

Piano Camp

Five Sessions of Musical Activities for the Late Elementary Piano Student

PIANO CAMP BOOK 3 is divided into FIVE SESSIONS, one session for each day of the week. Included in each session are activities relating to NOTE READING, INTERVALS, RHYTHM, SIGHT READING, MUSIC SYMBOLS, LISTENING and A COMPOSER PAGE.

There is ONE KEYBOARD ENSEMBLE in the book for students to play during the week.

Sessions may be divided for use in shorter time periods, making more than five sessions.

Sessions may also be extended by spending more time on the activities presented, playing the ensemble and “composer” pieces and by playing more games.

Pages 42–48 contain games directly correlated to the concepts being taught in this book. At least one of these games should be used in each session. Suggestions for the appropriate time to use these games are found in the “Note to the Teacher” at the bottom of selected pages.

Suggestions for Use 2

SESSION 1

Note Reading Review—Treble Staff 3

Intervals—6ths 4

Listening / Keyboard Activity 5

Note Values / Clapping Rhythm Patterns 6

C Major Scale 7

Triads 8

Primary Triads—Key of C Major 9

Composer—George Frideric Handel 10

SESSION 2

Note Reading Review—Bass Staff 11

Intervals—7ths 12

Rests 13

Sight Reading 14

G Major Scale 15

Primary Triads—Key of G Major 16

Keyboard Ensemble 17

Composer—Frédéric François Chopin 18

SESSION 3

Note Reading Review—Grand Staff 19

Intervals—8ths (Octaves) 20

Dotted Quarter Notes 21

Crossword Puzzle—Music Terms 22

D Major Scale 23

Primary Triads—Key of D Major 24

Keyboard Activity 25

Composer—Robert Schumann 26

SESSION 4

Crossword Puzzle—Note Reading 27

Keyboard Activity 28

Listening and Sight Reading 29

Clapping Rhythm Patterns 30

Keyboard Activity—Composition 31

Scales, Triads and Key Signatures 32

Chord Progressions 33

Composer—Franz Liszt 34

SESSION 5

Staff-Keyboard Match 35

Intervals—Review 36

Rhythm Review 37

Music Terms—Review 38

Listening / Keyboard Activity 39

General Review—Complete the Story 40

Composer—Felix Mendelssohn 41

GAMES

Rules for Play 42

SYMBOL POWER 43

RHYTHM POWER 44

Note Race—Game Board 45

Note Race—Interval Question Cards 47

June C. Montgomery

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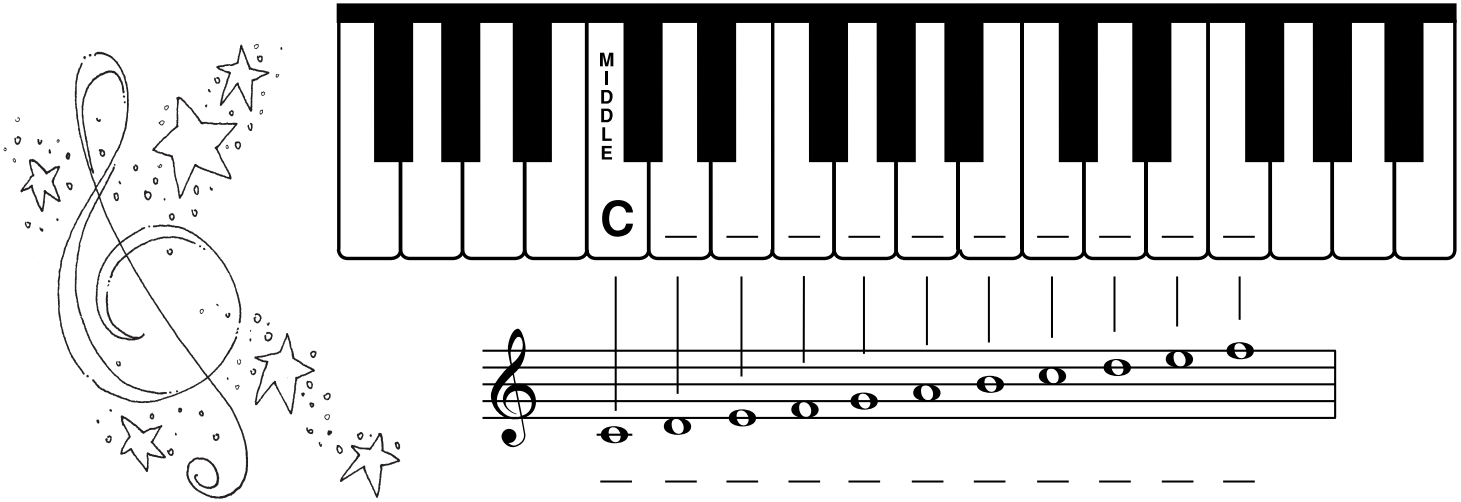
Cover illustration and interior art by Christine Finn



