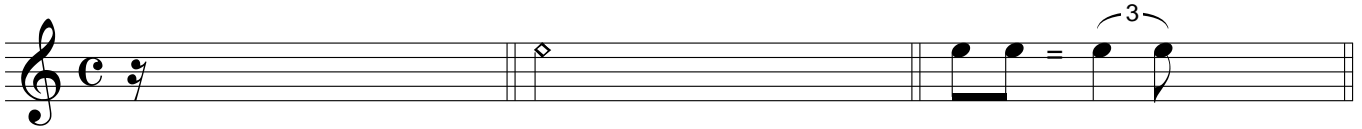


GRADE 8 Sight-Reading Building Blocks

(This page gives information new to Grade 8. Please see earlier Grades for information given previously)

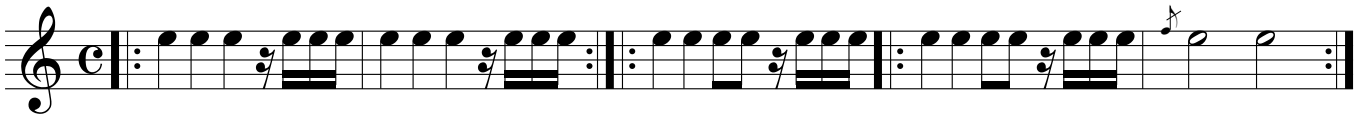
New note & rest values;



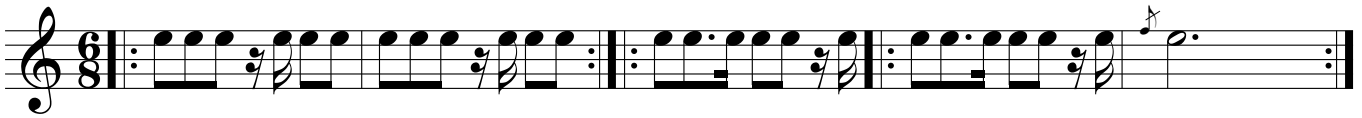
Semi quaver rest = quarter of a beat rest. Harmonic (played at fret indicated) Swing rhythm

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;

Generally the texture is fuller in all positions.

Position;

More frequent shifts between positions up to to 7th position plus occasional moves to 9th position.

New dynamics;

There are no new dynamic markings.

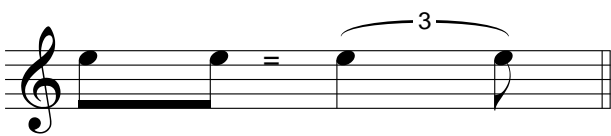
New speed & expression markings;

mysterioso = mysteriously.

with bounce = speaks for itself!

Speed markings are more frequently qualified to convey more exactly what is required eg. Allegretto moderato

New time signatures;



Swing rhythm

Approximate length of examples;

All time signatures = 12 to 20 bars

New key signatures;

F C G & D# - E Major / C# Minor

Tips;

Don't forget the basics (see previous Grade tips).

By now the player should also be seeking to develop a sense of the sound of the piece, or parts of it, in their head.

GRADE 8 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 Semi Quaver Rests

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

Feel the Beat 2 - Thinking in a Swing Rhythm

Grade 8 Trial Run

After Eight Tango

Marcato

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.

1. The Green Man

Allegretto

The Dancing Master

(Folk Music)

Musical score for 'The Green Man' and 'The Dancing Master'. The score is written in 6/4 time and consists of four staves. The first staff begins with a *mf* dynamic and includes fingering numbers V, III, II, and I. The second staff includes a *p* dynamic and a *poco a poco cresc.* instruction. The third staff includes a *f* dynamic, a *mf* dynamic, and a *CI* fingering. The fourth staff includes a *cresc.* instruction, a *rall.* instruction, and a *ff* dynamic. The piece concludes with a double bar line.

2. Hanskins

Stately

Farnaby

(Renaissance Period)

Musical score for 'Hanskins'. The score is written in 6/4 time and consists of three staves. The first staff begins with a *f* dynamic. The second staff includes a *III* fingering. The third staff includes *ff* and *fff* dynamics. The piece concludes with a double bar line.

