

★ Technical tip

B is played by the first finger on the A string:



11

piano

viola
cello

The song of the Australian bee eater

1 *f* Life is full of yum-my things, so BE REA-DY! *pp*

like bees*

4 *f* Through the air loud hum-ming rings, so BE REA-DY! *pp*

some bees?

7 *f* Lots of love-ly food with wings, so BE REA-DY! *pp*

bees! what else?

10 *f* Just a-void those nas-ty stings, and BE REA-DY! *pp* BEE REA-DY!

cunning bees ...

whisper:

★ Fact file

Dynamics tell you how loudly to play:

f (forte) = play loudly.

pp (pianissimo) = play very quietly.



* Pause to read out the thought bubbles when not playing with the CD.

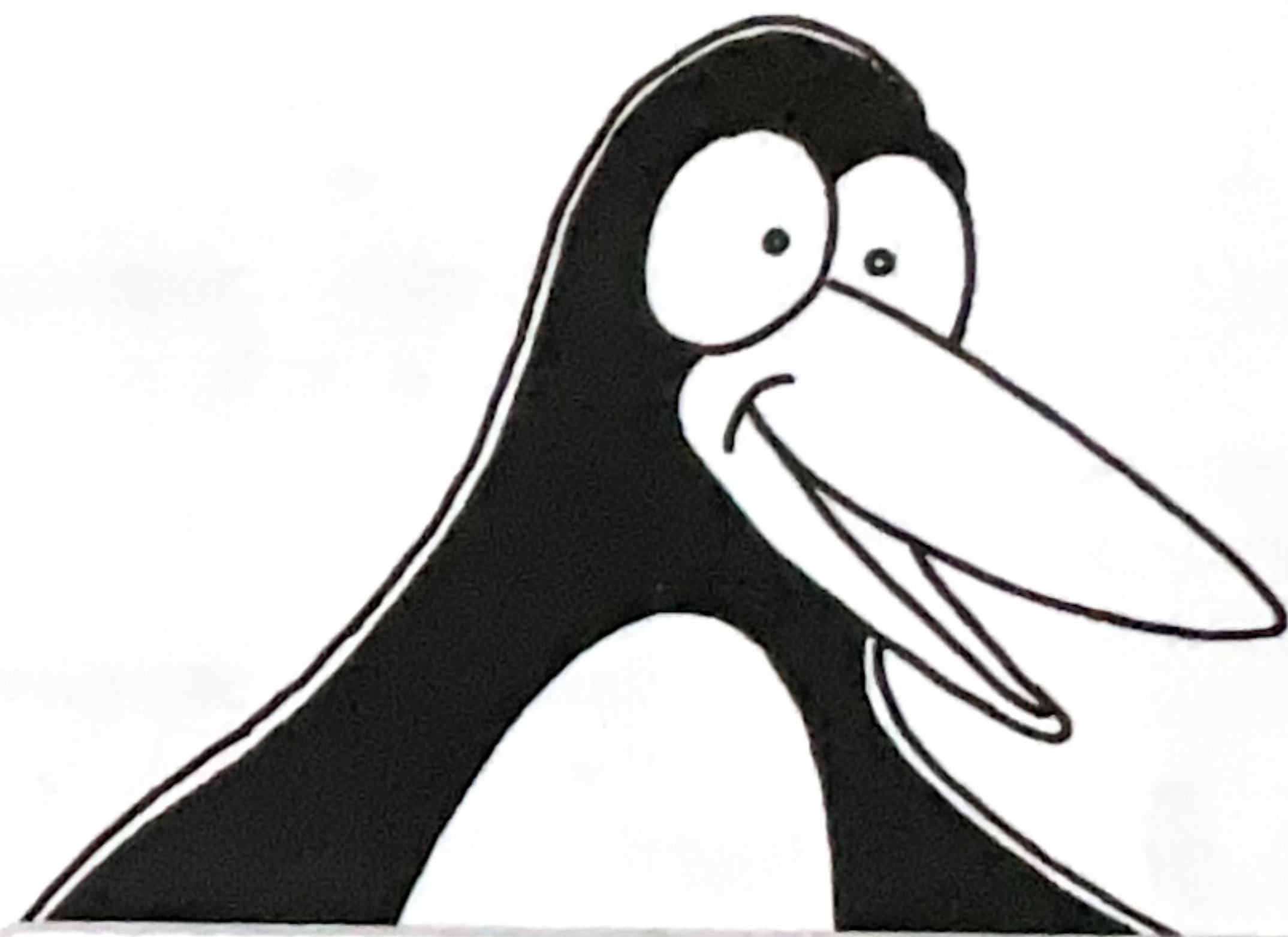
Hungry penguins

f Hun - gry pen - guins on pa - rade. Mi - nus fif - teen cen - ti - grade.

