CELLO PRIMER

# THE MAGIC of music theory



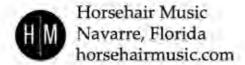
Kristin Campbell

### Cello

# The Magic of Music Theory

Primer

Kristin Campbell



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Primer Violin: ISBN 978-1-959514-12-1; Library of Congress Number: 2024914068 Primer Viola: ISBN 978-1-959514-13-8; Library of Congress Number: 2024914070 Primer Cello: ISBN 978-1-959514-14-5; Library of Congress Number: 2024914071 This book is dedicated to my mom and dad, Dr. Fred and Ruth Coleman who were the best practice partners I could have had. They sat through countless lessons, practice sessions, recitals and were my biggest cheerleaders. Without their sacrifice and commitment, I would not be the musician or teacher I am today. Thank you, Mom and Dad!

Thank you to my students who have tested these pages, found my mistakes and typos, and made these pages better. Thank you to Filepe Deakins who recorded all the cello examples for the What Do You Hear? pages. Thank you to my cousin and fellow Suzuki teacher, Ashley Poppe, who spent some late nights and lots of messaging helping me think through these pages. Thank you also to my mom who has helped craft sentences and edited each draft. Lastly, thanks to my husband, Matt, who has encouraged me and supported me when I was ready to give up on this big project.

### To the student:

Welcome to the Magic of Music Theory! Did you know that when you write things on paper it helps you remember them? This book is to help you remember things that you have learned in your lesson about your cello. This book will help you learn how to read and write music. Your practice partner will help you to read and do each lesson. If you have any questions, be sure to ask your teacher. When you finish this book, you will know and understand more about your cello and playing music. It's like magic, the magic of music theory!

### To the practice partner:

You are the cello hero. Practicing isn't always fun, and it's not always easy. But in this journey of learning to play the cello, you get to walk alongside a child and give them the gift of music that will last for a lifetime.

My hope with this series is that it creates happy memories as you work through the book together. Playing games, reading stories, coloring, listening to music, learning how to draw and write music. Depending on age and reading ability, you may need to read the pages to the student. You can learn along with them. Don't be afraid to help and lead the student to the answer. These might new concepts and your child may not grasp it the first time it is introduced. That's ok! You will find a lot of review built in through out the book and they will begin to understand and remember. This is the process of learning.

Keep theory time short! You can choose to do the lesson at the end of one practice session, or you could choose to divide it up with just a little bit each day. It's up to you. Ask your teacher if they would like to do the "What Do You Hear?" pages in the lesson or if you should do them at home. You can access videos online or download free mp3 tracks with each question played on a cello. The answers for each question are given on the video/ track, so that the student gets immediate feedback in the learning process. I hope you enjoy the magic of learning music theory.

### To the teacher:

I created this series because I realized that my students needed some basic skills before starting note reading. I needed something they could do at home, so I wasn't giving up valuable lesson time. By writing and drawing, I wanted to engage a different part of their thinking in the music learning process. This series teaches students recognize, draw music notation, symbols, reading notes on the staff and relates it to the fingerboard. The aural skills pages, "What Do You Hear?" can be done in the lesson, through online videos or using free mp3 tracks. The QR code will take you to the online video. To download the mp3 tracks visit horsehairmusic.com. Suggested recordings are linked to online videos to listen to while doing the coloring pages, but feel free to select your favorite artist or recording to share with your student.

You can also find the games and flashcards as a pdf download at horsehairmusic.com. This allows you to download and print the games in color or print the flashcards on heavier cardstock.

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There are 4 different instruments in the string family: the violin, viola, cello, and bass.

The **violin** is the smallest member of the string family and plays the highest notes. People who play the violin are called violinists.



The **viola** [vee-oh-la] is a little bigger than the violin and can play be lower than the violin. The player rests the instrument on their shoulder for both the violin and viola. People who play the viola, are called violists [vee-oh-lists].



The **cello** [chel-lo] plays lower notes than the valin or yola. A person who plays the cello is called cellist [challed]. The cellist sits down to play. A long national stick, can an endpin, rests on the floor allowing the blo to rest between the player's knees.



