

Piano **suite** Classroom

Chapter 2: Lesson 8

Chapter 2: The Grand Staff

Lesson 8

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 Theory Topic: The Grand Staff pages iv - vii.
- The student will review the following song from lesson 7: “Down in the Valley (1)”.
- The student is introduced to the Semitone Says Game.
- The student will learn to play the following songs: “Three Little Kittens (1)” and “Yankee Doodle (1)”.
- The student will practice the following piano exercises found within the theory topic “The Grand Staff using the “Notes and Timing” method: Topic 8, Page 4, Exercise 1, as well as Topic 08, Page 07, Exercise 01, 02 and 03.

New Material

Songs:

- Three Little Kittens (1)
- Yankee Doodle (1)

Review Material

Theory Topic:

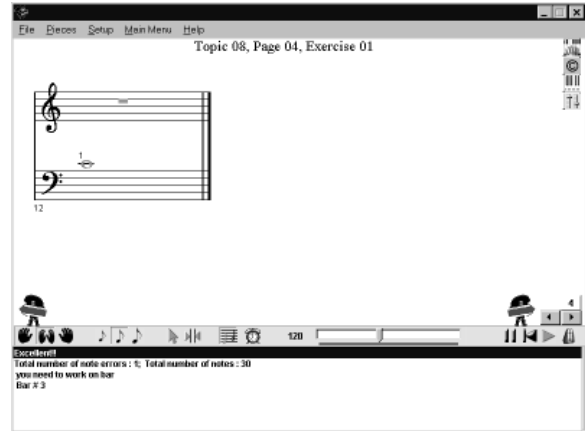
- 1-4: The Grand Staff pages iv - vii and the following piano exercises: Topic 8, Page 4, Exercise 1, as well as Topic 08, Page 07, Exercise 01, 02 and 03.

Songs:

- Down in the Valley (1)

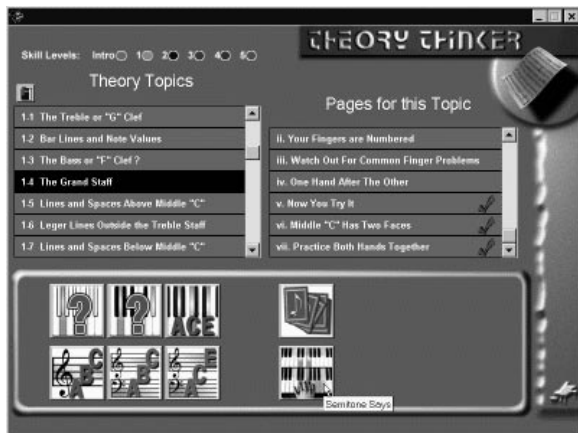
Procedure

Open the Theory Thinker and click on the Topic: The Grand Staff. Review pages iv to vii. Play the following piano practice exercises which are included within this topic until you can achieve the score of “Excellent” using “Wait for Note”: Topic 8, Page 4, Exercise 1, as well as Topic 08, Page 07, Exercise 01, 02 and 03.



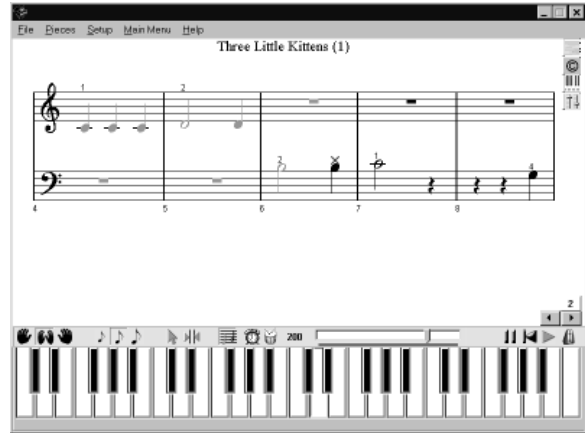
Proceed to the Piano Player and practice the following song to achieve a score of “Very Good Work” (or better) using “Wait for Note”: “Down in the Valley (1)”.

Now for a bit of ear training and memory work! Click on the “Semitone Says” button located at the bottom of right in the Theory Thinker to open this game.



At the top of the game, select Options/Song Feed/New Song. You will hear and see a note played on the keyboard on the screen. Play this note on your piano keyboard. If you did not get it right the first time, try again. The game will show that you have played the correct note as you will see “Right! Please Wait For The Next Note.” written above the keyboard within the game. You will now hear the first note of the song as well as the second note of the song. You must now try and play the correct notes in the same order that was played by the computer. See if you can complete the entire song in this manner. Good Luck!

Open the Piano Player. You will be learning how to play the following songs: “Three Little Kittens (1)”, “Yankee Doodle (1)”. You may want to look at and listen to each of the songs and then choose which one you will learn to play first. Practice each song using both the right and left hand at the same time. Select the “Wait For Note” method and begin practicing the first piece you have chosen. Practice both songs using the “Wait for Note” method until you can achieve a score of “Good Work” (or better).



You will now return to the Theory Thinker and practice the following piano exercises found within the Theory Topic: The Grand Staff: Topic 8, Page 4, Exercise 1, as well as Topic 08, Page 07, Exercise 01, 02 and 03. Use the “Notes and Timing” method to achieve a score of 85 % (or higher).

Indicators of Success

- You get a score of “Excellent” on the following: the piano exercises located in the Theory Topic: The Grand Staff : Topic 8, Page 4, Exercise 1, as well as Topic 08, Page 07, Exercise 01, 02 and 03.
- You receive a score of “Very Good Work” (or better) on the song: “Down in the Valley (1)”.
- You achieve a score of “Good Work” (or better) using “Wait for Note” with the following songs: “Three Little Kittens (1)”, “Yankee Doodle (1)”.
- You achieve a score of 85 % (or higher) using the “Notes and Timing: method on the following piano exercises within the theory topic: The Grand Staff: Topic 8, Page 4, Exercise 1, as well as Topic 08, Page 07, Exercise 01, 02 and 03.

Enrichment Activities

- Review any of your favorite songs that you have learned to play from the previous lessons. Try playing a few of these favorite songs with the fingerings turned off. You can select this option in the Settings Menu from Piano Suite’s main menu. If you find that you are having trouble playing a song with the fingerings turned off, review the following theory topics: “The Treble or G Clef” and “The Bass or F Clef”.
- It will also be helpful to play the Single Staff Note Placement game for review.

You may have to go back to these parts of the program several times before becoming comfortable with playing songs with the fingerings turned off. It is important to do this since you do not want to depend on the fingerings, but instead, want to be able to read the notes of a song.

Hints

* It is a good idea to use the “Hand Position” button and place your hands in the suggested position before you begin playing a song.