5 Mum's the chef, what has she made? Fish and chips with le - mon - ade!

Challenge

- 1 Ask your teacher to accompany you with one of the ostinato duet accompaniments.
- 2 Learn the ostinatos and accompany your teacher.
- 3 Memorise the tune and play it one string higher or lower.



Ostinato duet accompaniments

pp play seven times

Fish and chips le - mon - ade.

pp play seven times

Fish fin - gers le - mon - ade.

f play seven times

Fish and chips for sup - per le - mon - ade.

Recipe

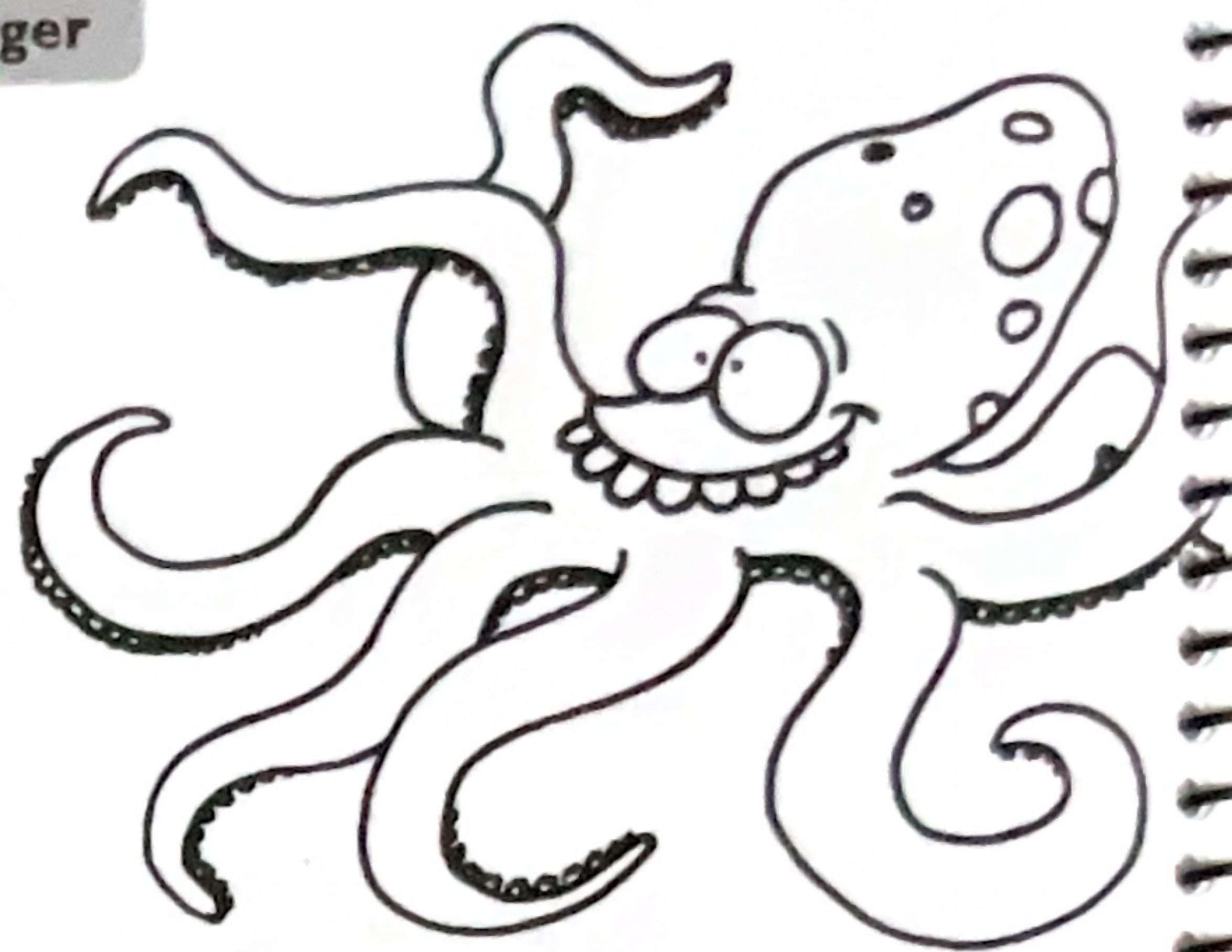
Always prepare your musical ingredients carefully. Adapt this recipe for every tune you learn with your teacher:

- 1 Sing the song with words.
- 2 Work out the rhythm names and bow them in the air.
- 3 Sing or say the finger numbers and open strings.
- 4 Sing or play the pitch names.
- 5 Play the tune.