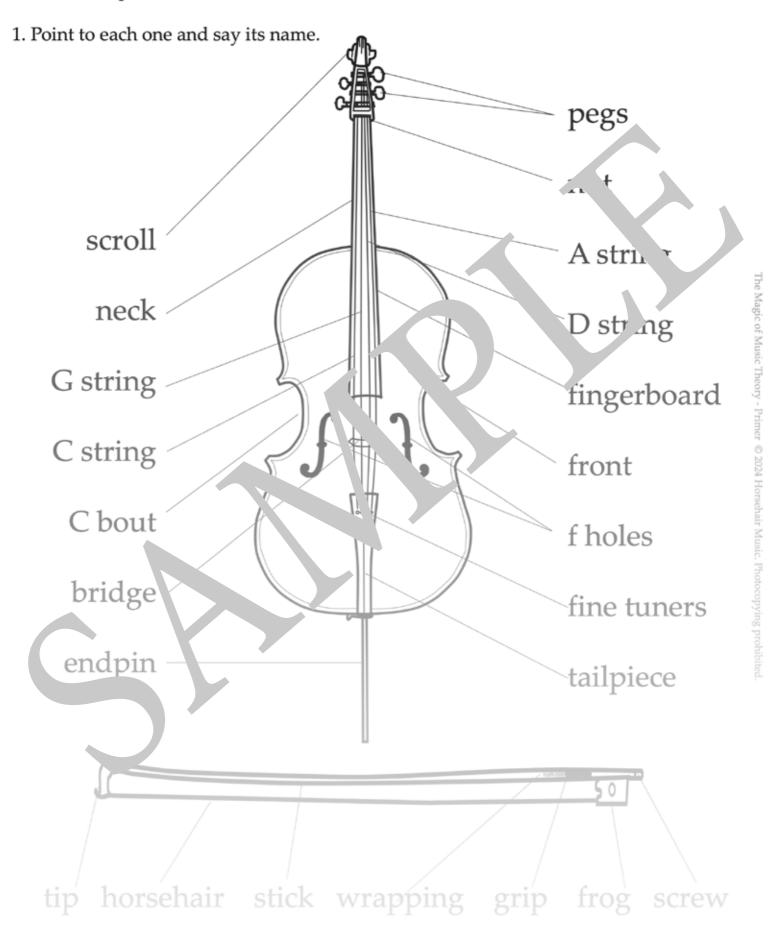
The **double bas** the largest men ber of the string family and plays the lowest test. Sometimes we call it "bass" for short. We prorounce the word base," like baseball, not bass" like the "on. The payer stands or sits on a tall spol to play. People who play the bass are called bassists [base-ists].



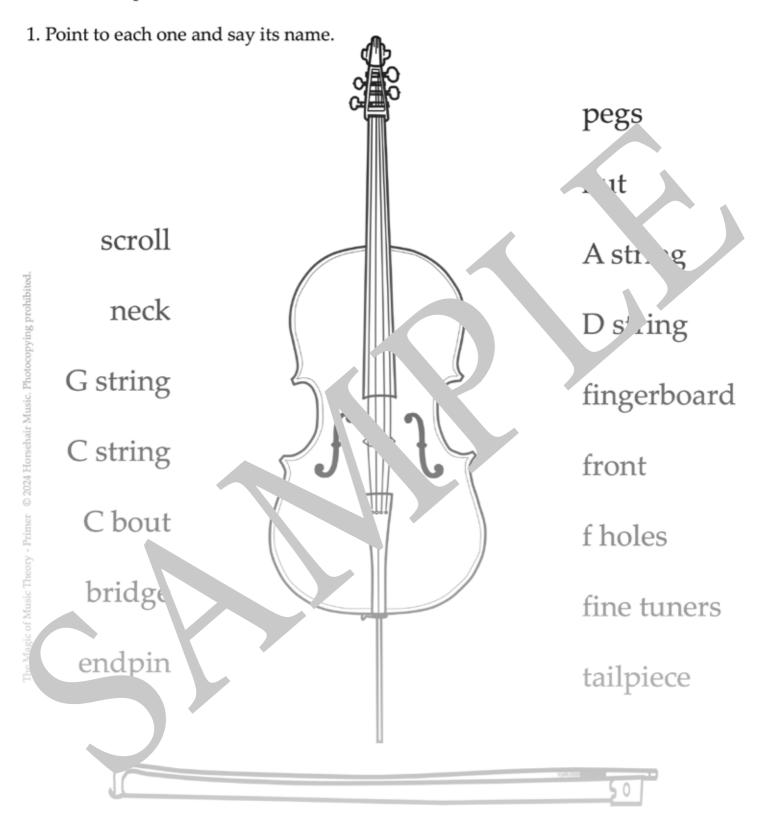
The string unily spends a lot of time playing together. It is important that we get to know and understand the other instruments in our string family. When a group is made up of only stringed instruments, it is called a **string orchestra**. When the string family plays with brass instruments (trumpets, trombones, French horns, tubas), woodwind instruments (flutes, oboes, clarinets, bassoons), and percussion instruments (drums, triangle, xylophones, cymbals, piano) it is called a **symphony** [sim-phone-ee] **orchestra**.

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Here are the parts of the cello and the bow.



Here are the parts of the cello and the bow.



tip horsehair stick wrapping grip frog screw

What makes music? There are four elements that make music.

