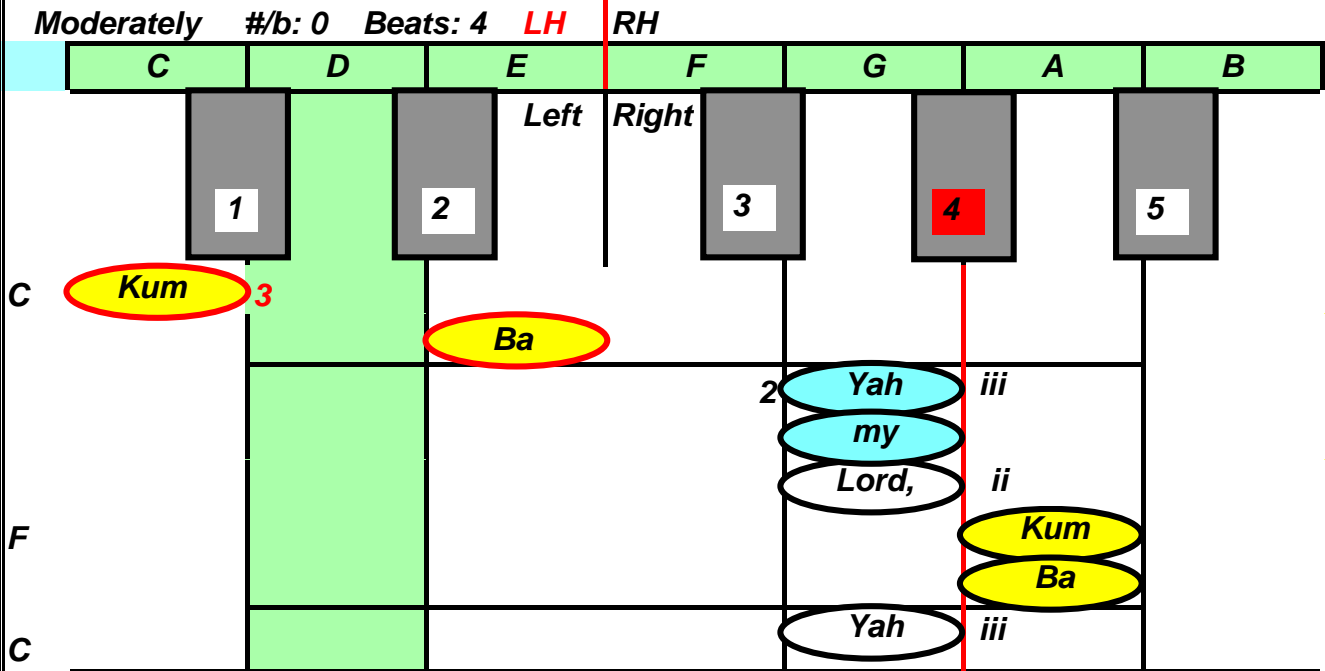


My First Song Collection - Part 1

PK-58

On Keyboard Diagrams

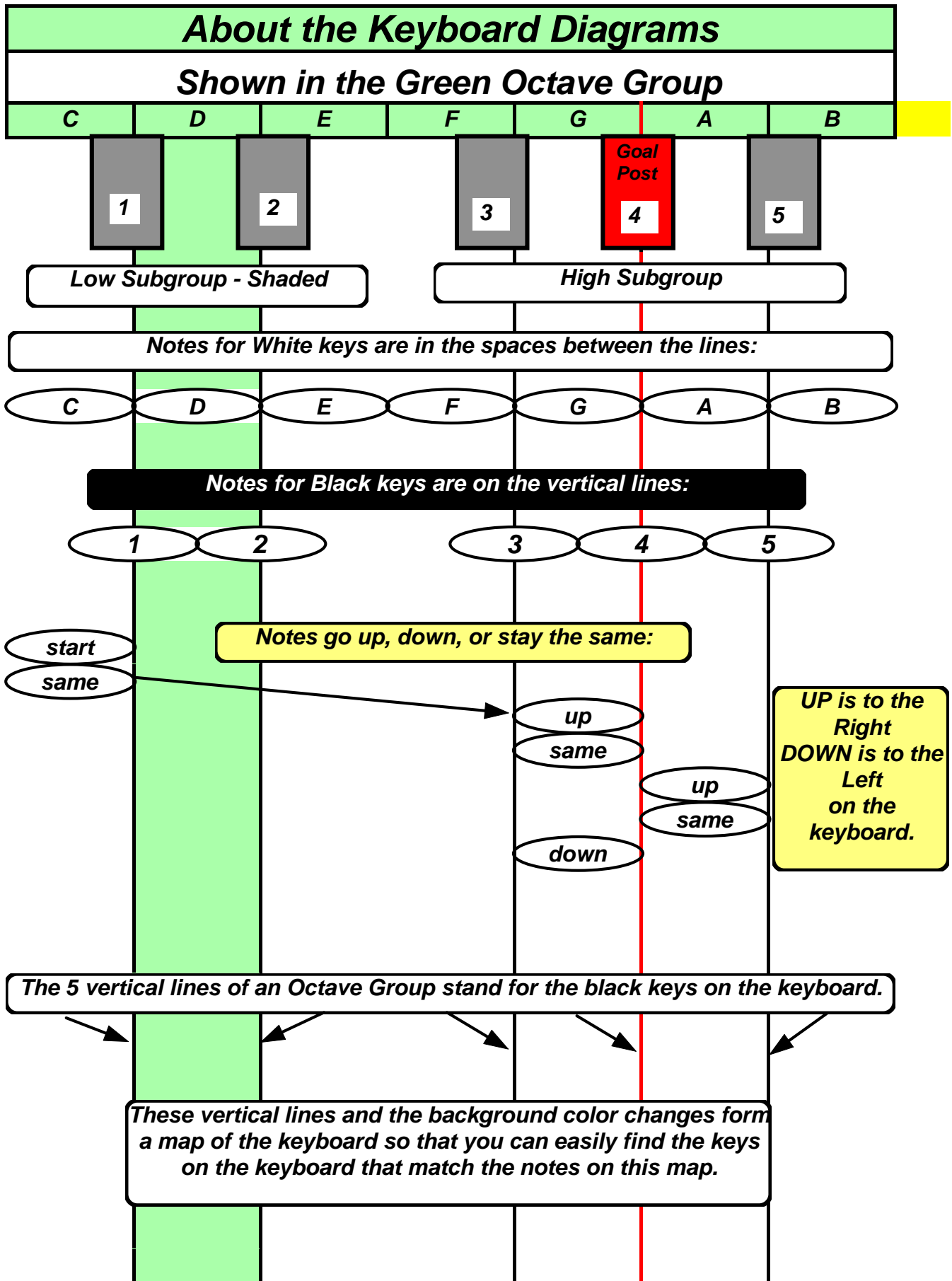
Kum Ba Yah



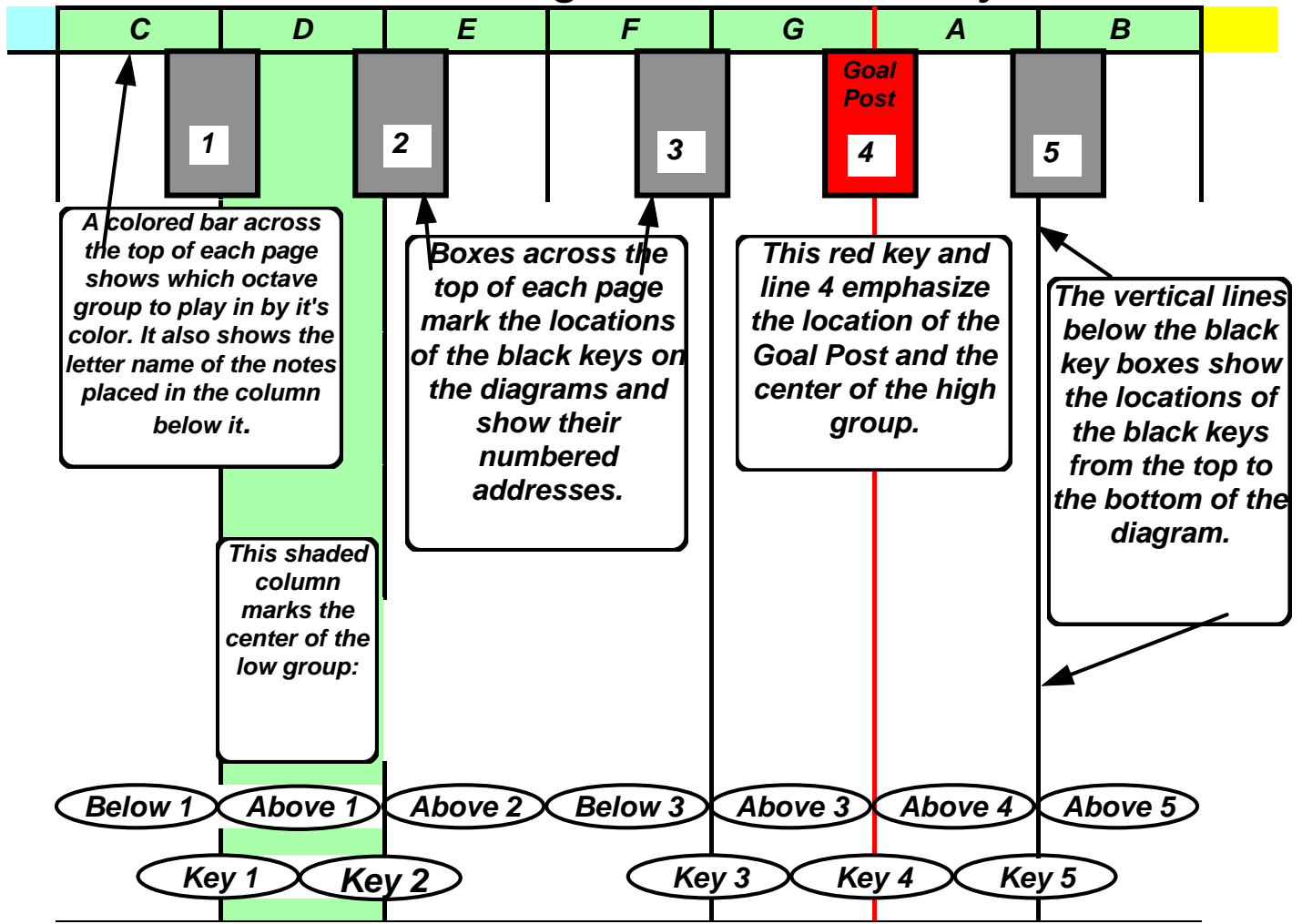
**From the Music
Innovators Workshop**

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More About the Diagrams and About Rhythm



Rhythm is shown with color coding and Roman Numerals (Num).

Beat Count	Num	Multiple	Beat Count	Num	Multiple
Blue 1/4			1 1/4	v	5
Green 1/3			1 1/3	iv	4
Yellow 1/2			1 1/2	iii	3
Green 2/3	ii	2	1 2/3	v	5
Blue 3/4	iii	3	1 3/4	7	7
White 1			etc.		
White 2	ii	2			
White 3	iii	3			
White 4	iv	4			

Measures are identified by horizontal lines crossing the staff. A measure lies between each pair of lines.

The white notes indicate rhythm based on a whole beat. Colored notes indicate rhythm based on fractional beats. Yellow is 1/2 beat, Green is 1/3 beat, and Blue is 1/4 beat. When a Roman numeral follows a note, the numeral indicates a multiple of the note based on its color. (Notes WITHOUT Roman numerals occur most frequently.)

Instructions

THIS UNIT PRESENTS diagrams (also known as tablatures) of a group of well known children's songs for beginning students. The songs include standard chord symbols at the left margin that your teacher can use to play along with you after you learn to play a song. You can play these songs with any or all of your fingers when you first try to play.

A BETTER WAY TO PLAY these songs is to place your hands on the keyboard with your thumbs next to each other at the location marked by the **red line** near the top of each page as explained below. You'll play these songs in the same way that you learned to do in Unit PK-10 which showed you how to play from a keyboard diagram. You start playing with the first note at the top of the page and follow the notes, going from side to side as the notes move down the page. Your 10 fingers line up next to each other with a thumb on each of the 2 keys separated at the location shown by the red line at the top of the page. Your left thumb will be on E and your right thumb will be right next to it on F (below key 3) Each of your other fingers will be placed on the white keys next to the ones that your thumbs are on. This way your 10 fingers will be lined up in a row, matched to 10 white keys next to each other on the keyboard.

