

# Piano Camp

## Five Sessions of Musical Activities for the Early Intermediate Piano Student

PIANO CAMP BOOK 4 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 40–48 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—Interval Review .....3

Keyboard Activity .....4

Sight Reading .....5

Music Symbols .....6

Clapping Rhythm Patterns .....7

Major Scale Game .....8

Primary Chords—Review .....9

Composer—Franz Schubert .....10

### SESSION 2

Major and Minor 3rds .....11

Listening—Major and Minor 3rds .....12

Perfect 5ths .....13

$\frac{3}{8}$  Time .....14

Chromatic Scale .....15

Keyboard Ensemble .....16

Composer—Edward MacDowell .....18

### SESSION 3

Major and Minor Triads .....19

Listening—Major and Minor Triads .....20

$\frac{6}{8}$  Time .....21

Crossword Puzzle—Music Terms .....22

Keyboard Activity .....23

F Major Scale .....24

Primary Triads—Key of F Major .....25

Composer—Camille Saint-Saëns .....26

### SESSION 4

Relative Minor Scales .....27

A Minor Scales .....28

Primary Triads—Key of A Minor .....29

Clapping Rhythm Patterns .....30

Time Signatures .....31

Sight Reading .....32

Composer—Sergei Rachmaninoff .....33

### SESSION 5

Crossword Puzzle—Note Reading .....34

D Minor Scales .....35

Primary Triads—Key of D Minor .....36

Listening .....37

Keyboard Activity .....38

Composer—Claude Debussy .....39

### GAMES

Rules for Play .....40

MUSIC TERM MATCH .....41

SCALE—TRIAD MATCH .....43

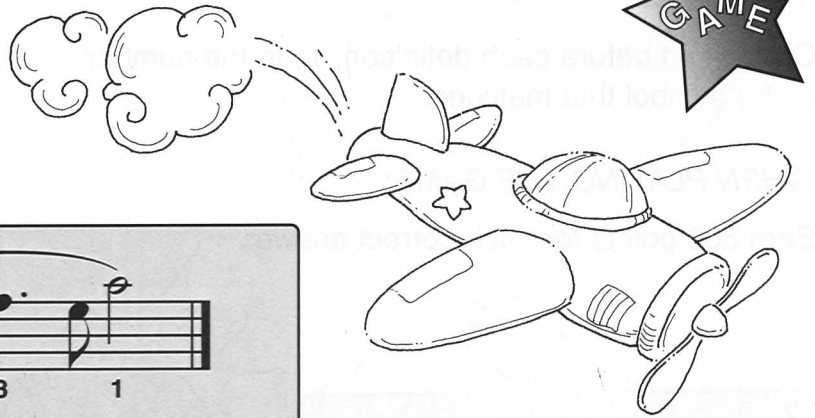
Note Race—Game Board .....45

Note Race—Interval Question Cards .....47

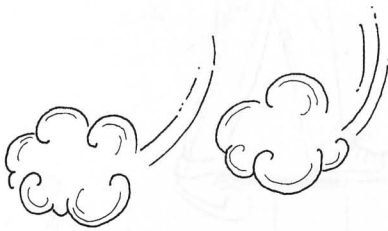
# Sight Reading

## PRACTICE DIRECTIONS:

- Clap and count aloud.
- Say letter names.
- Play slowly while saying letter names.



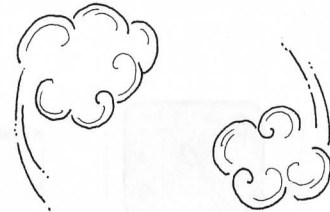
1.



2.



3.



4.



5.



**NOTE TO TEACHER:** A game may be made 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 below for each musical element correctly observed. 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.

6.



## WHEN PLAYING THE GAME:

- Earn 100 points for playing the rhythm correctly.
- Earn 100 points for playing the notes correctly.
- Earn 100 points for observing the dynamic marks.
- Earn 100 points for observing staccato dots and slurs.