

# Piano **suite** Classroom

## Chapter 2: Lesson 10

## Chapter 2: The Grand Staff

### Lesson 10

*This lesson plan was written for use with Piano Suite Premier software, and is intended as a guideline and procedure for 1 week (6 hours) of music instruction. For specific information on Piano Suite Premier and how to purchase, please visit one of the following links:*

<http://www.adventus.com/purchase/premier.html>

<http://www.adventus.com/purchase/bundle.html>

### Lesson Overview

- The student will review the songs “Three Little Kittens (1)” and “Yankee Doodle (1)” using “Wait for Note” and receive a score of “Excellent”. The student will also score 85 % (or higher) on both songs using the “Notes and Timing” method.
- The following Theory Topic will be reviewed: Bar Lines and Note Values pages i, ii, iii and xix (exercises 9 and 10).
- The student will practice the songs “Michael Row the Boat Ashore (1)” and “On Top of Old Smokey (1)” and acquire a score of “Very Good Work” (or better) on each song.
- The student will play the “Grand Staff Battle” game.
- The student will also learn to play the following two songs using the “Wait for Note” method: “Sing Tu Yoo (1)”, and “Trot Along My Little Pony (1)” and will make a score of “Good Work” (or better).

### New Material

#### Songs:

- Sing Tu Yoo (1)
- Trot Along My Little Pony (1)

## Review Material

### Songs:

- Three Little Kittens (1)
- Yankee Doodle (1)
- Michael Row the Boat Ashore (1)
- On Top of Old Smokey (1)

### Theory Topic:

- 1-2: Bar Lines and Note Values pages i, ii, iii and xix (exercises 9 and 10).

## Procedure

Open the Piano Player and practice the songs: “Three Little Kittens (1)” and “Yankee Doodle (1)” using “Wait for Note” and achieve a score of “Excellent”.



Proceed to the Theory Thinker and review the following Theory Topic: Bar Lines and Note Values pages i, ii, iii and xix (exercises 9 and 10). Practice exercises 9 and 10 until you can score 85 % (or higher) using the “Notes and Timing” method.

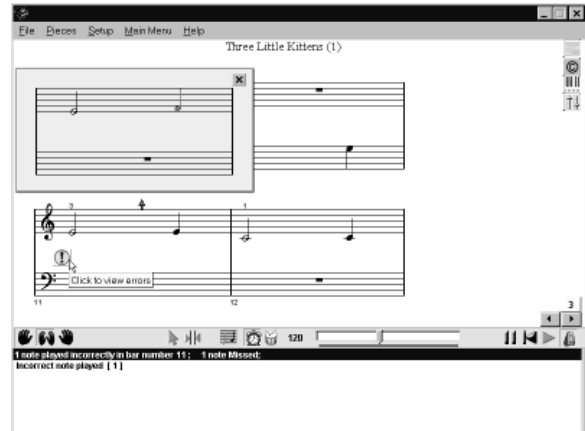
See if you can answer the following: How many beats are in a whole note, half note, quarter note, eighth note and sixteenth note? ;-)

Return to the Piano Player and practice the songs “Michael Row the Boat Ashore (1)” and “On Top of Old Smokey (1)” and acquire a score of “Very Good Work” (or better) on each song.

It’s time again for the Grand Staff Battle game! You should play the game for 10 -15 minutes in the “Easy” mode of play. See if you can recognize some of the notes on the staff that appear above the characters in the game.

In the Piano Player, practice the following two new songs using the “Wait for Note” method: “Sing Tu Yoo (1)”, and “Trot Along My Little Pony (1)”. Continue practising until you can make a score of “Good Work” (or better) on each song.

Practice the songs “Three Little Kittens (1)” and “Yankee Doodle (1)” using the “Notes and Timing” method. until you are able to score 85 % (or higher) on each song.



## Indicators of Success

- You receive a score of “Excellent” using “Wait for Note” on the songs: “Three Little Kittens (1)” and “Yankee Doodle (1)”. You also score 85 % (or higher) on both songs using the “Notes and Timing” method.
- You make a score of 85 % (or higher) using the “Notes and Timing” method on the following: Theory Topic: Bar Lines and Note Values page xix, exercises 9 and 10.
- You acquire a score of “Very Good Work” (or better) while practicing the songs “Michael Row the Boat Ashore (1)” and “On Top of Old Smokey (1)”.
- You recognize some of the notes displayed above the game characters during the “Grand Staff Battle” game.
- You make a score of “Good Work” (or better) using the “Wait for Note” method on the songs: “Sing Tu Yoo (1)”, and “Trot Along My Little Pony (1)”.

## Hints

\* When playing the Grand Staff Battle, it will be easier to move Senior Semitone if your fingers are on the following keys:

1. Right hand moving Senior Semitone: Finger 1 (thumb) on F, Finger 2 on G, Finger 3 on the third black to the right (A#), Finger 4 on B and Finger 5 on C.
2. Left hand moving Senior Semitone: Finger 1 (thumb) on G, Finger 2 on F, Finger 3 on the closest black key of the set of two black keys (Eb), Finger 4 on D and Finger 5 on C.