EACH HAND WILL BE in what is known as the 5-finger position, which means that the 5 fingers of each hand match up to a group of 5 white keys on the keyboard. (You can move a finger to a nearby black key the few times that the music tells you to play a black key, but your hand stays in the same place when you do this, that is, your hand doesn't move sideways when you move a finger to a black key.) In this instructional unit, your hands will stay in place without moving sideways as you play through these songs. The color coding of the notes for rhythm is explained on the previous page. Because these are familiar songs, you likely will be able to play most of them with the correct rhythm before you learn to interpret the rhythm's color coding. The Roman Numerals that you see with the songs and the horizontal "bar lines" are also part of the rhythm notation.

YOU WILL FIND TWO VERSIONS of each song (on facing pages). The notes in the first version of each song show you which keys to play, but they don't show you how long to hold each key down (rhythm). If you already know the tune (how to sing the song), you won't need the second version, which shows you the rhythm as well as the pitch. You will just hold each key down as long as you would sing the note if you were singing the song. If you don't know the song, you will need the second version with the rhythm codes. Before you can read the rhythm of these versions, you will need to learn how to interpret these rhythm codes - which you learn more about in a later lesson.

ABOUT THE CHORD SYMBOLS - The letters running down the left side of each page are **CHORD SYMBOLS** for your teacher.

About Finger Movements and Key Location Indicators

There are several ways of finding which keys you are to play when reading the music for a song or other piece. The notes, of course, tell you which keys to play. But how do you find the correct keys to play fast enough to play the song with the correct rhythm - especially when you are supposed to keep your eyes on the notes, and rarely look down at the keys? One of these ways (along with other ways) is to pay close attention to how far apart the keys are that you are directed to play.

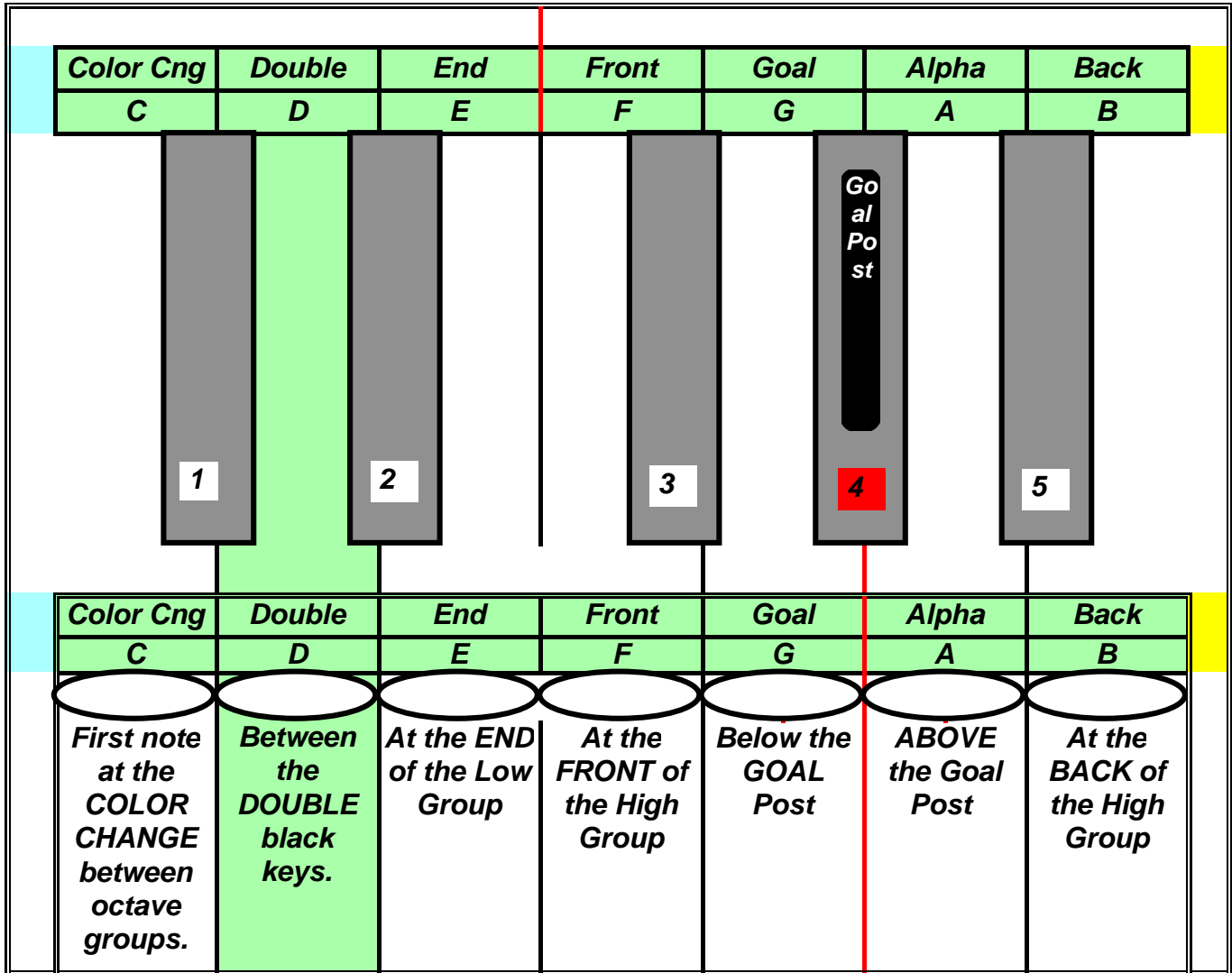
The key diagrams show you how far apart the keys are by the way that the diagrams are constructed - with the notes showing which keys to play. After all, they are pictures of where you put your fingers on the keyboard. Basically, you need to learn how to keep track of where your fingers are at all times. Then you can follow the notes with your fingers on the keyboard. (Keeping track of where your fingers are on the keyboard - without looking at them - can be difficult at first, but with patience and concentration, you can do it.) Letting some fingers stay in touch with some black keys is the main way that you can know where your fingers are without looking at them.

Here's what you will find with most melodies that you play. See the examples on the following pages. Many of the finger movements are simply to play the same key again. We sometimes refer to these movements with "go" or "hop." This is the easiest movement. The next most common movement is to the white key next to the one that you have just played. This is also very easy to see and do. Notice that all finger movements (except for the hops) either go UP or DOWN. Of course, up is to the right and down is to the left on a keyboard. This is obvious - but VERY important to be aware of.

