by a thick one.

Accompaniment

$\text{♩} = 60$

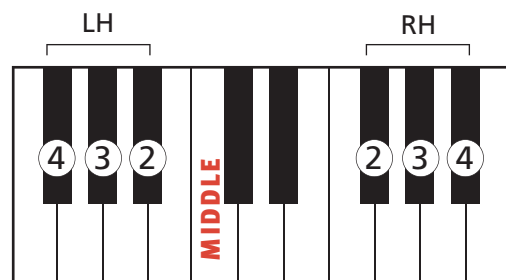
mf

4 2 5 4

2 5 4 1

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Camel Ride



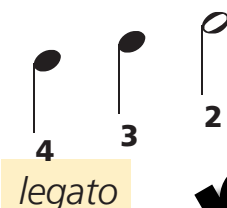
legato

Play smoothly, without gaps between the notes. Keep the legato effect as the melody passes from one hand to the other. Begin playing legato with a downwards movement of the arm and end with an upwards movement of the wrist.

RH

Cam - el ride at the zoo, can - ri - ding fun for you.

LH



HGH



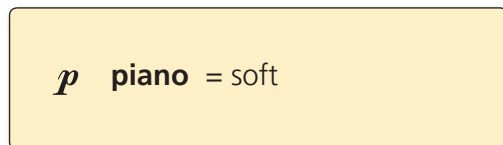
Repeat Sign

The repeat sign is similar to the double bar line at the end of a piece, but also has two dots. It means play again from the beginning.

Accompaniment



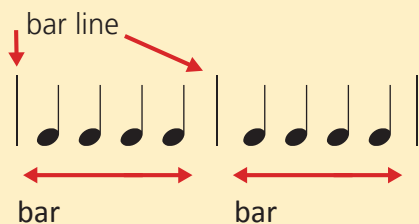
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Sad Clown

The Bar/Measure

Each melody is divided into bars.
A bar contains a number of beats
which are grouped by bar lines.



Always emphasize the note after the bar line.

T1
page 17

The image displays a musical score for a piece titled "Sample Page". The score is written for a right hand (RH) and a left hand (LH). The RH part is in the upper staff, and the LH part is in the lower staff. The music is written in a simple, clear style, using eighth and quarter notes. Fingerings are indicated by numbers 1 through 4. Dynamics are marked with *p* (piano) and *f* (forte). The score is divided into measures by vertical bar lines. A large, diagonal watermark reading "Sample Page" is overlaid across the center of the image.

Accompaniment

Musical score for "The Rose Tree" in bass clef, 4/4 time. The tempo is marked as ♩ = 88. The key signature has three flats (B-flat, E-flat, A-flat). The melody is written on a single staff. The lyrics are: "The rose tree, the rose tree, the rose tree, the rose tree, the rose tree, the rose tree, the rose tree, the rose tree." The score includes fingerings (1-5) and a dynamic marking of *p* (piano).

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UNIT 4: The White Keys

Three White Keys C-D-E

T1
page 18

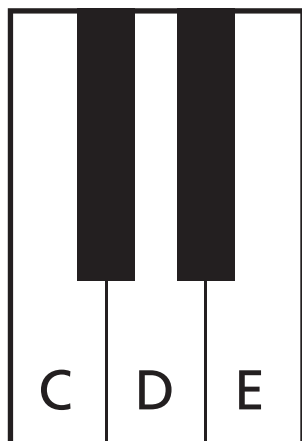


The notes C-D-E form a group around the two black keys, and are repeated several times over the keyboard. The groups of two black notes help you to find them.



Sample Page

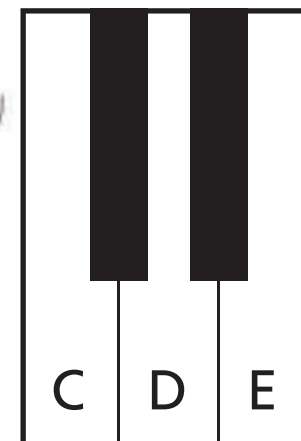




LH

Fly a Kite

Three White Keys



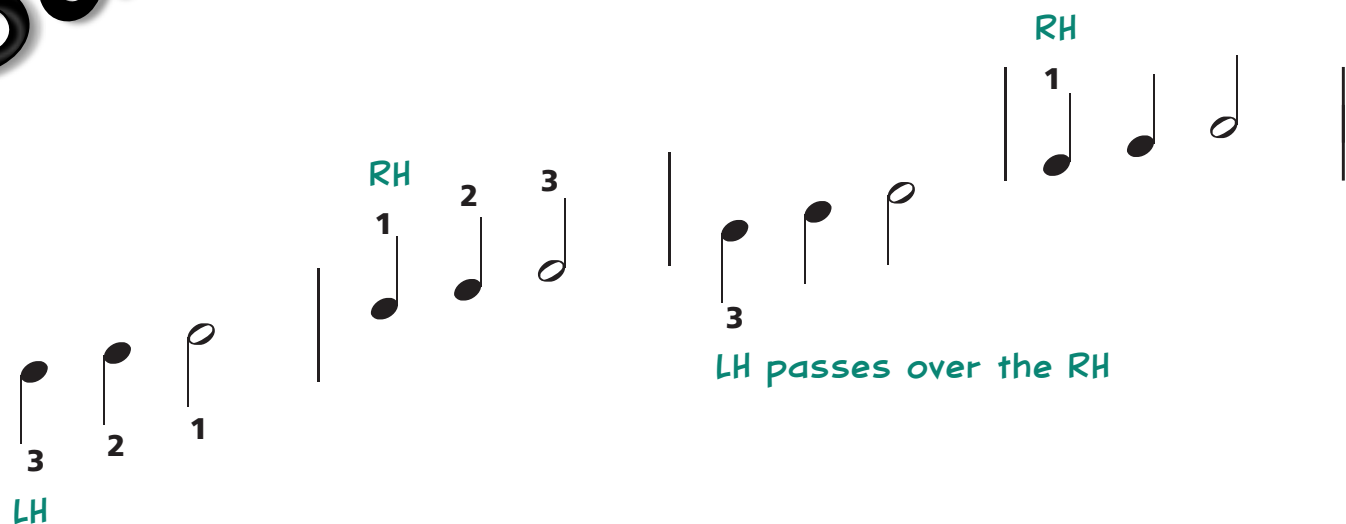
RH



PLAYING CORNER

→ Play FLY A KITE starting on the lowest C on the piano.