Session 1

Note Reading Review—Treble Staff

- A. On the keyboard, write the letter names of the keys. On the lines under the staff, write the letter names of the notes. Color the LINE notes and corresponding keys one color and the SPACE notes and corresponding keys a contrasting color.



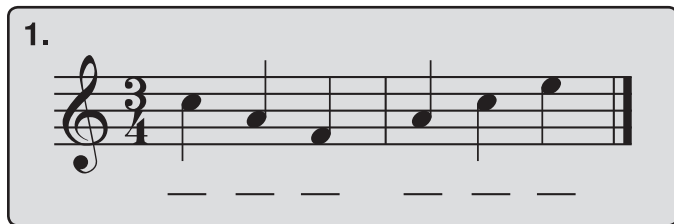
The diagram shows a treble clef staff with a key signature of one sharp (F#). The notes on the staff are: C4 (space), D4 (line), E4 (space), F#4 (line), G4 (space), A4 (line), B4 (space), C5 (line), D5 (space), E5 (line), F#5 (space), G5 (line), A5 (space), B5 (line), and C6 (space). Below the staff are lines for writing letter names. To the right is a keyboard diagram with keys labeled with letter names: C, D, E, F, G, A, B, C, D, E, F, G, A, B, C. The middle C is labeled 'MIDDLE' and 'C'. Below the keyboard are lines for writing letter names.

- B. On the lines below each staff, write the letter names of the notes.
Play each exercise on the keyboard.

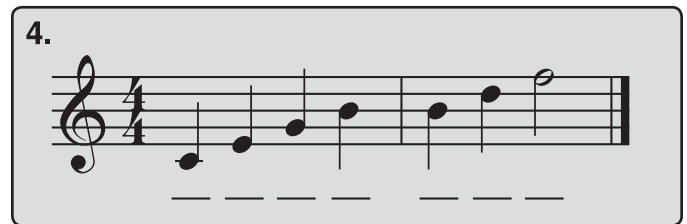
WHEN PLAYING THE GAME: Earn 100 points for playing the notes correctly.



1.




4.



2.



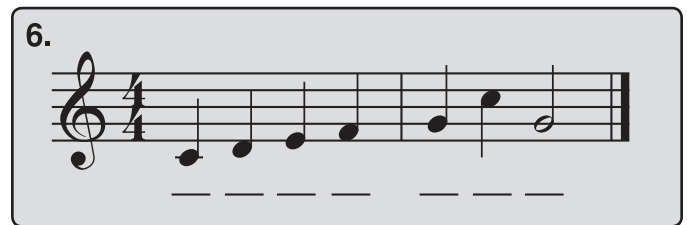
5.




3.



6.

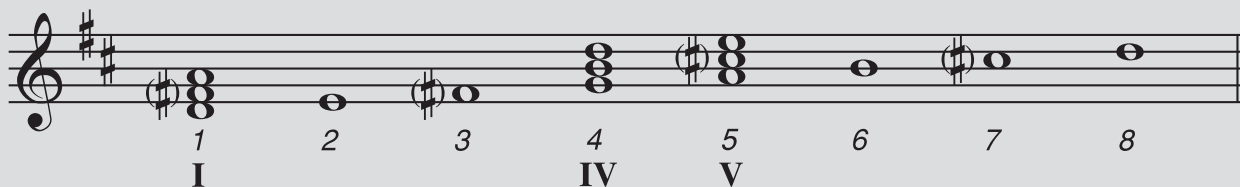


NOTE TO TEACHER: A game may be made from the bottom half of this page by having students take turns rolling one die (or picking from 6 cards, numbered 1–6) and playing the example with the matching number. The student receives the number of points listed above for each exercise played correctly. If incorrect, play moves to the next student. The student with the most points after a specified period of time or number of turns is the winner.