- 1. **Pitch** is the sound of each note. A group of pitches makes a **melody**. Pitches can move up, down, or stay the same in a melody.
- 2. Rhythm is how long or short each pitch in the melody is held.
- 3. **Dynamics** means volume. It is how loud or soft to play the notes.
- 4. Harmony is when two or more notes sounds together.

To identify pitches, we use the first seven letters of the English alpha' et.

1. Write the first seven letters of the alphabet in the circles to see the n ic phabet.



There is NO H in the music alpha et! We sto to G, start over at the letter A. We keep repeating the set seven less.

2. Point to each letter and the music alpha tout loud 2 times.

### ABCDEFG

3. Who is missing? Fill missing letters.

A \_\_\_ C D E \_\_\_ G A B C \_\_\_ E F G

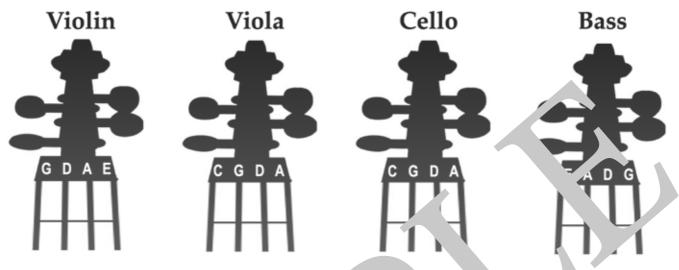
AB \_\_\_ DEF \_\_ ABCD \_\_ FG

\_\_\_\_ B C \_\_\_ E F G A \_\_\_ C D E F \_\_\_

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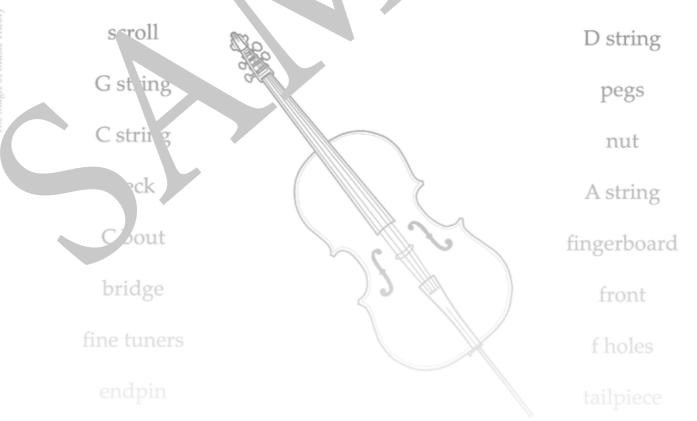
### Fingerboard Power!

Each string on a stringed instrument sounds a pitch which has a letter name. When we play these strings with no fingers on the string, they are called **open strings**. Look at the open strings for each instrument in the string family.



4. There are three open strings that are the same lead on each instrument. What are the open string letters that all stringed trument have in the open string.

5. Draw a line from the contract period the cello.



To play the cello, the left hand touches the neck of the cello, and the right hand holds the bow.





Right Hand

1. Write an "L" on the left hand. Write an "R" on the rig" and.



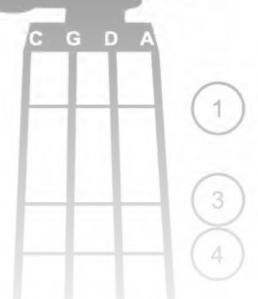


Each finger on the left hand has numb.

The circle besides the horizontal true on the fingerboard shows are each finger in placed on the fingerboard.

2. Praw a line matching the finger number to the

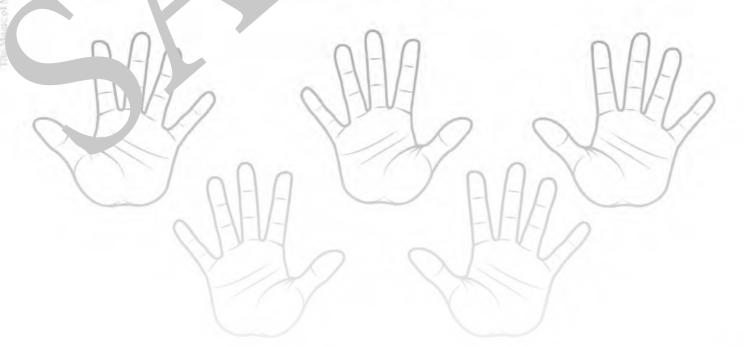




Write the finger number in each circle by the fingerboard. Write the correct finger number on each finger. Draw a line from the finger to the matching finger number by the fingerboard.



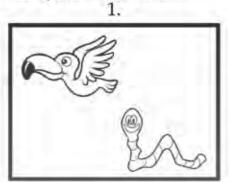
4. Color the left hands een and me right hands purple.