→ Now play the piece beginning on the next highest C upwards, and so on.



UNIT 5: The 5-Finger Position

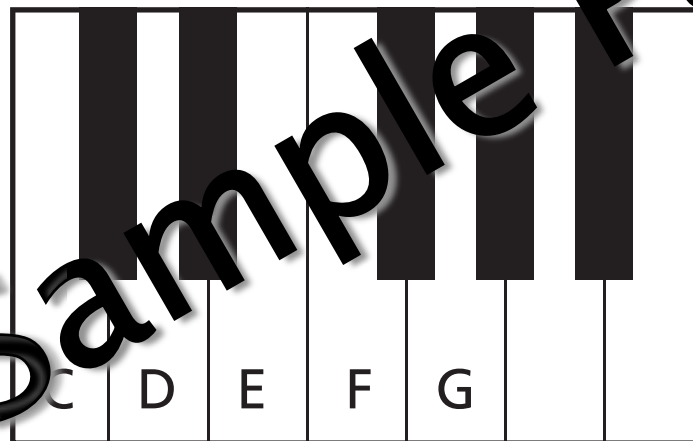
T1
page 19

5 White Keys C – D – E – F – G

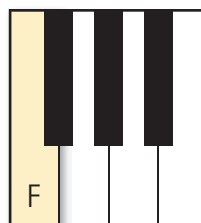
C Position

Put the thumb of your RH on C.
The other fingers rest on the
neighbouring white notes.
This is the 5-finger position. The
lowest note in each hand gives
the name of the position.

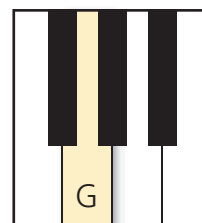
If you place each finger of your hands on neighbouring
white notes, your hands will be in a close five-finger
position. Keep your fingers in this position for the
whole piece.