Movement up or down to the nearest WHITE key is called a STEP. As with all movements (except hops), before you can move a finger to the next key, you must decide whether your finger is to go up or down. We call a finger move up to the next WHITE key an UpStep. We often use an up arrowhead (>) (pointing to the right) to mark an UpStep. Similarly, we often use a down arrowhead (<) (pointing to the left) to mark a DnStep. It is helpful that that fully half or more of all movements in most melodies occur as these really easy-to-play HOPS and STEPS.

These hop and step movements are the easiest movements to recognize in the notation, and the easiest to find and play on the keyboard. In the "Key Finder" pages of the songs that follow in this unit, you will find all of the notes for hops shaded tan. The other notes are white.

Locations of the Key Names and Addresses on Key Diagrams and on Keyboards



The individual Capital Letters A, B, C, D, E, F, and G, are the traditional Names of the White Keys and their Notes.

The Numbers 1, 2, 3, 4, and 5 are the Addresses that we have assigned to the Black Keys and their Notes.

The words and descriptions on this chart are simply Memory Joggers to help you name the notes and find the corresponding keys on the keyboard.

Twinkle, Twinkle Little Star - Key Finder

The first song of each of the 2 versions of each song shows a version without rhythm notation - to help you get started. A finger number is shown for the first note played by each hand. This will help you place your hands in the correct position for playing the whole song without having to move your hands to either side. Movement symbols are shown in the notes of the first version of each song.

Pitch Notation Only (Without Rhythm Notation)

LH | RH

Color Cng	Double	End	Front	Goal	Alpha	Back
C	D	E	F	G	A	B
1		2	3	4	5	

In this unit, all notes with red borders are played by the LEFT hand.

Notice that shading has been used to mark all repeated notes

Twinkle, Twinkle Little Star

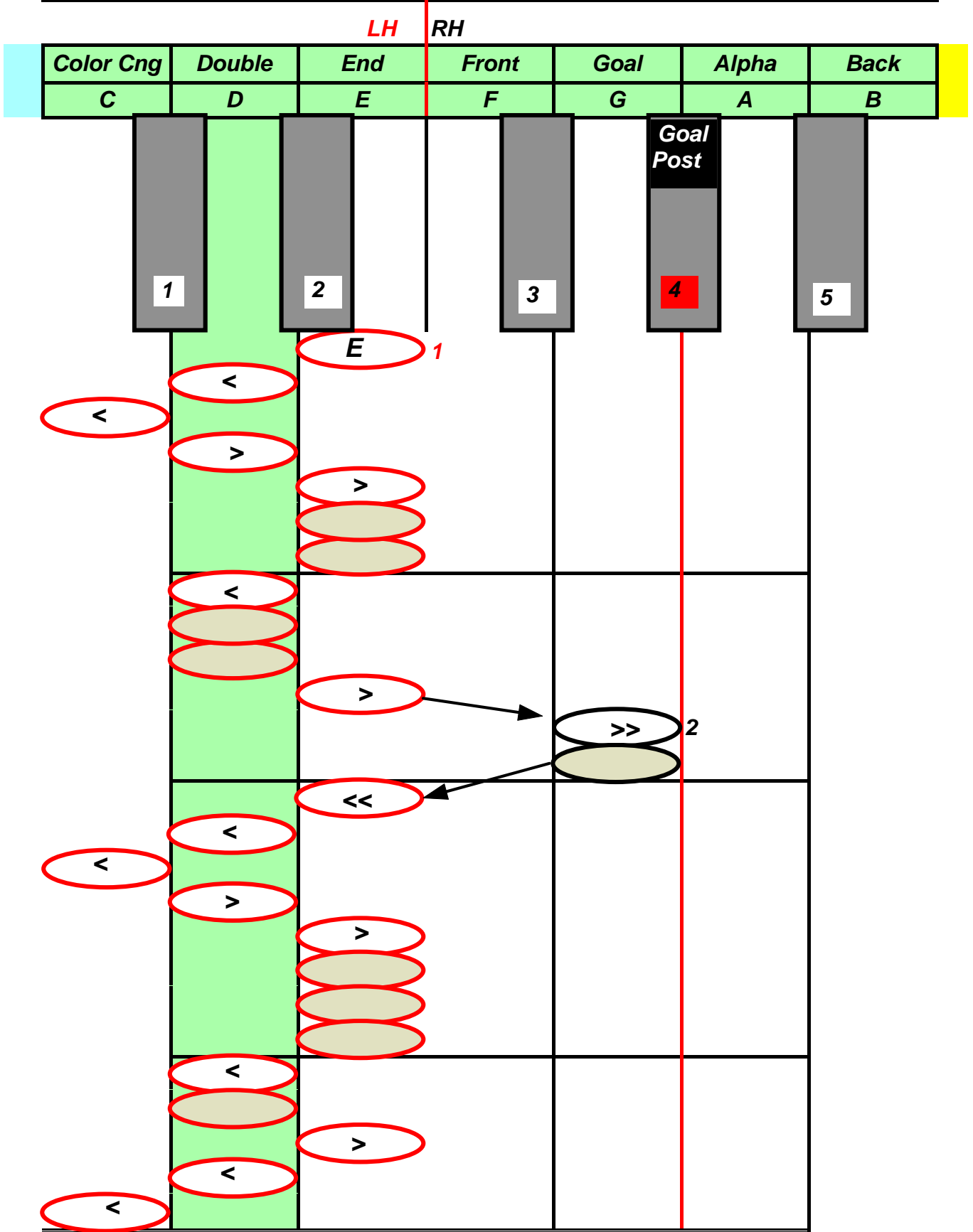
Pitch Notation - With Rhythm Notation (and Text)

Brightly *b/#: 0* Beats: 4 LH | RH

	C	D	E	F	G	A	B
C h o r d s	1		2	3	4	5	
C	Twin- kle				twin- kle	lit- tle	
F					star,		
C				How I			
G			won- der				
C	are.	what you					