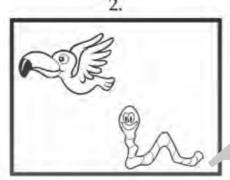


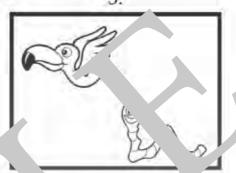


## What do you hear? #1

You will hear 3 notes. If the notes you hear are high, color the bird. If the notes you hear are low, color the worm.







You will hear 3 notes. If the notes you hear are love or the viviling. If the notes you hear are soft, color the girl reading.







You will hear a chythm pattern of an open tring. Color the house of the open string that you hear.



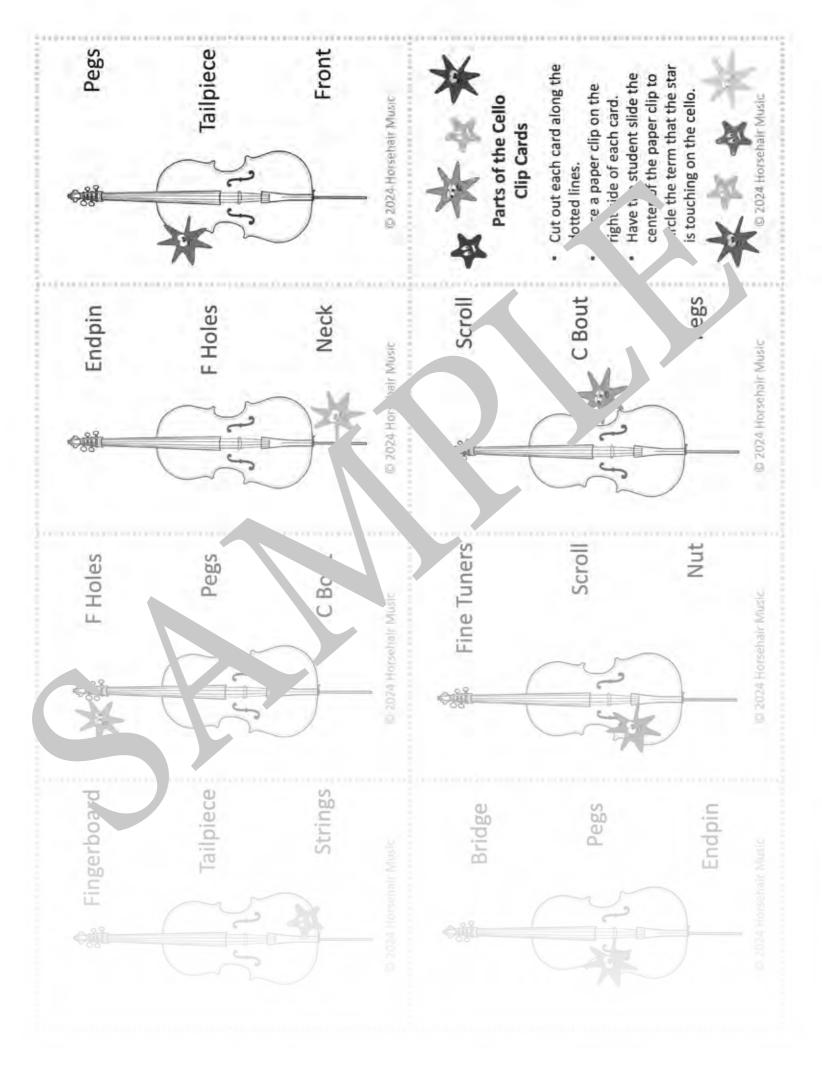




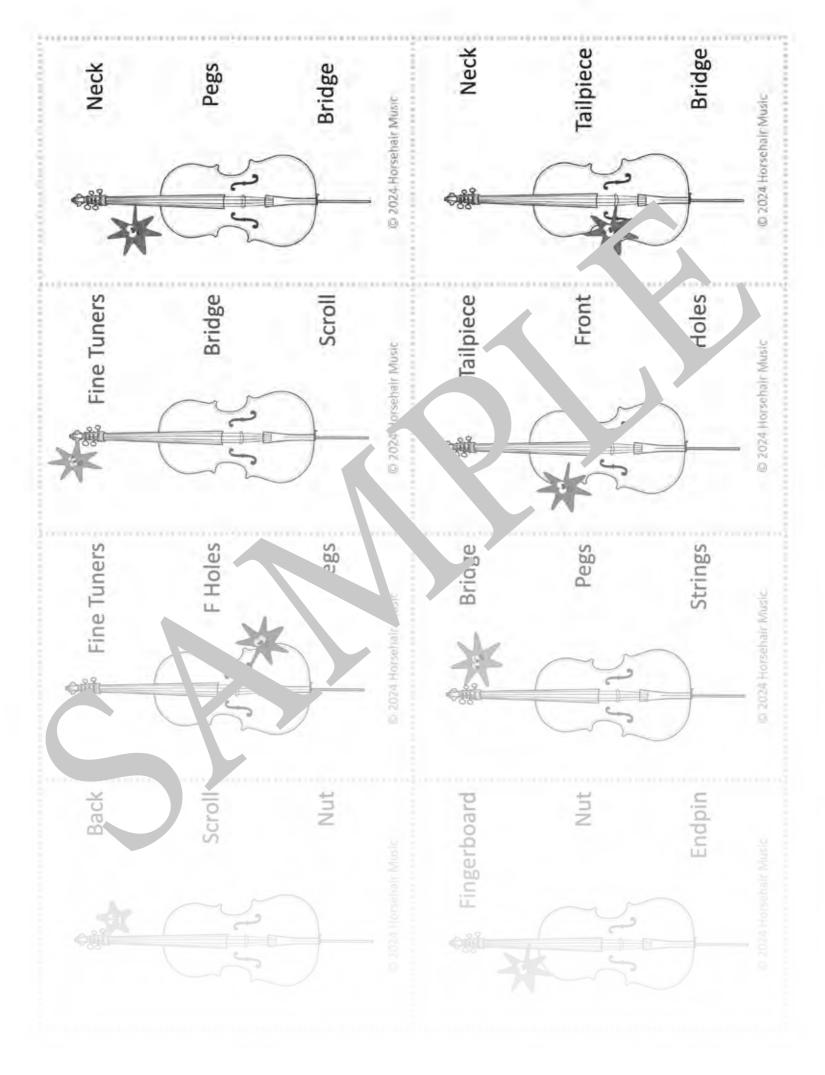
Additional ear training exercises can be found on p. 92 and 93.

Choose from these examples. For questions 4 - 6, add a dynamic f or p. For questions 7 - 9, choose a rhythm pattern to play on an open string.











**Rhythm** is how long or short we hold a pitch. Music notes show the player how long or short to hold a note. Each part of the note has a name. The round part is the **note head**. The **stem** is the straight line. Rhythm is measured in beats. Just like your body has a

beat, a heartbeat, music also has a beat. Different notes show us how long or short to hold each note. Each note is held a specific number of beats.

Stem Note flead

This is a **quarter note**. A quarter note gets **1 beat**.



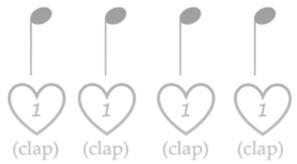
1. Trace the dots. Color in each note head to take it a quarter rice. Write a 1 in the heart under each quarter note.