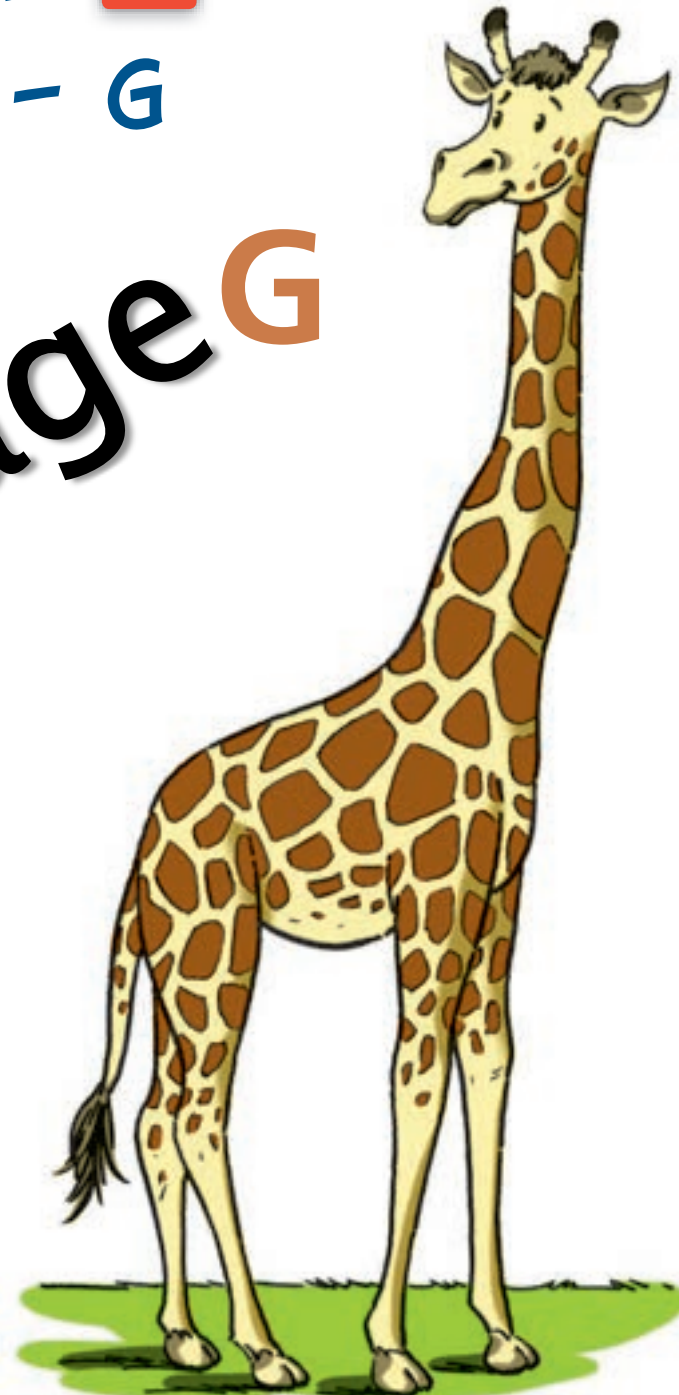
F



lies to the left
of the group
of three black
notes



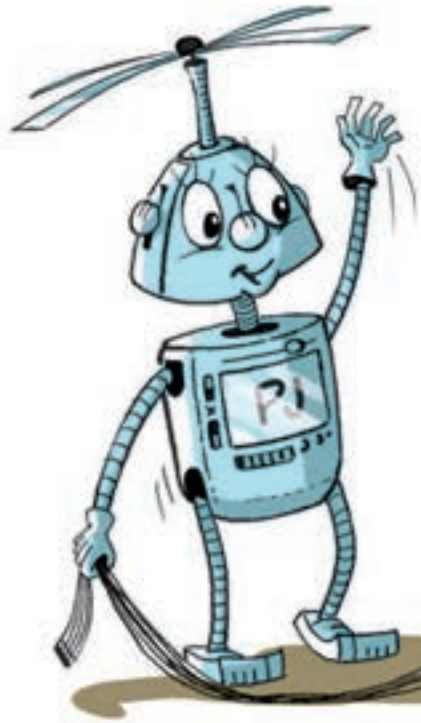
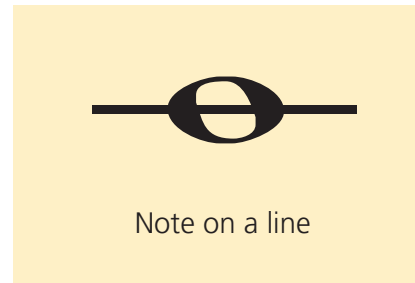
lies between the
first and second
of the group of
three black notes



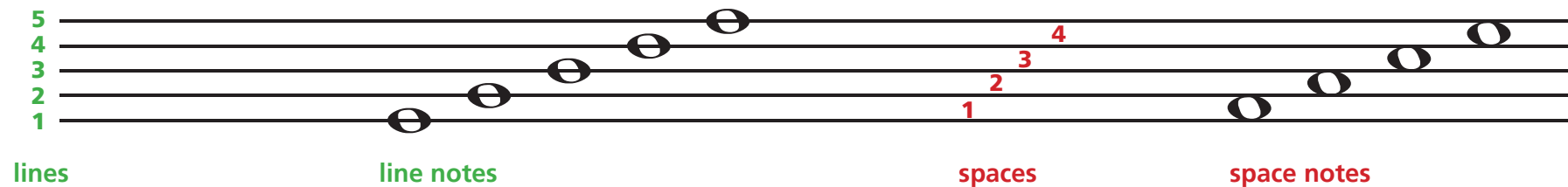
UNIT 6: The Stave

T1
page 20/21

→ Notes are written on lines or in spaces:

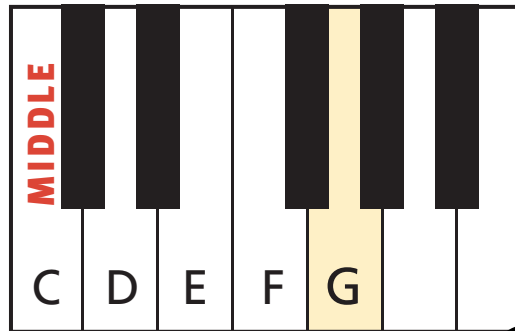


→ Music is written on a group of 5 lines and 4 spaces. This is called a stave or staff.



UNIT 7: Treble Clef for the Right Hand (G Clef)

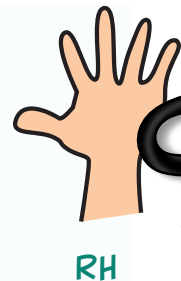
T1
page 22



The treble clef is also called the G clef because it circles around the G line of the staff (2nd line from the bottom).

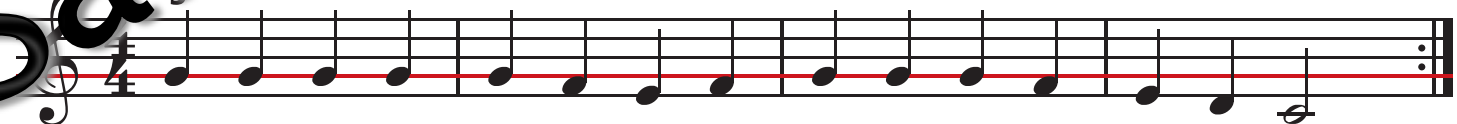
G line

The G line in the treble clef helps you to find the other notes.



G Clef Song

HGH



G sits on the sec-ond line to help you find the notes just fine.

f

Accompaniment



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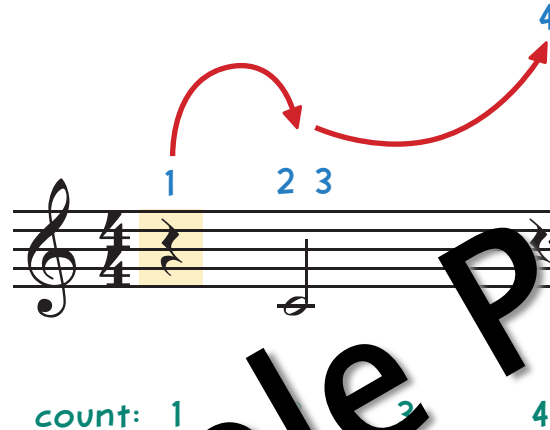
Using Arm Weight

TECHNIQUE CORNER

Play the note C with the first finger of the RH and move your arm gently, keeping the wrist flexible. Count to 4.
Play the exercise as follows:

- 1 Lift the arm, upward movement of the wrist
- 2 Downward movement of the arm, note sounds
- 3 Listen to and feel the sound
- 4 Lift the arm, upward movement of the wrist

Exercise



Crotchet Rest / Quarter Note Rest or Quarter Rest

Rest symbols represent a silence. A crotchet rest or quarter note rest lasts for one beat.