Pitch Notation Only

Mary Had a Little Lamb - Key Finder



Pitch and Rhythm Notation

Mary Had a Little Lamb

4 Beat Measures LH RH

	C	D	E	F	G	A	B
C h o r d s	1		2		3	4	5
C		ry	Ma- 1 iii				
	had	a	lit- tle lamb,				
G		Lit- tle lamb,					
C			lit-		tle 2 lamb,		
	had	a	Ma- iii				
			lit- tle lamb, its				
G		fleece was	white				
C	snow. ii	as					

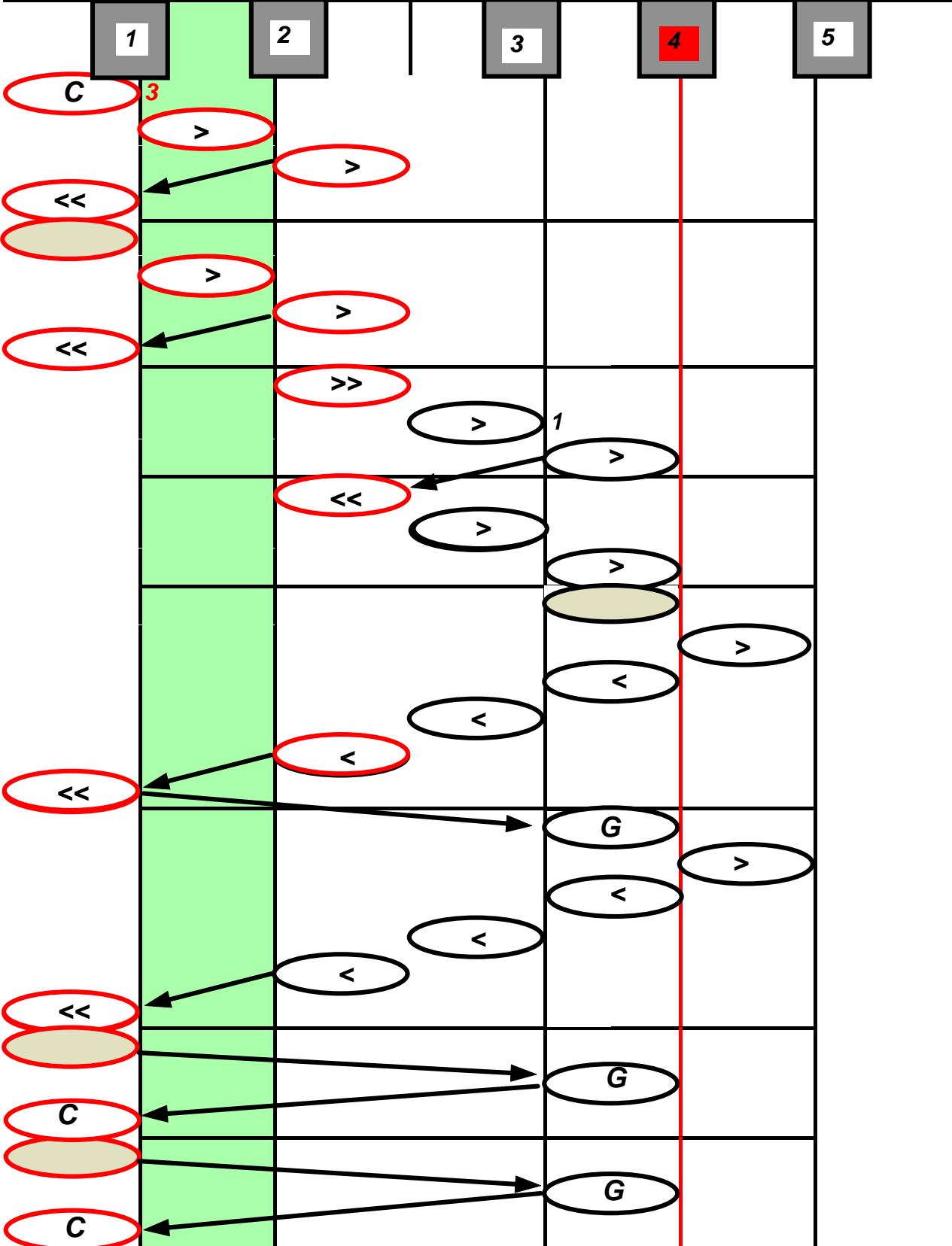
Brother John - Key finder

Pitch Notation Only

LH

RH

Color Cng	Double	End	Front	Goal	Alpha	Back
C	D	E	F	G	A	B



Brother John

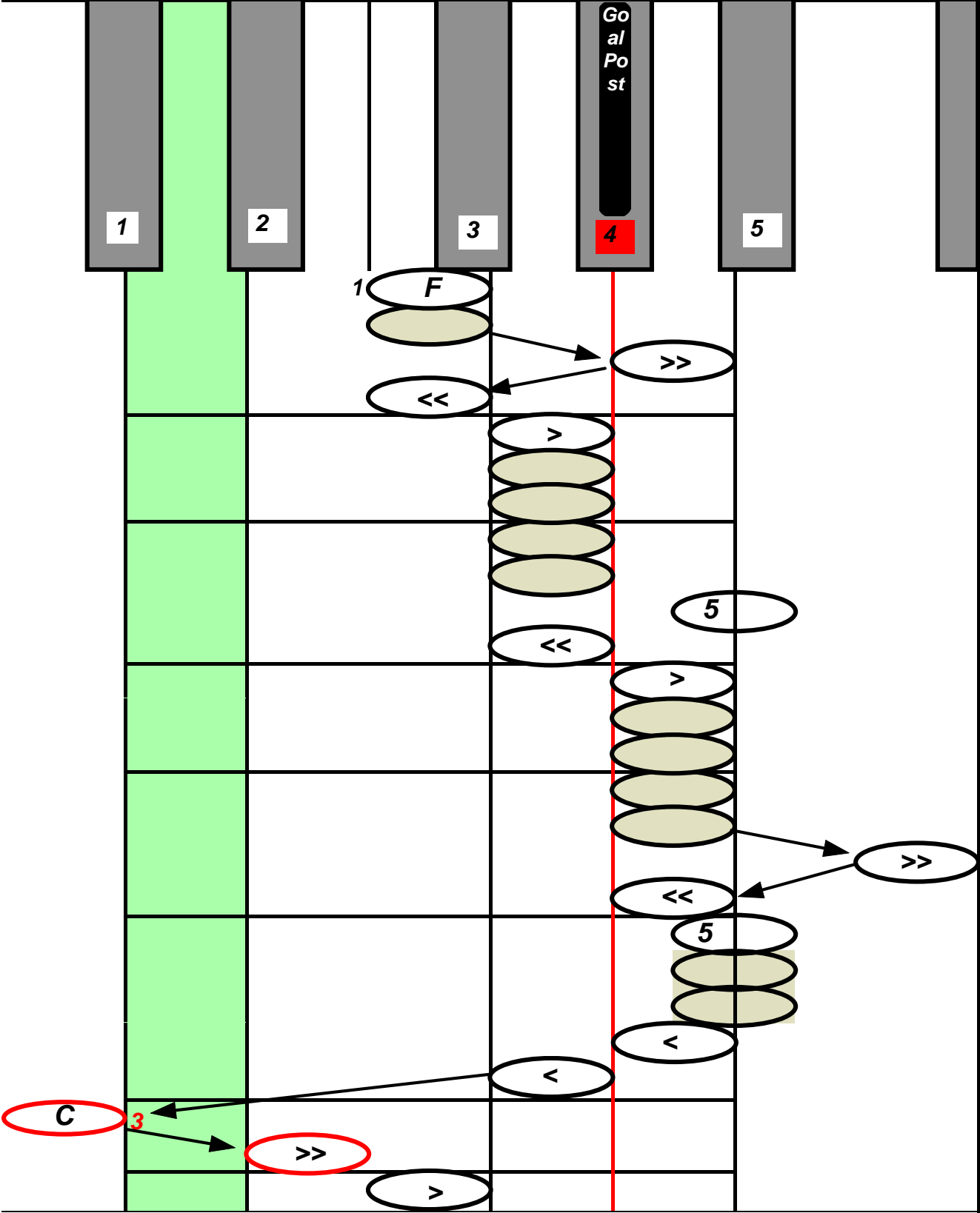
Brightly #/b: 0 Beats: 4 LH RH Pitch and Rhythm Notation

