

# KEY OF A MAJOR

two octaves

Sol | | ||  
 Re | | ||  
 Du | || |

## scale



Write the letter names of the scale in the footprints.

## arpeggio



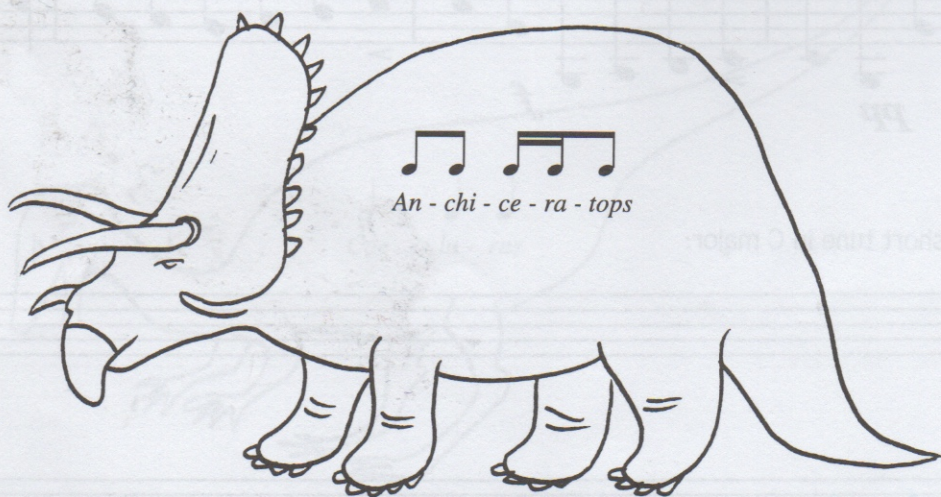
Highlight the notes of the arpeggio on the footprint map.

	D	A	E

dinosaur footprint map

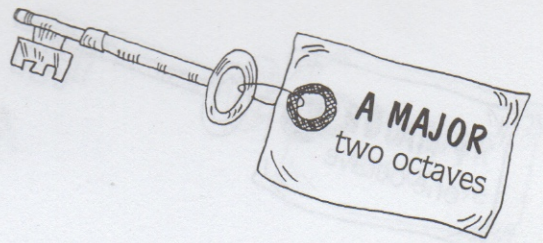
## dinosaur rhythm game

Practise the scale and arpeggio using the **Anchiceratops** rhythm:



Make up another one.

# DONKEY RIDING



Trad.

Brightly

Musical score for "Donkey Riding" in A major, 2/4 time. The score consists of seven staves of music. The first staff starts with a treble clef, a key signature of three sharps (F#, C#, G#), and a 2/4 time signature. The music begins with a half note A4, followed by quarter notes B4, C5, D5, E5, F#5, G#5, and A5. The first staff includes dynamics *mf* and *p*. The second staff starts at measure 6 and includes a dynamic of *f*. The third staff starts at measure 11 and includes dynamics *p* and *f*. The fourth staff starts at measure 16 and includes dynamics *mp* and *f*. The fifth staff starts at measure 21 and includes dynamics *mp* and *mf*. The sixth staff starts at measure 27 and includes dynamics *p*, *mf*, and *f*. The score includes various musical notations such as beams, slurs, and accents.

Compose your own short tune using notes from the two-octave A major scale:

Two blank musical staves in A major (three sharps: F#, C#, G#) for composing a short tune. The staves are empty except for the key signature and clef.