T1
page 25



The Tap Dancer

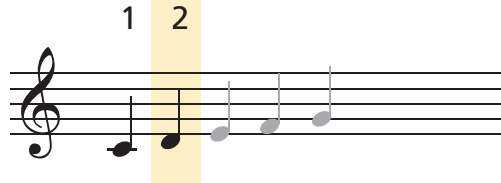
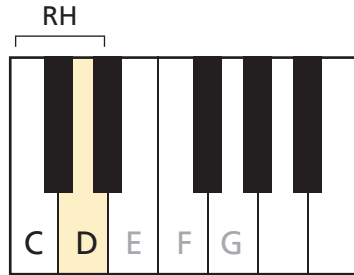
T1
page 24

D1
page 6/7

P1
page 5

**Finger
Fitness**

page 70, No. 2

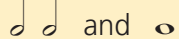


mf

mezzo forte = moderately loud



1. Circle these rhythm patterns:



2. Circle the time signature

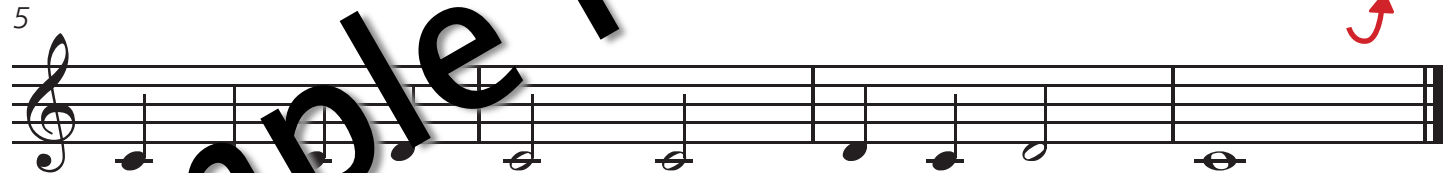
Name note



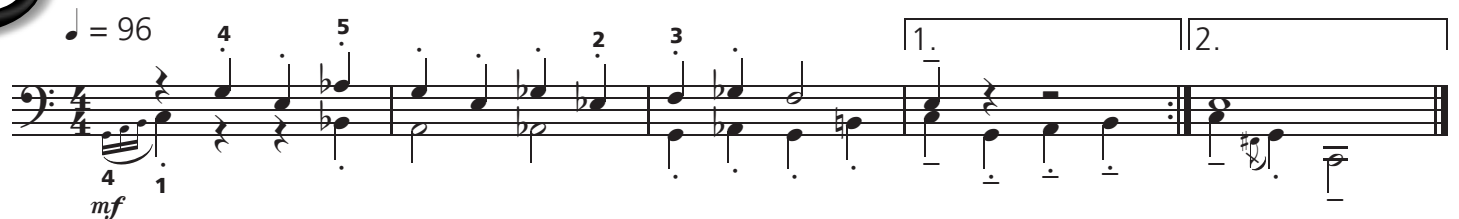
HGH



mf

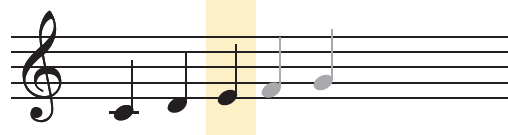


Accompaniment



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T1
page 24

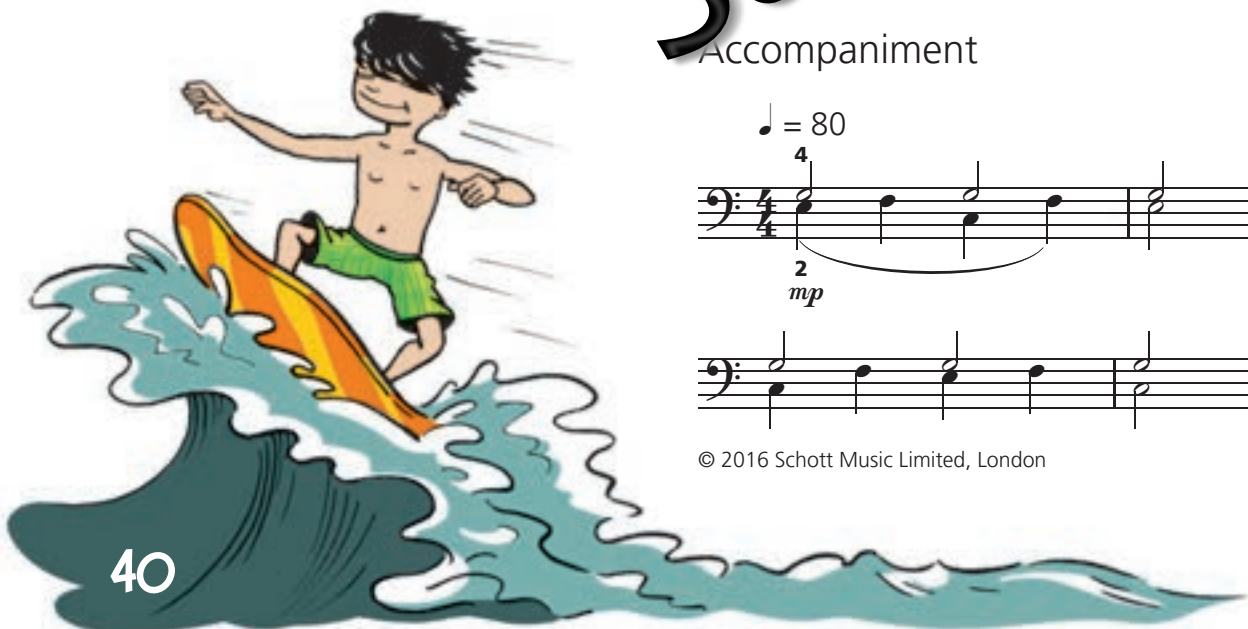
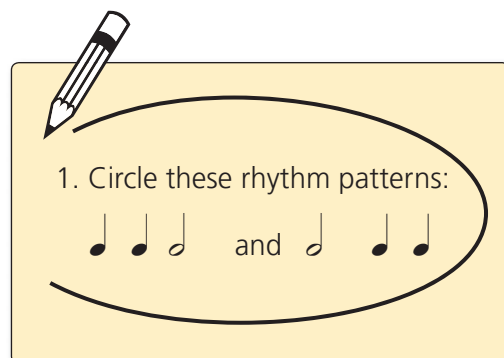
D1
page 8/9