2. Clap each note of say its nature, "quarter." 3. Clap on each note and say its beat, "1." beat, "1."



quarter uarter quarter quarter (clap) (clap) (clap)



How to draw a quarter note:

"stems go up on the right" or "down on the left"

Step 1: Draw a circle.

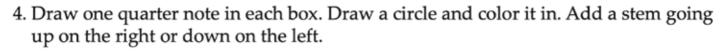


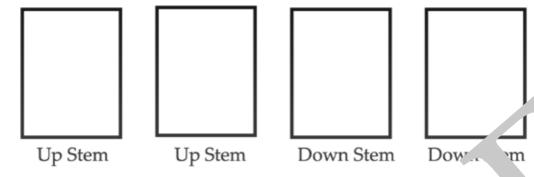
Step 2: Color the circle.

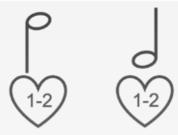


**Step 3**: Draw a stem going up on the right side of the note head or down on the left side of the note head.









This is a **b** f **note**.

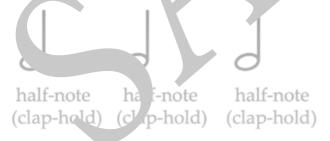
A half note get beats.

The half note's pote head NOT cololed in.

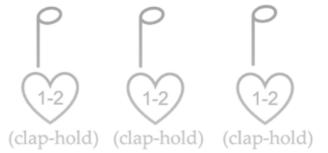
5. Use your pencil to trace the dots, but do NOT for in the note heat  $\sqrt[4]{r}$  in the heart.



6. Clap 1 time and your hands together for each han te and say name "half-note."



7. Clap 1 time and hold your hands together for each half note and say the beats, "1-2."



8. Draw a half note in each box. Do NOT color in the note head.



**Dynamics** means volume. We use Italian words to show what dynamic to play. **Forte** [for-tay] means loud. **Piano** [pee-an-oh] means soft. Only the first letter of each word written in a fancy script is used to show the dynamic.

$$f = forte = loud$$

Circle the dynamic that describes the picture, f for loud or p for  $\infty$ .