Brain teaser

What do you think *rhythm pitch bar duet ostinato* memorise and *accompaniment* mean?

A day in the life of an octopus



12

piano

viola
cello

The octopus wakes up ...

one leg at a time



Challenge

Try out some of the 'Recipe' ideas from page 15.

13

piano

viola
cello

The octopus yawns and stretches ...

two legs at a time



Technical tip

Play this harmonic half way along the A string. Touch the string lightly with your fourth finger and use lots of bow. The harmonic on the A string is also called 'A'.

14

piano

The octopus goes downstairs ...

how many legs at a time?



Challenge

Try to follow the dynamics in the piano accompaniment in these pieces.

The octopus munches breakfast ...

... mmm, fishflakes!



Challenge

Find and circle the first-finger notes.

The octopus has a busy time at work ...

... inspecting (eating?) fish schools



Challenge

Write in the symbol (called a *dynamic*) for 'play loudly' at the start (see page 14).

The octopus comes back home ...

and falls asleep in front of the television



Technical tip

Leave the bow on the string during the rest (the symbol which has the rhythm name 'wait').

Challenge

Write in the symbol for 'play very quietly' (see page 14).

Fact file

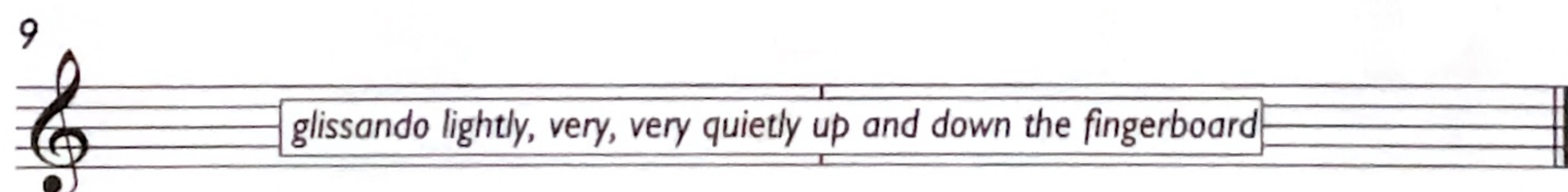
V = 'up' bow (move the bow so the point gets further away from the string you are playing).