Finger Fitness

page 70, No. 3

mp **mezzo piano** = moderately soft



Name note

HGH

mp

5

Accompaniment

♩ = 80

4.

2

mp

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▶ Audio Track **27/28** | Sight-Reading **3**

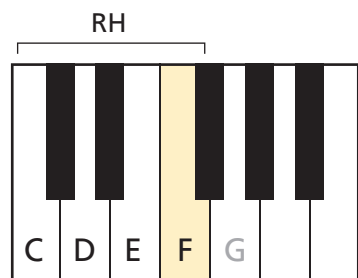
At a Snail's Pace

T1
page 24

P1
page 6

**Finger
Fitness**

page 71, No. 5



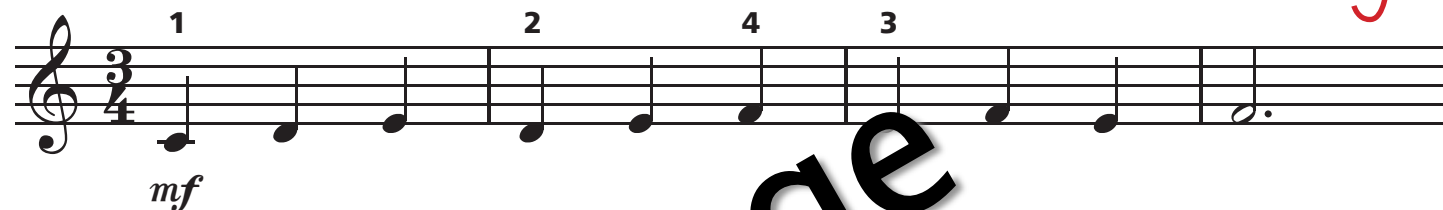
1 2 3 4



Name note

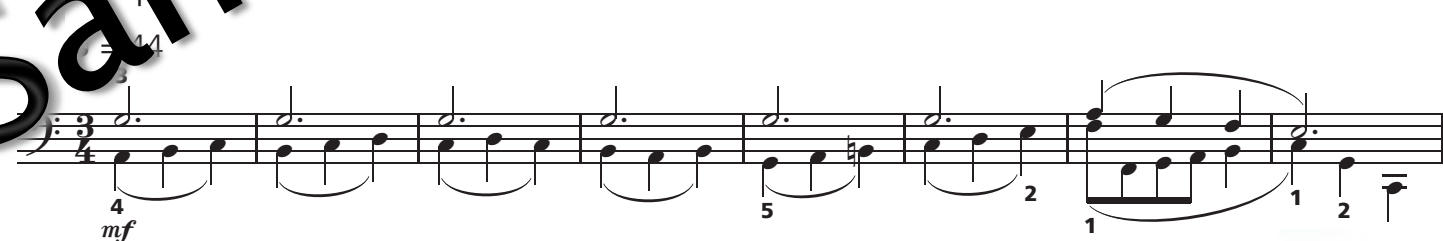


HGH



1. Circle these rhythm patterns:
2. Circle the time signature and mezzo forte (*mf*)

Accompaniment



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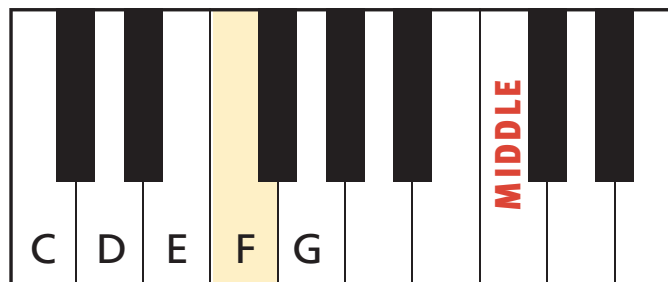
► Audio Track 31 -32



UNIT 8: Bass Clef for the Left Hand (F Clef)

The F line in the bass clef helps you to find the other notes.