	C	D	E	F	G	A	B
	1		2		3	4	5
C	Are	you	sleep-				
	ing,						
	Are	you	sleep-				
	ing?		Bro-	ther	John		
							ii
			Bro-	ther	John		
							ii
					Morn-		ing
				are	bells		
	ing		ring-				
					Morn-		ing
				are	bells		
	ing		ring-				
	Ding				dong		
	ding.	ii					
	Ding				dong		
	ding.	ii					

It's a Small World - Key Finder

Pitch Notation Only LH | RH

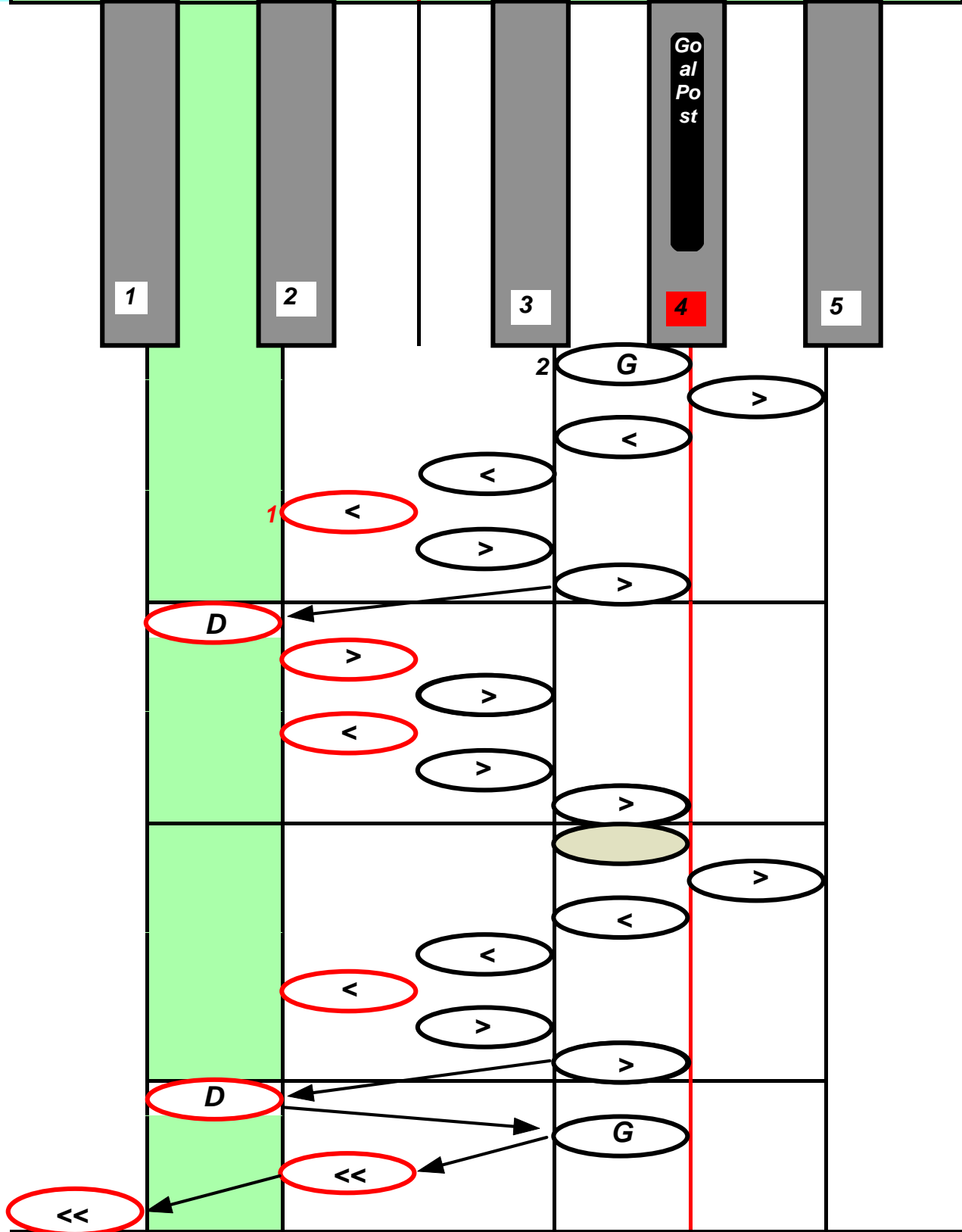
Color Cng	Double	End	Front	Goal	Alpha	Back	Color Cng
C	D	E	F	G	A	B	C