Maybe Abey Astronaut



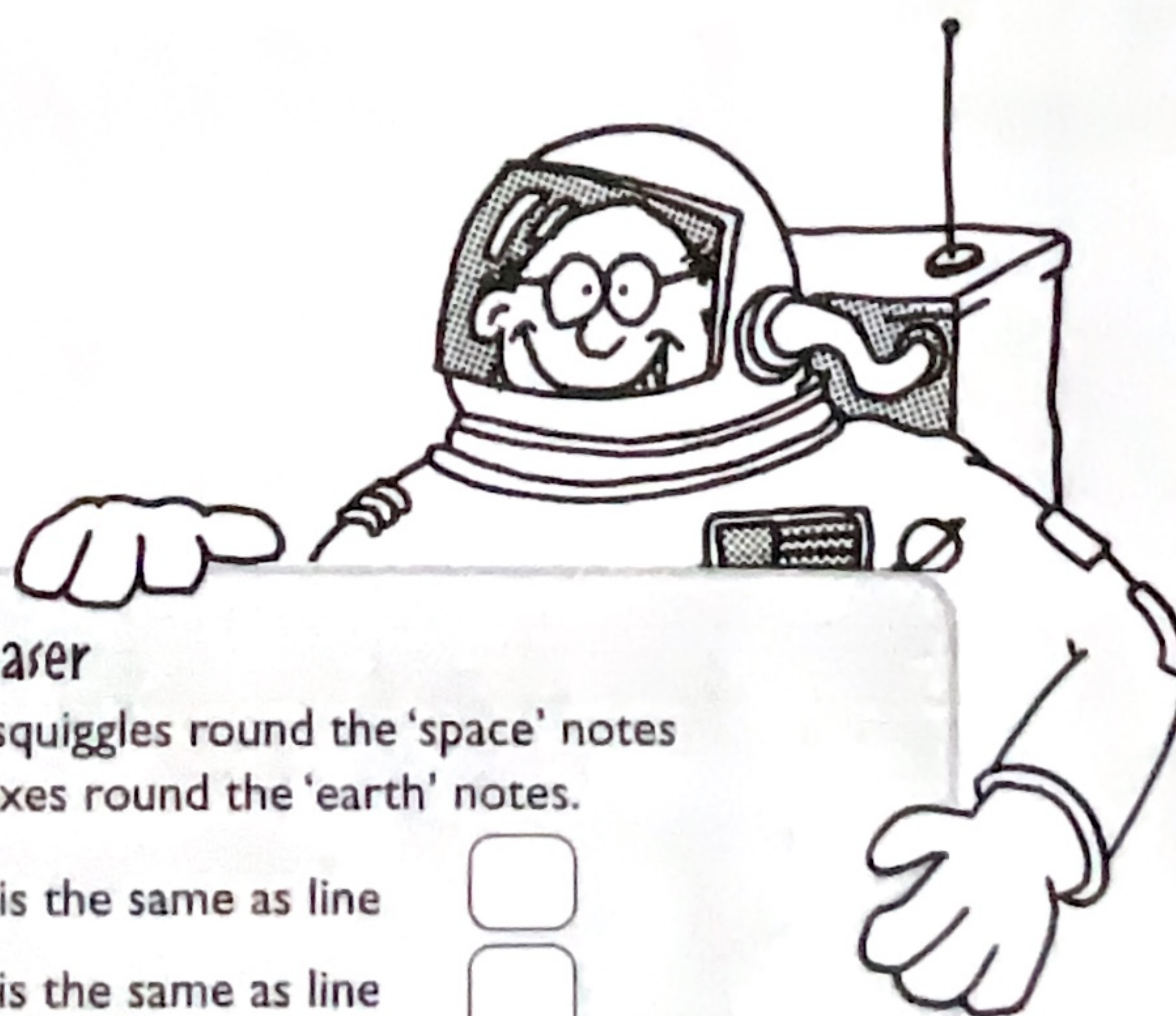
Think of the harmonics in this piece as notes 'up in space'.

Play as smoothly as possible



Brain teaser

- 1 Draw squiggles round the 'space' notes and boxes round the 'earth' notes.
- 2 Line 1 is the same as line ☐
Line 3 is the same as line ☐
- 3 Where do you get seven notes in a row, all called 'A'?



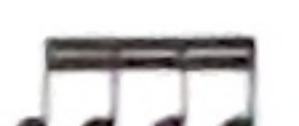
More from the menagerie

Little short, Short little and Little tiny have a competition to see who can think of the most creatures with the same rhythm as their own name.