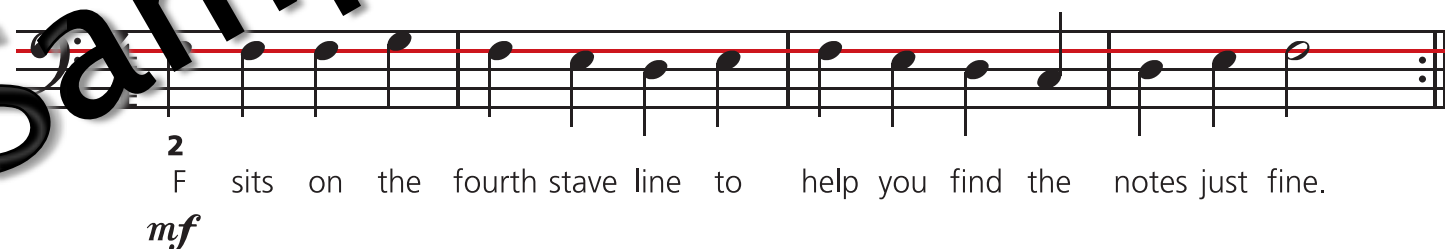
T1
page 34



The bass clef is also called the F clef, because it begins on the fourth line from the bottom and is followed by two dots.



F Clef Song



HGH

Accompaniment



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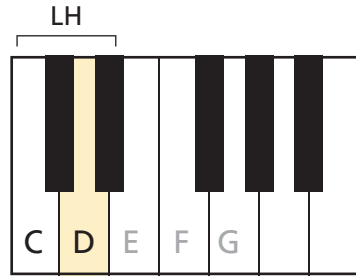
Dino's First Steps

T1
page 35/36

D1
page 14/15

**Finger
Fitness**

page 72, No. 8



Name note



Accompaniment



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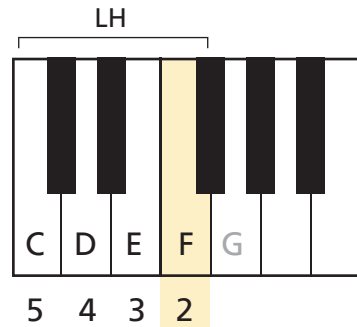
Busy Bumblebee

T1
page 35/36

P1
page 10/11

**Finger
Fitness**

page 73, No. 10



Name note



HGH



Accompaniment

$\text{♩} = 132$



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Two To Five-Note Slurs



TECHNIQUE CORNER

Play the four exercises with the left and right hand as follows:

- 1 Lift your arm
- 2 Press the key, note sounds
- 3 Listen to and feel the sound
- 4 Lift your arm and hand together

In each exercise the wrist moves like a seesaw.

Slurs

These curved lines are called slurs.



Left Hand

Right Hand

Two-note slur

Three-note slur

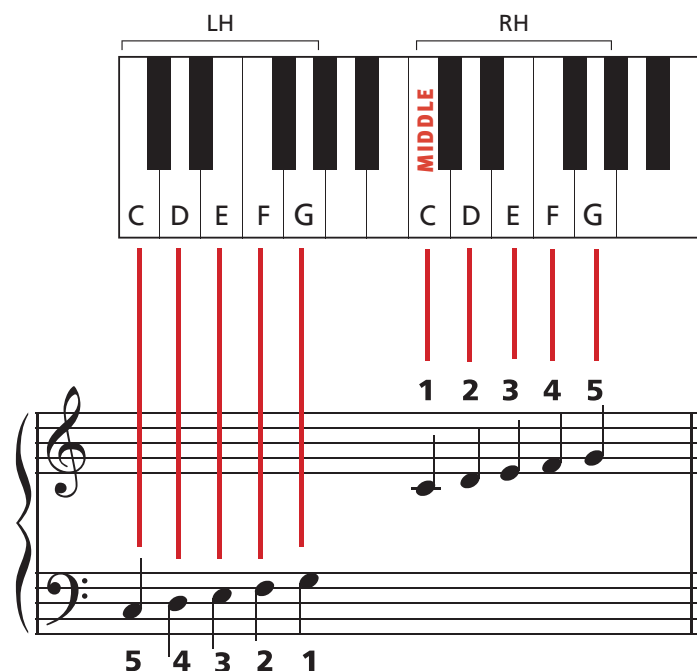
Four-note slur

Five-note slur

Walking Along

T1
page 38

Melody Divided between the Hands



Prepare RH

Name notes

1

5

HGH

Prepare LH

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Phrases

Curved lines can also be used to group notes into musical sections or phrases.

PLAYING CORNER

Play the piece 5 notes higher.
Start with G in the LH and RH.



Walking Along

T1
page 39

Finger
Fitness

page 74, No. 12

PLAYING CORNER



➔ In the first two exercises only 4 of the 8 bars of WALKING ALONG are notated. You already know the RH melody. The LH now starts with the highest note G and plays the melody in the opposite direction at the same time. This is called **contrary motion**. Play the piece to the end.

➔ In the second exercise, both hands play the melody at the same time, in the same direction. This is called **parallel motion**. Play the piece to the end in this way.

➔ In the third exercise one hand holds the notes while the other hand moves upwards or downwards. This is called **lateral motion**.

Contrary Motion

The two hands move in opposite directions: upwards – to the right of the keyboard, and downwards – to the left of the keyboard.

1

f

etc.

Parallel Motion

Both hands move in the same direction – upwards and downwards.

T1
page 39

Finger
Fitness

page 74, No. 13

1

f

etc.

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► Contrary Motion: Audio Track 54 | Rhythm Check 22

► Parallel Motion: Audio Track 55

Lightly Row

Finger
Fitness

page 75, Nos.15-17

D1
page 18-23

P1
page 12-15

German Folk Song

Skip

Movement from one key to the next but one.

From line to line



From space to space



Draw circles round all the notes that move by skip.

5 3 4 2 1

mf
Light - ly row, light - ly row on the glass - y waves we go.

