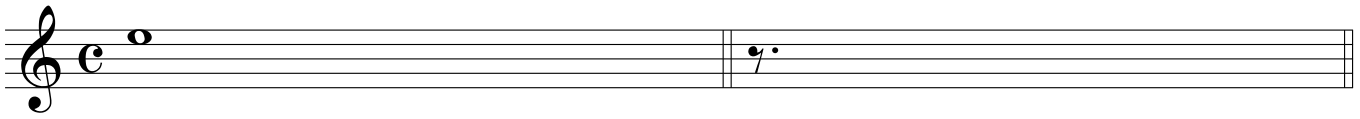


GRADE 7 Sight-Reading Building Blocks

(This page gives information new to Grade 7. Please see earlier Grades for information given previously)

New note & rest values;

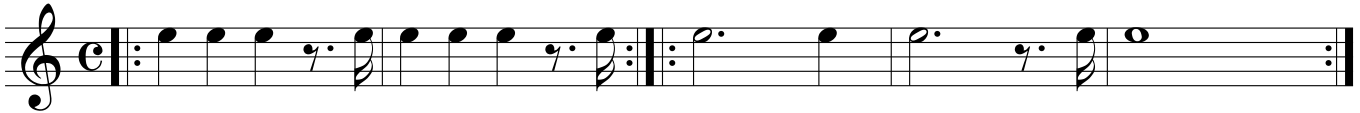


Semibreve = Four beats.

Dotted quaver rest = Three quarters of a beat rest.

Rhythm patterns

Clap or play these rhythms, repeating each individual short phrase by itself then the whole line.



Count 1 2 3 4 1 2 3 4 1 2 3 4 1 2 3 4 1 2 3 4



Count 1 2 3 4 5 6+ 1 2 3 4 5 6+ 1 2 3+ 4 5 6+ 1 2 3 4 5 6+ 1 2 3 4 5 6

Texture;

Texture is generally fuller with three and four note chords more frequent. Half barres also occur a little more often with full barres also being occasionally included.

Position;

1st & 2nd position passages with shifts to higher positions including 7th position.

New dynamics;

fff = very, very loud ***ppp*** = very, very soft

New speed & expression markings;

ma non troppo = not too fast.
meno mosso = slower

gliss. = Slide from one note to another

New time signatures;



Five in a bar has an odd feel either of being one beat too many or too few, depending on your perspective! So counting exactly is very important in such time signatures.

Approximate length of examples;

2/4 3/4 4/4 5/4 6/4 6/8 9/8 2/2 = 12 to 16 bars 3/8 = 15 to 20 bars 5/4 5/8 = 10 to 12 bars

New key signatures;

Bb & Eb - Bb Major / G Minor

Tips;

Now the examples are longer concentrate in the preparation time on the more difficult passages such as those in higher positions or with fuller chords or that are more rhythmically complex.

If the difficulty of these examples seems too much go back to some from previous grades to build up confidence.

Even at this higher level never forget the basics;

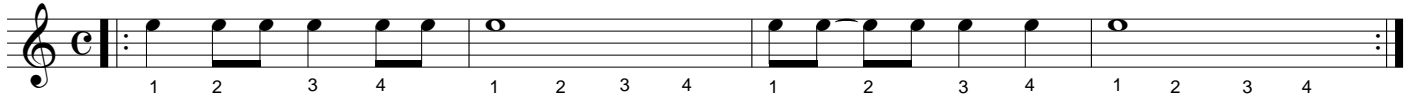
1. Check the key signature. 2. Accidentals. 3. Speed. 4. Count yourself in. 5. Be clear what sort of beat you are thinking in. 6. Always keep going!

GRADE 7 Sight-Reading Exercises

Feel the Beat

When playing or clapping these exercises try to feel the beats as marked. When doing this by, for instance, tapping a foot, it can be helpful to stress the first beats of the bars slightly. Sometimes it can also be useful to count the beats out loud. Some pieces require a crotchet beat, and some, with compound time-signatures, can be thought of with a dotted crotchet beat. Try to make a point of adhering to the rests marked by stopping the notes for the length indicated.

Feel the Beat 1 - Thinking in a crotchet beat with Semibreves

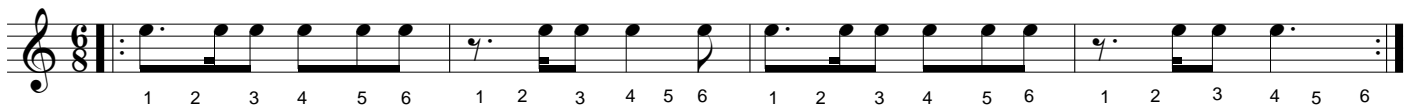


Try to tap and/or count in a crotchet beat while playing/or clapping this rhythm

Feel the Beat 2 - Thinking in a crotchet beat with Dotted Quaver Rests



Feel the Beat 3 - Thinking in a quaver beat with Dotted Quaver Rests



Grade 7 Trial Run

After Hours

Lento moderato

Burden

BEFORE YOU START CHECK LIST

1. Take note of the key-signature and accidentals.
2. Take note of the time-signature and how this will affect what sort of beat to think and try out any passages containing awkward/complex rhythms. Decide on the speed to take the piece and the type of beat. Count one bar in before starting taking care if there is an anacrusis.
3. Take note of any dynamic markings.
4. Take note of fuller chords.
5. Take note of the tempo marking.
6. Take note of the occasional position/string markings and try to adhere to them. However, if this is not possible make the playing of the notes, in whatever position comes to hand, the priority.