London Bridge - Key Finder

Pitch Notation Only LH RH

Color Cng	Double	End	Front	Goal	Alpha	Back
C	D	E	F	G	A	B



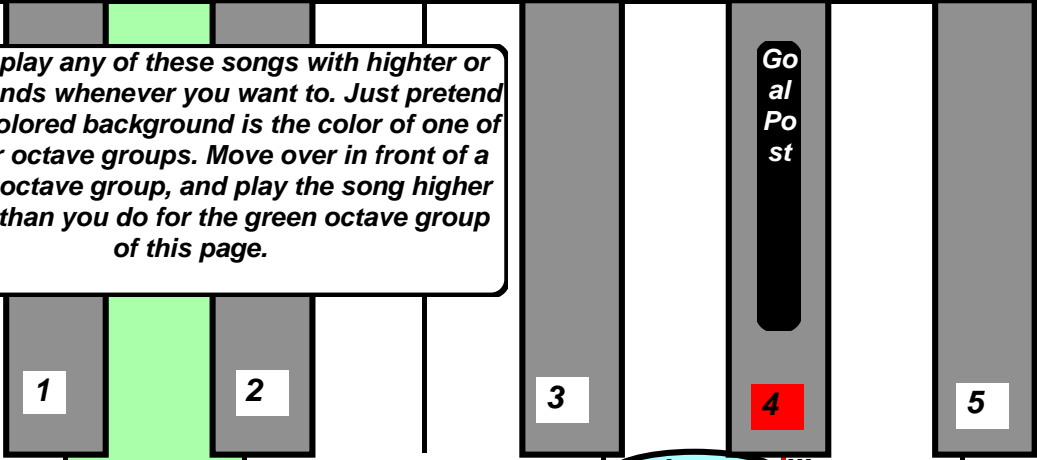
London Bridge

Quickly #/b: 0 Beats: 4 LH | RH Pitch and Rhythm Notation

C D E F G A B

You can play any of these songs with higher or lower sounds whenever you want to. Just pretend that the colored background is the color of one of the other octave groups. Move over in front of a different octave group, and play the song higher or lower than you do for the green octave group of this page.

Go
al
Po
st

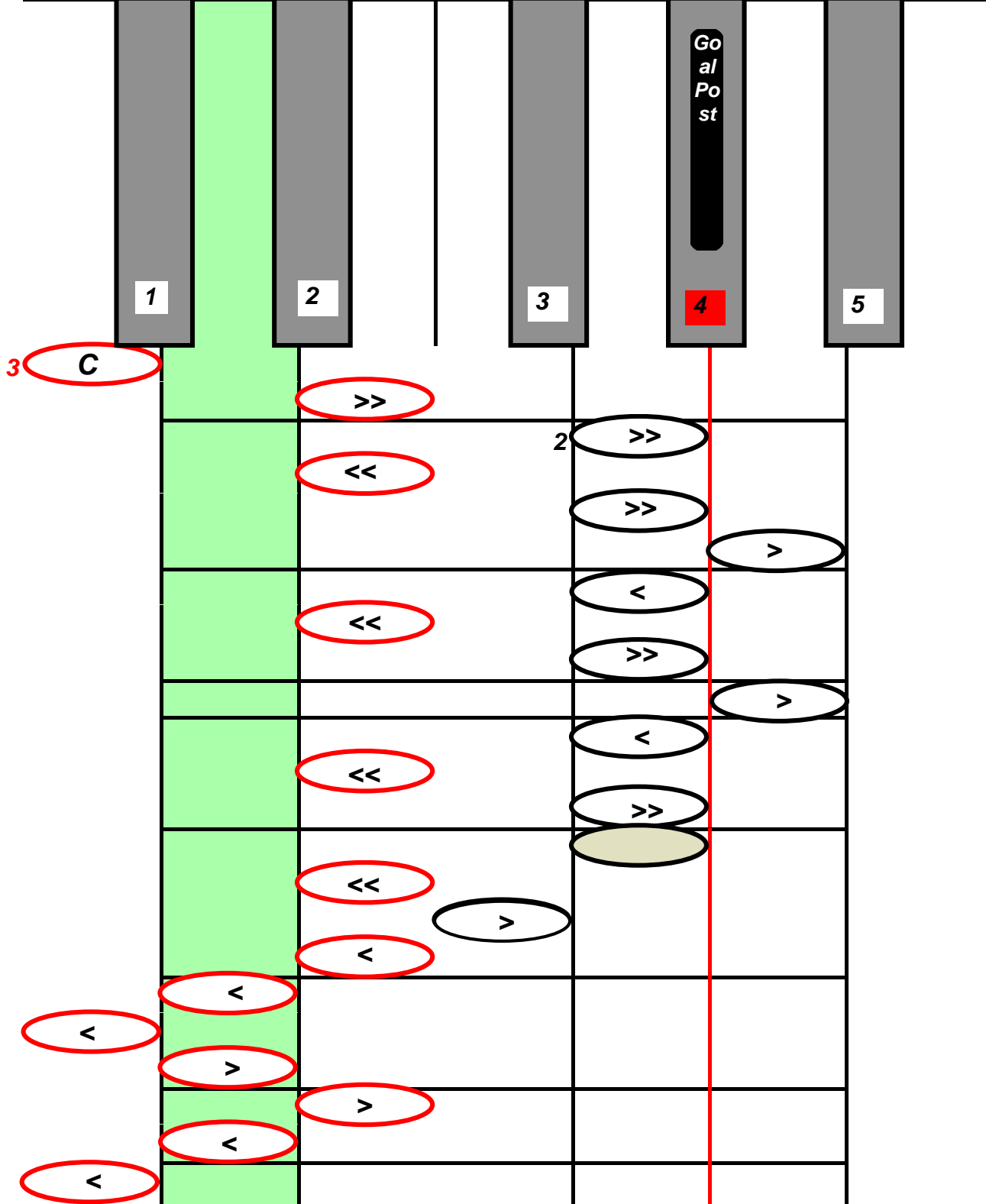


C						
1	2	3	4	5		
C			2		iii	
		1	is	Lon-	don	
		fall-	ing	Bridge		
			down,	down,		
G	<Fall-	ing	down,			
C		fall-	ing	down,		
			ing	Lon-	iii	
		fall-	is	Bridge	don	
		ing	down,	down,		
G	<My	la-	fair			
C	dy!	iii				