5
Smooth - ly glide, smooth - ly glide, on the si - lent tide.

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Lightly Row

T1
page 40/41

D1
page 24-27

P1
page 16-19

With Accompaniment

MEMORY CORNER



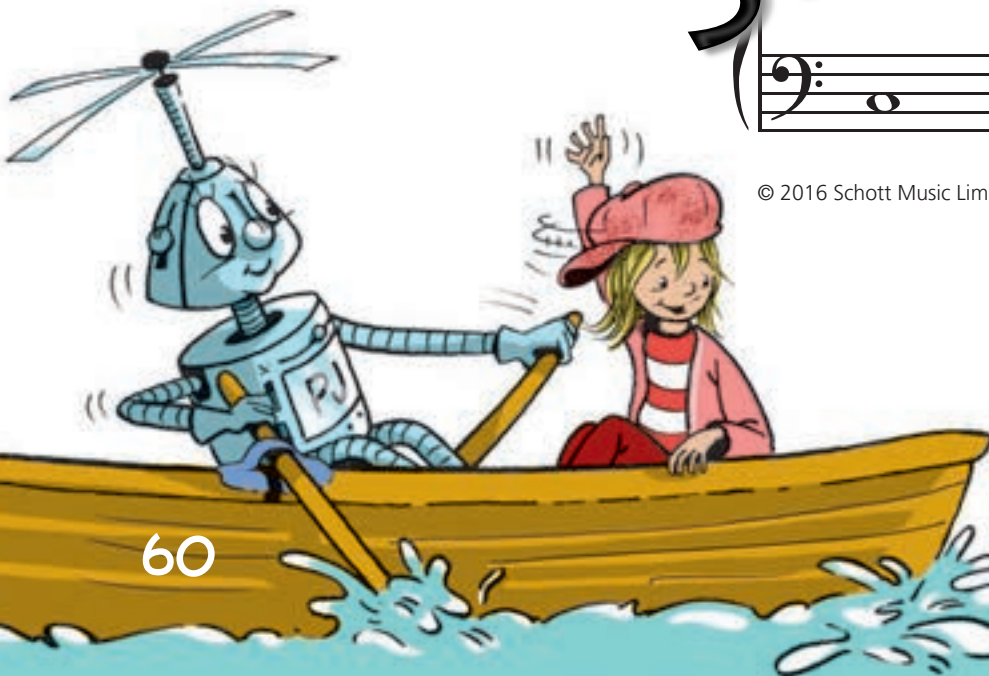
The melody of LIGHTLY ROW – which you can now play from memory – is accompanied here with just two notes in the LH. These are the lowest and highest notes of the 5-finger position.

Now play the whole piece with both hands.



Sample Page

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PLAYING CORNER

Play the BAGPIPE PLAYER 5 notes higher in both hands. Play the piece from memory.

moderato = moderately fast

The Bagpipe Player

D1
page 28-29

P1
page 20-23

T1
page 42/43

Moderato

Name notes

5 3 4 2 3 1 2

f

step or skip

Prepare to jump!

Fine

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▶ Audio Track 60 | Rhythm Check 24 | Workout 10 | Sight-Reading 13



Merrily We Roll Along

P1
page 24-27

Finger
Fitness

page 76, Nos.18-19

Traditional from England

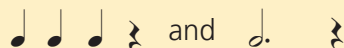
Arr.: HGH

Allegro

allegro = fast



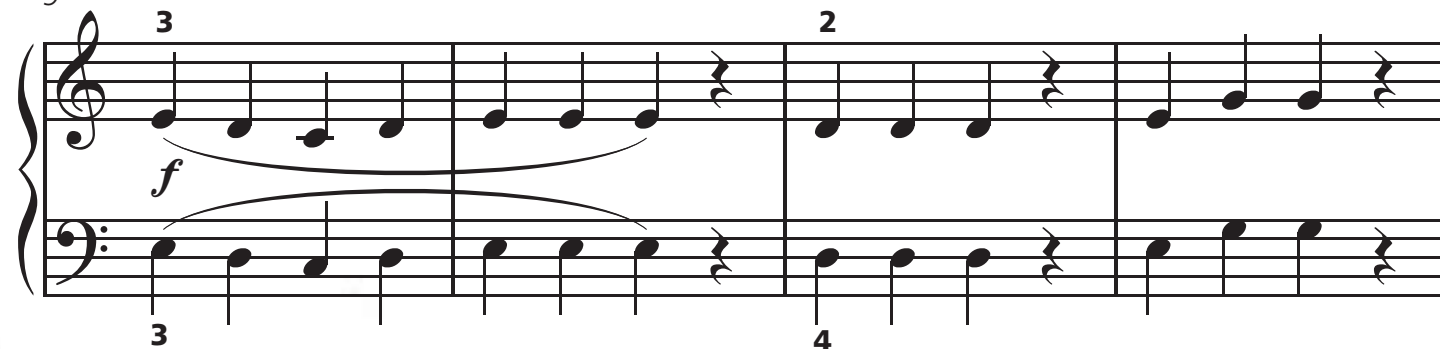
1. Circle these rhythm patterns:



2. Circle the crotchet rests



9 Melody in the RH and LH together



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Unit 10: Playing in the 5-Finger Position with Accents



Finger Fitness

page 77, No. 20

T1
page 44/45

2/4 Time

$\frac{2}{4}$ = 2 = 2 beats in a bar
 $\frac{2}{4}$ =  = Each beat is a crotchet

$\frac{2}{4}$   |
 count: 1 2

Accent Sign



An **accent** sign above or below a note means that you should play that note with emphasis.