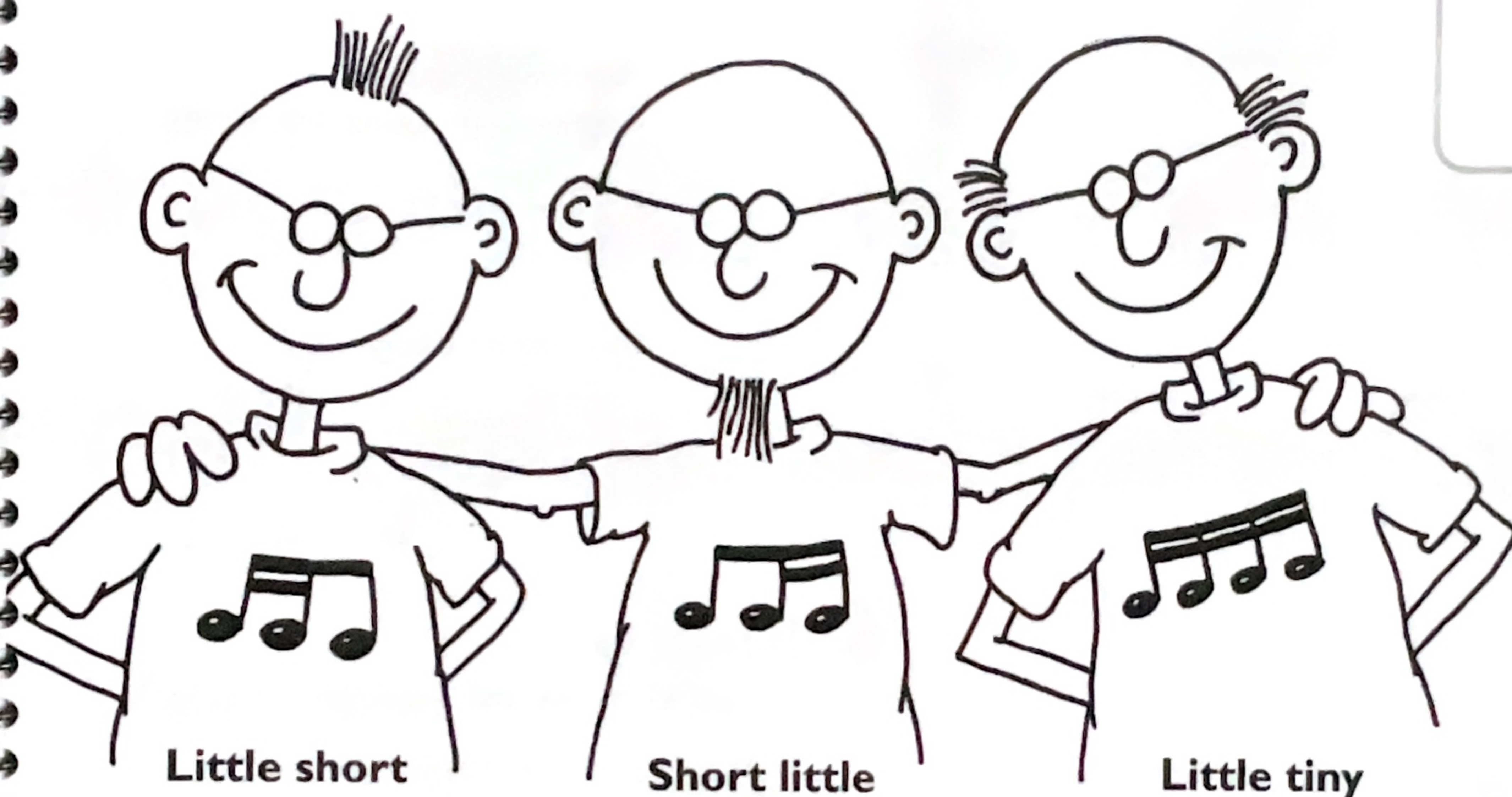
 **Fact file**

 = 'Little short'

 = 'Short little'

 = 'Little tiny'

All three names fit against the same beat.



Brain teaser

Draw boxes round names with the same rhythm as **Little short**, squiggles round names that match **Short little**, and underline names that match **Little tiny**:

stick insect	ant eater	porcupine	oyster catcher
nightingale	golden pheasant	mud skipper	antelope
crocodile	guinea pig	praying mantis	howler monkey
bush baby	pelican	ladybird	sea urchin
rattlesnake	scorpion	water boatman	salamander
caterpillar	alligator	woodpecker	harvest mouse
terrapiin	wood pigeon	centipede	kangaroo
kingfisher	grasshopper	elephant	reed warbler

Final score

Little short _____

Short little _____

Little tiny _____

Strange friends

Lurking in the witch's house



19

piano

viola
cello

Batty bats

Play behind bridge
(choose your squeakiest string)



Play behind bridge



20

piano

viola
cello

Ratty rats

Technical tip

E is played by the first finger on the D string:



Challenge

- Put a circle round bar 2 and any others exactly like it.
- Put a box round bar 3 and any others exactly like it.
- Put a squiggle round bar 12 and any others exactly like it.

Technical tip

Lift and land your bow at the end of lines 1, 2 and 3.



... And black, black cats

Leave bow on string (harmonics on G string)

pp

6 (harmonics on G string) improvise sinister 'MEOWS'

Technical tip

Good 'meow' sounds can be made by sliding your finger up and down a small area of string.



Not forgetting ... spindly, spooky spiders

count:

one, two, three, four *pp*

gliss. gliss. gliss. gliss.

Technical tip

Make each glissando last exactly four beats. Start the gliss. exactly as you say 'one' at the beginning of each bar. Listen to the piano accompaniment carefully and you will hear lots of 'little tiny' notes.

Challenge

For an extra spooky trick, at the end of the piece, make your fingers climb up and down the stick of your bow, like one of the witch's spiders. Uurgh!

* Although in different keys, the violin, viola and cello accompaniments are interchangeable.