Michael, Row the Boat Ashore - Key Finder

Pitch Notation Only LH RH

Color Cng	Double	End	Front	Goal	Alpha	Back
C	D	E	F	G	A	B



Michael, Row the Boat Ashore

Moderately #/b: 0 Beats: 4 LH | RH Pitch and Rhythm Notation

	C	D	E	F	G	A	B
	1		2		3	4	5
C	Mi-	3	chael				
			the	2	row	iii	
					boat	a-	
			A-		shore	ii	
F					le-	lu-	iv
C			Mi-		ya.	ii	
Em			the	boat	row	iii	
			a-				
Dm	A-	shore	ii				
	le-						
C			lu-	iii			
G		--					
C	ya.	iv					

Kum Ba Yah - Key Finder

Pitch Notation Only LH | RH

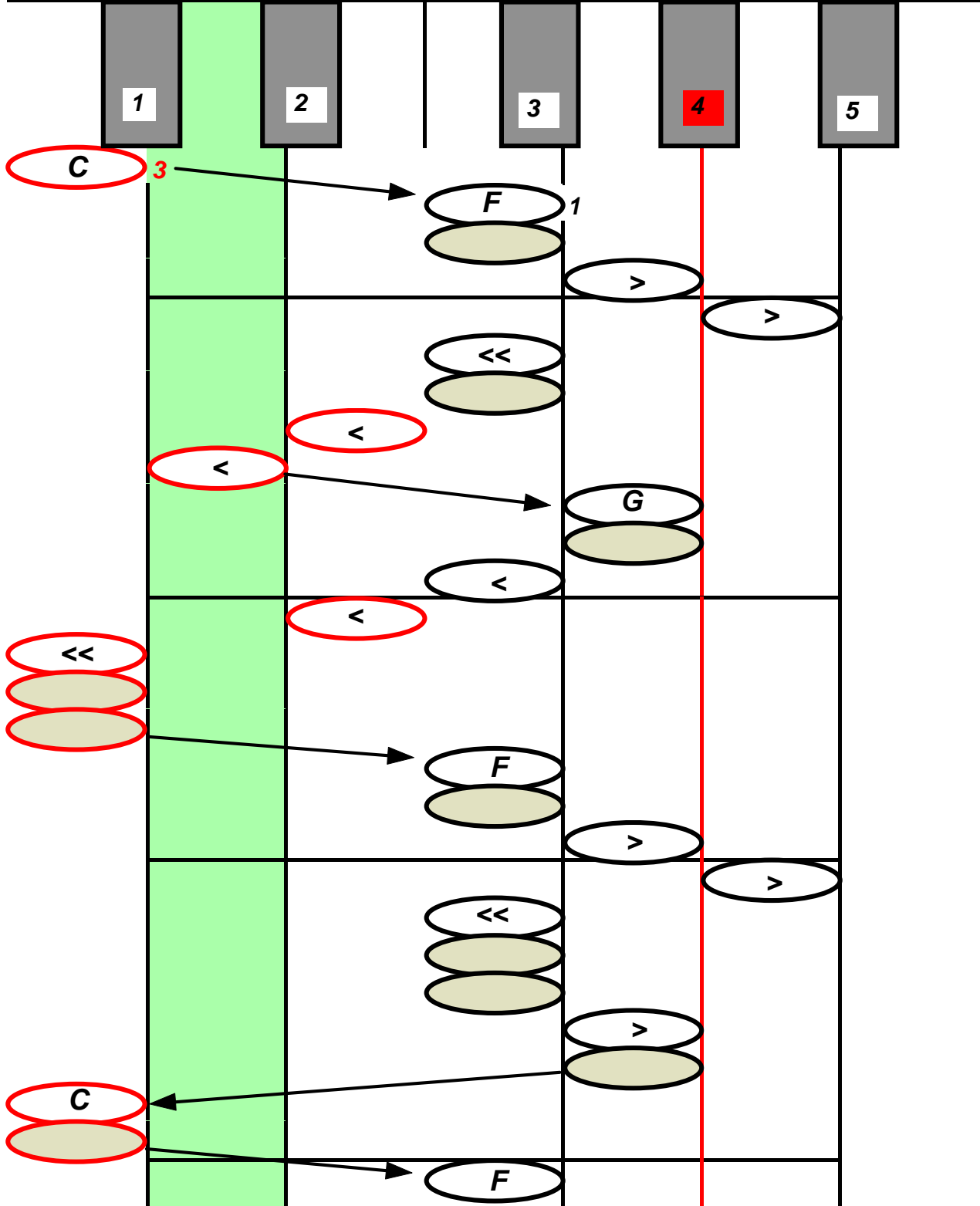
Color Cng	Double	End	Front	Goal	Alpha	Back
C	D	E	F	G	A	B

The diagram illustrates the pitch notation for the song 'Kum Ba Yah'. It features seven staves, each representing a different pitch class (C, D, E, F, G, A, B). A red vertical line separates the Left Hand (LH) on the left from the Right Hand (RH) on the right. Above the staves, five grey boxes indicate fingerings: 1, 2, 3, 4, and 5. The notation includes various symbols circled in red: '>>' (double greater-than), '<' (less-than), '<<' (double less-than), and '>' (greater-than). Some symbols are also circled in black. An arrow points from a '>>' symbol in the 'End' column to a '<' symbol in the 'Color Cng' column. A '3' is written next to the first '>>' symbol in the 'End' column. A '2' is written next to the first '>>' symbol in the 'Goal' column. The background of the staves is color-coded: C (green), D (light green), E (yellow), F (orange), G (red), A (pink), and B (purple).

Muffin Man - Key Finder

Pitch Notation Only LH | RH

Color Cng	Double	End	Front	Goal	Alpha	Back
C	D	E	F	G	A	B



Muffin Man

Brightly *b: 1* Beats: 4 LH | RH Pitch and Rhythm Notation

	C	D	E	F	G	A	B
	1		2		3	4	5
F	Do			you	know	the	
					1 iii		
				fin	man,		Muf-
					iii		
Bb	Muf-		the		fin	man,	
						iii	
			Muf-	the			
C	fin						
	man?						
F	Do			you	know	the	
					iii		
				fin	man	who	Muf-
C	Dru-				lives	in	
	ry						
F				Lane?			
					ii		

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