1. Circle time signatures:

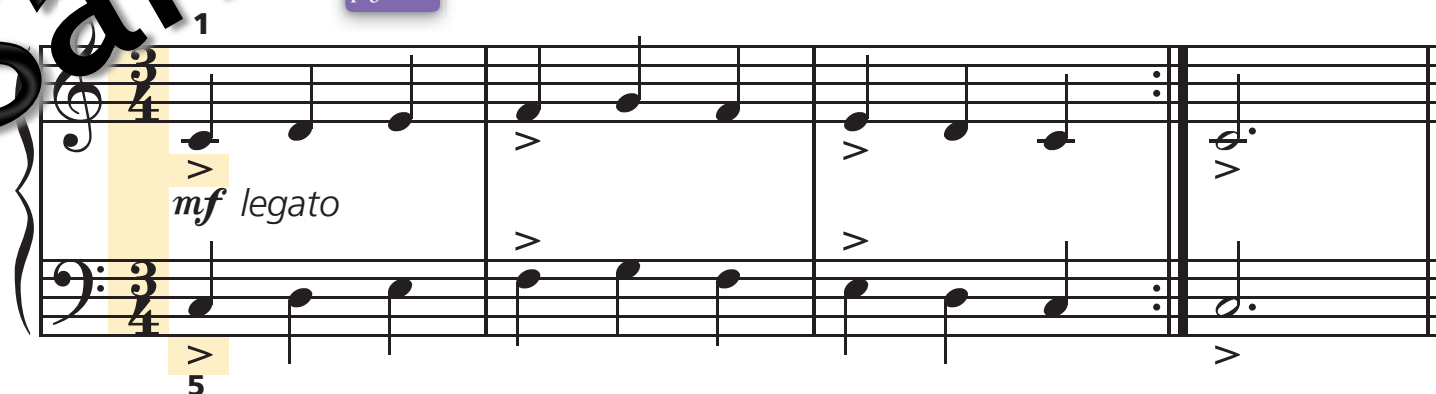
$\frac{2}{4}$ $\frac{3}{4}$ $\frac{4}{4}$

Andante



HGH

Andante



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Daily Finger Fitness 1

These are progressively graded daily finger exercises for developing finger strength and independence, evenness, accuracy and speed of playing, as well as articulation and general musicality.

Top 5 Practice Tips

- Make sure your hands are always in the correct position and that your posture is good.
- Play with each hand separately at first, then together.
- Practice in small sections and repeat them several times. Play the hard parts more often.
- With your eyes closed, imagine how your fingers move on the keyboard when playing the piece.
- Sing all the melodies that you play.

♩ = 60-200

HGH

1

f (*p*)

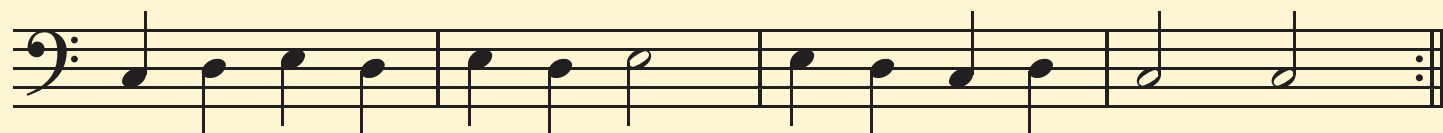
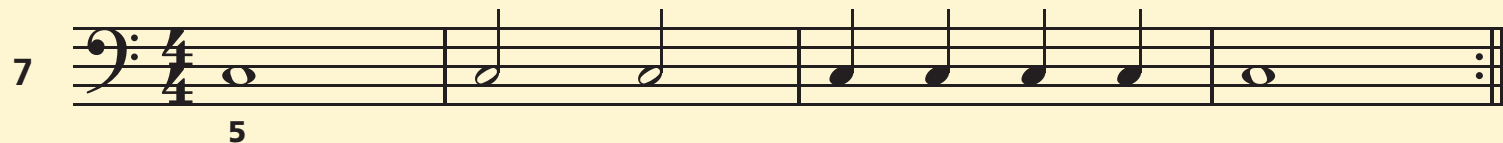
2

3

4

5

Sample page



Practice first with each hand separately, then with both hands together.

12

1 5

1 5

13

1 5

5 1

14

5

5





18

1 2 3 2 3 4 5

5 4 3 4 3 2 1

5 4 3 4 3 2 1

1 2 3 2 3 4 5

19

1 1 3 5 5

5 5 3 1 1

Sample Page

Important Words and Signs

>	Accent sign	Emphasize the note
	Allegro	Fast
	Andante	At a walking pace
	Bar/Measure	A bar contains a number of beats which are grouped by bar lines
	Bass clef	Also called the F clef. Notes on the bass clef are usually played with the LH
	Bracket or Brace	This style of bracket is used to join the two staves of the piano system
	Contrary motion	The parts move in opposite directions
	Crotchet/quarter note	A crotchet/quarter note lasts for one beat. It has a filled-in note head with a stem
	Crotchet/quarter note rest or quarter rest	A crotchet/quarter note rest lasts for one beat
D. C. al Fine	Da Capo al Fine	Play from the beginning until the word <i>Fine</i> (end)
	Dotted minim / half note	A dotted minim / half note lasts for three beats as the dot after a note lengthens it by half as much again. It has a clear note head followed by a dot, and a stem
	Double bar line	Divides a piece of music into sections
	Final bar line	At the end of a piece of music there is a normal bar line followed by a final thick bar line
<i>f</i>	forte	loud
	4/4 time	Four beats in a bar/measure; each beat is a crotchet
	Keyboard	The entire collection of piano keys – usually 88
	Lateral motion	One part in either hand is held, while the other part moves upwards or downwards



Certificate of Merit

Student _____

has successfully completed

PIANO JUNIOR Lesson Book 1
and may now begin Book 2.

Teacher _____

Date _____

My favourite piece was _____