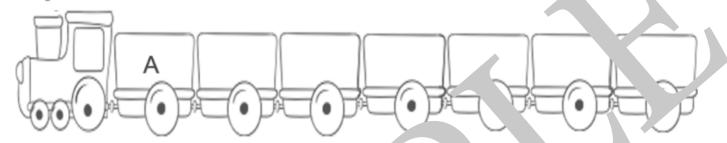
1.		2.
3.	f or p	<b>f</b> or <b>p</b>
(	ESIA.	ON 1
5.	or p	f or p  6.
	f or $p$	f or $p$

- 7. What is an activity you do that is forte?
- 8. What is an activity you do that is piano?



stick horsehair frog wrapping screw grip tip

10. Write one letter of the music alphabet in each train car. Then read the music alphabet out loud 1 time.



11. Write one letter in each train car of the property alphab going by war s. Then, read it out loud 3 times.



12. Draw a circle around the notes with incorrect stems. Draw an X through the notes with incorrect stems.



13. The music all habet can begin on any letter in the music alphabet. Read out loud the following music alphabets that go up beginning on a letter other than A.

C D E F G A B C D E F G A B C
F G A B C D E F G A B C D E F

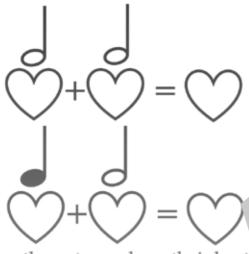
14. Write the music alphabet going up beginning on E

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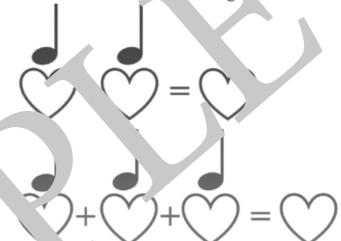
1. Write the number of beats for each note in the heart.



2. Write the number of beats for each note in the hearts, then add em together.



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3. Clap the notes and say their beats. The clap and their names.



4. Draw the no e that she she number of beats. 5. Fill in the blanks.

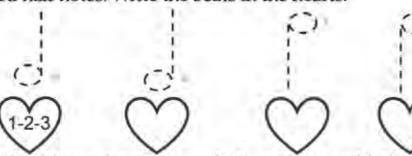


Stems go \_\_\_\_\_ on the right,

or \_\_\_\_\_ on the left.

This is a **dotted half note**. It is a half note followed by a dot. It gets 3 beats. The dot ALWAYS goes on the right side of the note head.



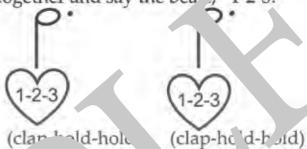


Clap 1 time and hold your hands together and say "half-note-dot."



half - note - dot (clap-hold-hold) (clap-hold-hold)

8. Clap 1 time and hold your had together and say the beat "1-2-3."



9. Draw a dotted half note in each box. Remember, the contribution is ALV. YS or the right.





This is a whole note.

A whole note gets 4 beats.

A whole note does not have a stem.

10. ole no and write the beats in the blank under each note.



 Clap 1 time and hold your hands together and say, "whole-note-4-beats."



whole - note - 4 - beats (clap - hold - hold - hold)

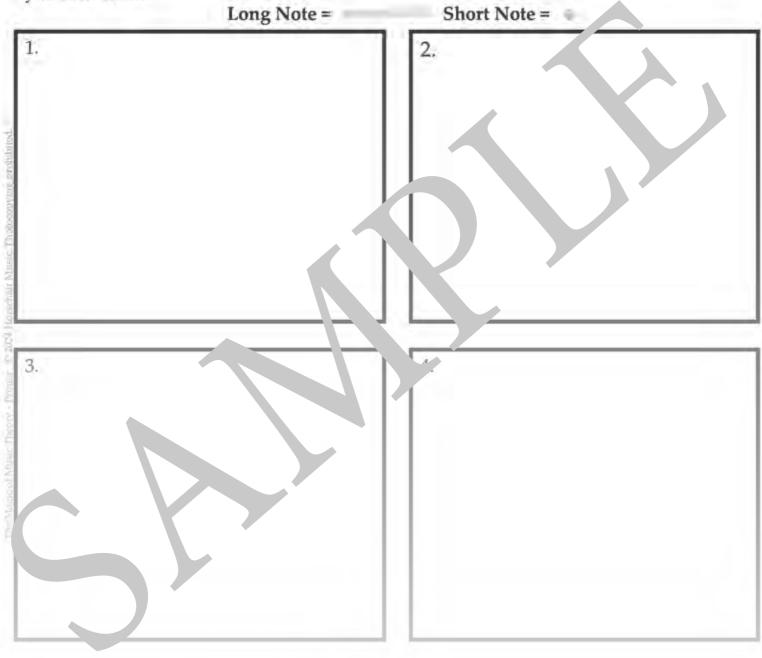
(clap - hold - hold - hold)

12. Clap I time and hold your hands

# What do you hear? #2



You will hear several notes for each box. When you hear a long note, draw a line. When you hear a short note, draw a dot. Draw all the notes that you hear, in the order that you hear them.