3. Munday's Joy

Allegretto

Munday
(Renaissance Period)

Musical score for '3. Munday's Joy' in 3/4 time, Renaissance Period. The score consists of four staves of music. The first staff begins with a forte (*f*) dynamic and ends with a mezzo-forte (*mf*) dynamic. The second staff continues the melody. The third staff starts with a piano (*p*) dynamic and includes the instruction *poco a poco cresc.*. The fourth staff features a forte (*f*) dynamic, a *rall.* (rallentando) section, and ends with a fortissimo (*ff*) dynamic. Roman numerals VII and V are placed above the notes in the fourth staff.

4. Fugue

Andante moderato

Scarlatti
(Baroque Period)

Musical score for '4. Fugue' in common time, Baroque Period. The score consists of four staves of music. The first staff begins with a mezzo-piano (*mp*) dynamic and ends with a mezzo-forte (*mf*) dynamic. The second staff includes a Roman numeral II above the notes. The third staff includes Roman numerals IV, VII, and V above the notes, and starts with a forte (*f*) dynamic. The fourth staff includes the instruction *cresc.* (crescendo), a fortissimo (*ff*) dynamic, and a *rall.* (rallentando) section.

5. Landler

Allegretto

Schubert
(Classical Period)

Musical score for Schubert's Landler, measures 1-16. The score is in treble clef with a key signature of two sharps (F# and C#) and a 3/4 time signature. It features a melody in the upper voice and a bass line in the lower voice. Dynamics include *mp* (measures 1-2), *f* (measures 5-6), and *mp* (measures 11-12). Fingerings are indicated by Roman numerals: CII (measures 1-2), III (measure 11), and V (measure 12). The piece concludes with a final *f* dynamic in measure 16.

6. Intermezzo

Andantino con moto

Glinka
(Romantic/Nationalism Period)

Musical score for Glinka's Intermezzo, measures 1-16. The score is in treble clef with a key signature of two sharps (F# and C#) and a 2/4 time signature. It features a melody in the upper voice and a bass line in the lower voice. Dynamics include *mp* (measures 1-2), *f* (measures 5-6), and *rall.* (measures 15-16). Fingerings are indicated by Roman numerals: CII (measures 1-2), CII (measure 3), IV (measures 7-8), 1/2 CVII (measure 9), IV (measures 10-11), and VI (measures 15-16). The piece concludes with a *rall.* dynamic in measure 16.

7. A Stroll in the Country

Burden

Andante

Musical score for "A Stroll in the Country" (Andante). The score consists of three staves of music in a 6/8 time signature with a key signature of one flat (B-flat major). The first staff begins with a dynamic of *mp* and includes a *cresc.* marking. The second staff starts with *mf* and features a *poco a poco cresc.* instruction. The third staff contains a *f* dynamic, a *mp* dynamic, and a hairpin crescendo. Fingerings are indicated by Roman numerals: III, CI, CI, 1/2 CIII, 1/2 CVIII, and CI.

8. Clowning Around

Burden

Andantino with bounce

Musical score for "Clowning Around" (Andantino with bounce). The score consists of four staves of music in a 3/4 time signature with a key signature of three sharps (F# major). The first staff begins with a dynamic of *f* and includes a *ff* dynamic. The second staff starts with *mp* and includes a *cresc.* marking and a *f* dynamic. The third staff begins with *mp*. The fourth staff starts with *ppp* and *pp* dynamics, followed by a *f* dynamic. The score includes triplets (marked with '3') and glissandos (marked with 'gliss.').

9. It'll End in Tears

Burden

Andantino con expression

Musical score for 'It'll End in Tears' in G major, 3/8 time. The score consists of four staves. The first staff begins with a *mp* dynamic and includes a circled 'B' and a '0' above a note. The second staff features a *cresc.* marking followed by a *mp* dynamic. The third staff includes an *allarg.* marking with a hairpin. The fourth staff starts with *a tempo* and *mp* dynamics, and includes a '12th harms' marking above a chord.

10. That Swing Thing

Burden

Musical score for 'That Swing Thing' in G major, common time. The score consists of four staves. The first staff is marked with *swing rhythm* and *mf* dynamics. The second staff begins with a *f* dynamic. The third staff includes a circled 'C1' marking. The fourth staff concludes with a *pp* dynamic.