GRADE 7 Sight-Reading Exercises

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Feel the Beat 1 - Thinking in a crotchet beat with Semibreves

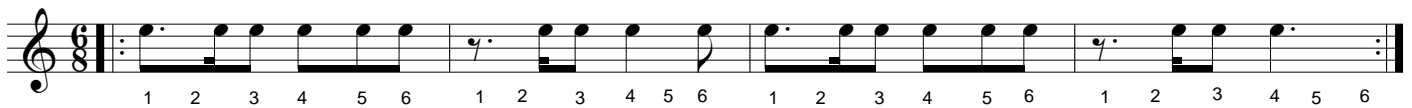


Try to tap and/or count in a crotchet beat while playing/or clapping this rhythm

Feel the Beat 2 - Thinking in a crotchet beat with Dotted Quaver Rests



Feel the Beat 3 - Thinking in a quaver beat with Dotted Quaver Rests



Grade 7 Trial Run

After Hours

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1. Irish Bouree

Allegretto

The Dancing Master

(Folk Music)

Musical score for 'The Dancing Master' in G major, 3/4 time. The score consists of three staves. The first staff begins with a forte (*f*) dynamic. The second staff includes first, second, third, and fifth fingerings (I, CI, III, V) and dynamic markings of *mp* and *poco a poco cresc.*. The third staff concludes with a *rall.* and *ff* dynamic.

A Toy

Allegretto

Anon

(Renaissance Period)

Musical score for 'A Toy' in D major, 6/8 time. The score consists of three staves. The first staff starts with a mezzo-forte (*mf*) dynamic and ends with a forte (*f*) dynamic. The second and third staves also begin with *mf* and feature *f* dynamics. The seventh fingering (VII) is indicated in the second and third staves.

3. Gigue

Allegro

Corelli

(Baroque Period)

CI

f

CI III I

mp

mp *poco a poco cresc.* *f*

Andante

Spohr

(Classical Period)

mp

cresc. *f* *mp*

f 3 3 *rall.*

5. Children's Polka

Allegretto

Glinka

(Romantic/Nationalism Period)

Children's Polka by Glinka, Romantic/Nationalism Period. The score is in 2/4 time and B-flat major. It features a melody with various fingerings (C1, VI) and dynamics (p, f, mf).

Some of the above pieces have been adapted from their original form

6. Five to Twelve

Lento moderato

Burden

Five to Twelve by Burden, Lento moderato. The score is in 3/4 time and D major. It features a melody with triplets and various dynamics (p, mf, pp) and fingerings (1/2 CII, 3).

7. The Secret Stream

Burden

Allegretto con moto

Musical score for 'The Secret Stream' in G major, 2/4 time. The piece is marked 'Allegretto con moto'. The score consists of four staves. The first staff begins with a *mp* dynamic and includes a 'V' (Vibrato) marking above the first measure. The second staff features a *mf* dynamic marking. The third staff is marked *allarg.* (ritardando). The fourth staff concludes with a *mp* dynamic marking. The piece ends with a double bar line.

8. Five Card Trick

Burden

Mysterioso

Musical score for 'Five Card Trick' in G major, 3/8 time. The piece is marked 'Mysterioso'. The score consists of three staves. The first staff begins with a *mp* dynamic and includes a *mf* dynamic marking. The second staff features a *f* (forte) dynamic marking. The third staff concludes with a *f* dynamic marking. The piece ends with a double bar line.

9. Ken's Rag

Allegretto moderato

Burden

Musical score for 'Ken's Rag' in G major (one sharp) and 2/4 time. The score consists of five systems of two staves each. The first system starts with a dynamic marking of *mf*. The second system ends with *mp*. The third system includes a *VII* fingering above a measure, a *cresc.* marking, a *f* dynamic, and an *allarg.* marking. The fourth system begins with *a tempo*. The piece concludes with a final double bar line.

10. Broken Dreams

Andante con moto

Burden

Musical score for 'Broken Dreams' in G major (one sharp) and common time (C). The score consists of four systems of two staves each. The first system starts with a dynamic marking of *mp* and ends with *cresc.*. The second system ends with *cresc.*. The third system starts with a dynamic marking of *mf*. The fourth system includes markings for *poco a poco decresc.*, *rall.*, and *pp*. The piece concludes with a final double bar line.