Choose from these examples.





In music, the speed of the music is called the **tempo**. Like dynamics, Italian words are used for tempo markings.

Adagio [a-da-shgee-oh] – slow Andante [ahn-don-teh] – a walking pace Allegro [a-leg-row] – fast, happy with energy

1. Draw a line from the term to the animal that matches the tempo mark.

Adagio

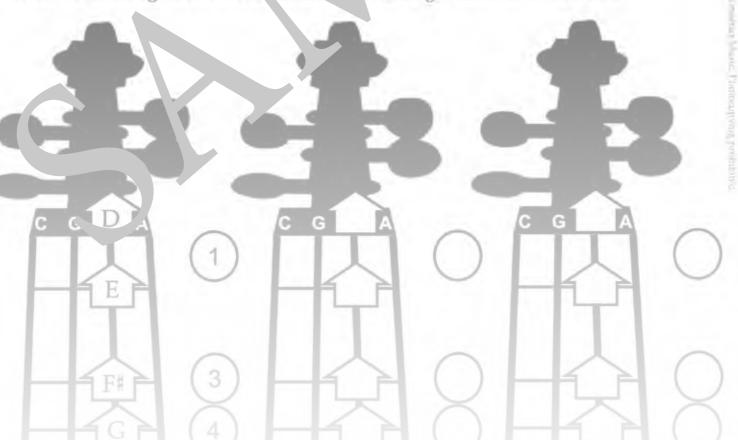
Andante

Alle



Fingerboard Power! Each place we set a r fingers of the D string is a pitch and has a letter name. As we set fingers onto the ling board, we convard through the music alphabet. The letter "F" has a by it. This is call a sharr. Third finger on the D string plays "F-sharp."

2. Write the D string letters in each how. I the anger number in the circle.

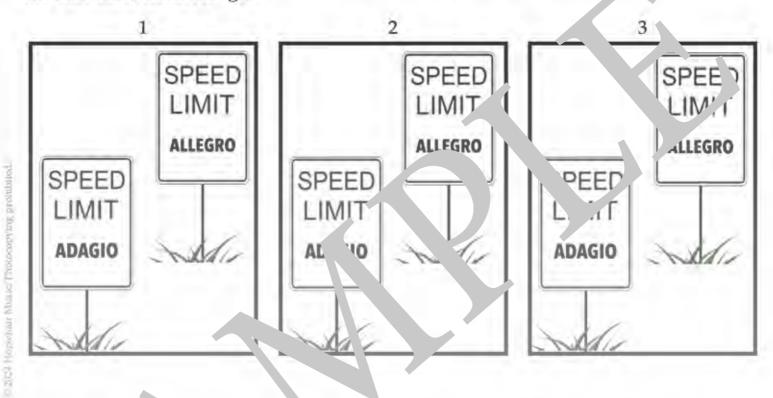


The happing (where theory - Primer to 222) the strait blance. Platecupying printibited

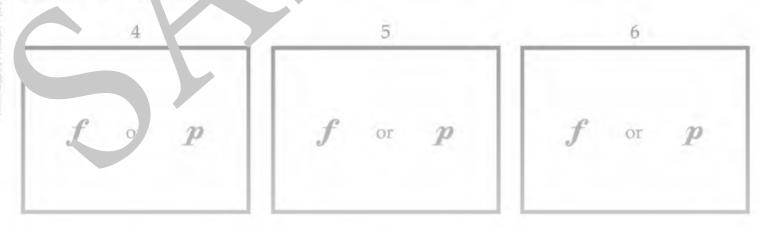
## What do you hear? #3



You will hear 4 notes. If the 4 notes you hear are fast, circle Allegro. If the 4 notes you hear are slow, circle Adagio.



You will hear 4 N If the 4 note von hear are loud, circle f for forte. If the 4 notes you hear are soft, circle P iano.



<sup>\*</sup> Additional ear training exercises can be found on p. 95 & 97.

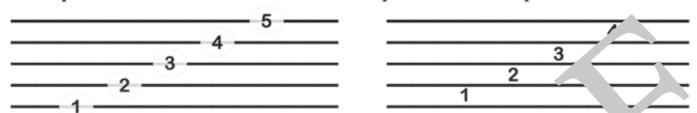
Choose from these examples for #1-3 and play it fast, or slow. For #4-6 add forte or piano to an example below.



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### Lesson 8

This is a **staff**. The staff is made up of **5 lines and 4 spaces**. We start numbering the lines and the spaces on the lowest line or the lowest space and count up.