 Fact file



Gruesome grub (21)

Prepare the ingredients carefully (remember the recipe on page 15).

duet
part

Stir-fried centipedes



Brain teaser

Draw a ring round bar 1 and any others like it.
Draw a box round bar 2 and any others like it.

duet
part

Wiggly-worm stew

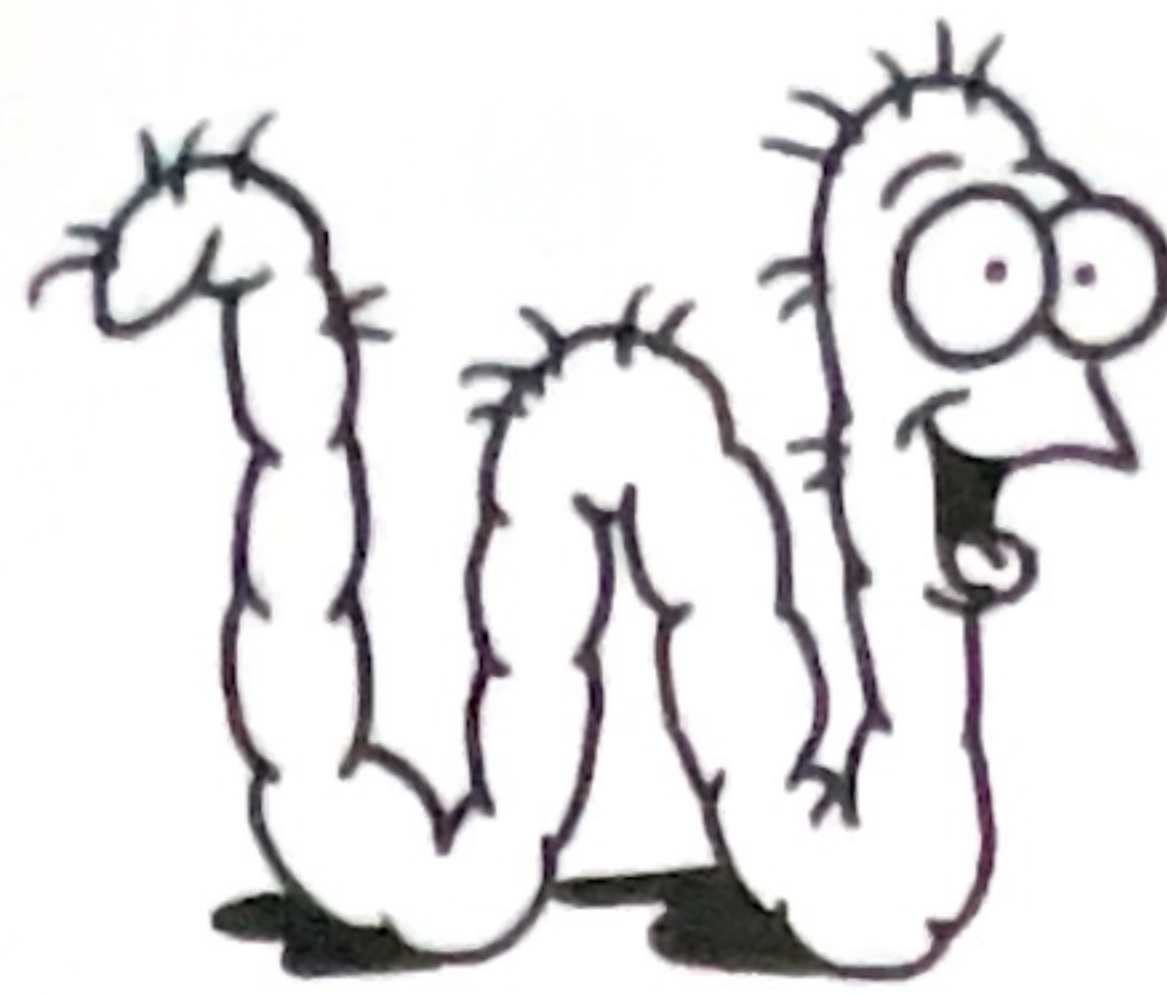


Brain teaser

Draw a box round bar 1 and any others like it.
Draw a ring round bar 2 and any others like it.
Draw a squiggle round bar 3 and any others like it.

22

Caterpillar dumplings



Brain teaser

Look out for any bars that match and draw boxes, rings or squiggles round them.

23

Captain Fortissimo and his fire engine



Fact file

ff (fortissimo) = play very loudly.

f (forte) = play loudly.

mf (mezzo forte) = play fairly loudly.

mp (mezzo piano) = play fairly quietly.

p (piano) = play quietly.

pp (pianissimo) = play very quietly.

 (cresc.) = getting gradually louder.

 (decresc.) = getting gradually quieter.