Throughout the book, when the game star  is on the page, this game may be played by following the directions above.

Primary Triads—Key of D Major

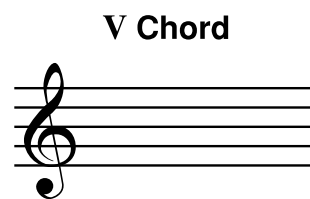
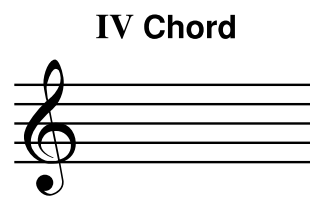
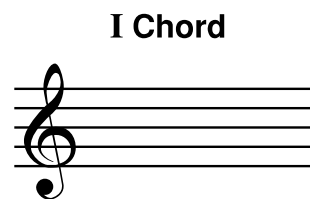
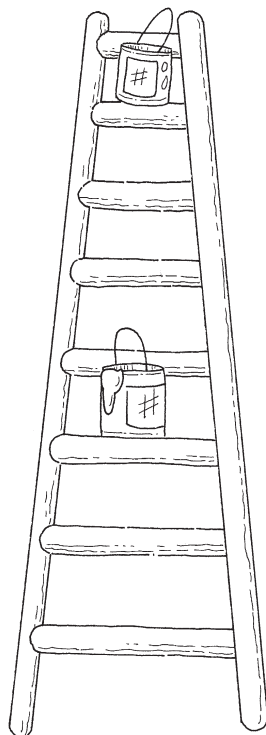
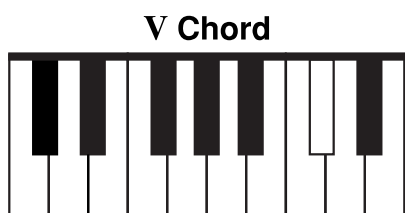
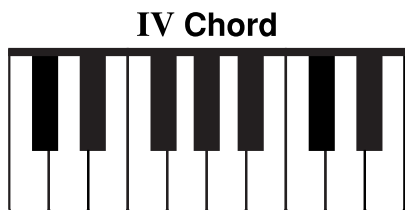
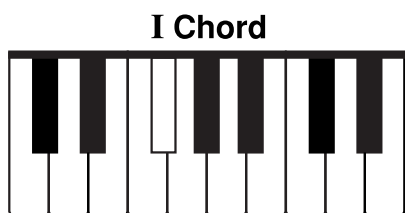
The PRIMARY TRIADS in the key of D MAJOR:



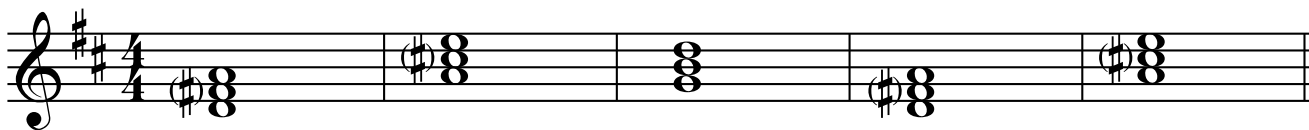
1. Fill in the blanks.

In the key of D MAJOR, the letter name (root) of the **I** triad is ____ ; the letter name (root) of the **IV** triad is ____ ; and the letter name (root) of the **V** triad is ____ .

2. On each keyboard, write the letter names for the notes of the primary triad in the key of D major.



4. On the top line, write the Roman numeral name of the primary triad in D major.
On the bottom line, write the letter name (root) of the chord.



Roman Numeral: I
Chord Name: D