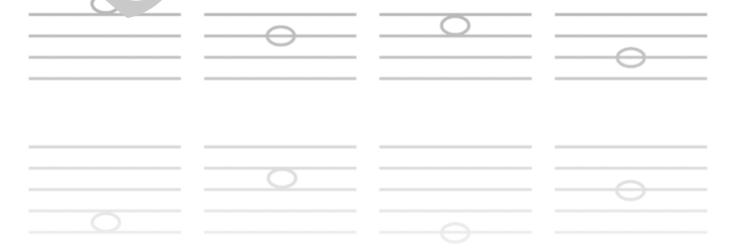
- 1. Write the numbers on the lines.
- 2. Write the ny ars in the spaces.



A **space note** sits between two lines. A **lin** is 'e has a line hrough the middle of the note head.



- 3. Draw 3 space notes be sen the lines
- 4. Draw 3 line notes on the line.
- 5. Cologreen and the line notes blue.



5, ce
Space
e 5 Line 2
e 3 Space 1
lCi

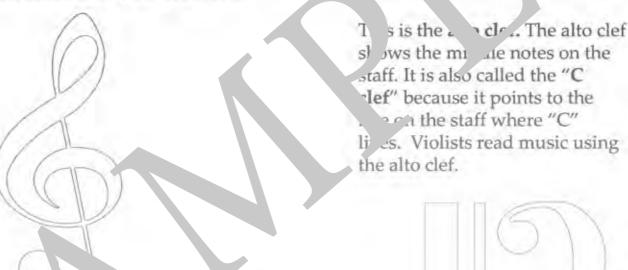
6. Write the line or space number for each note in the blank.

29

The violin, viola, and cello all use a different clef to read music. Violinists use the treble clef. Violists use the alto clef. Cellists and bassists use the bass clef.



This is the **treble clef**. Treble means high. The treble clef state with the staff. It is also called the "**G clef**" because it wraps around to "G" line on the staff. Violinists read music using the treble clef.



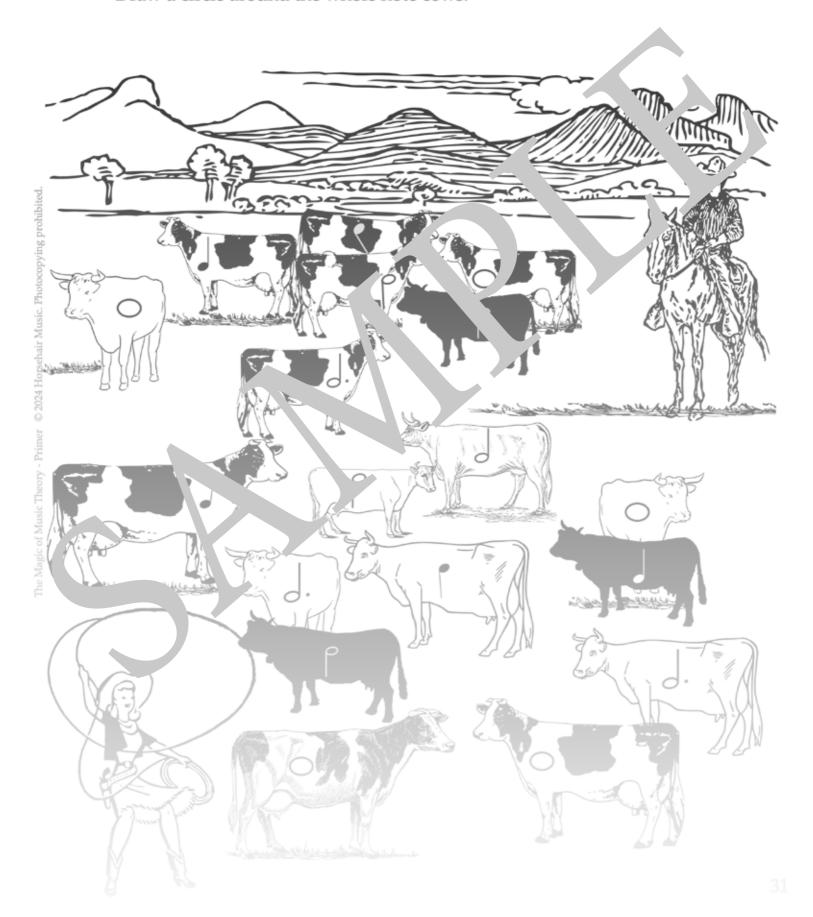
This is the bass clef. The bass of shows the low notes on the staff. We pronounte the name, bass like "base" in basic all, or the double bass. Sometimes it is called the "F clef" to be recovered to the "F" on the staff. Cellists and double bassists read music using this clef.





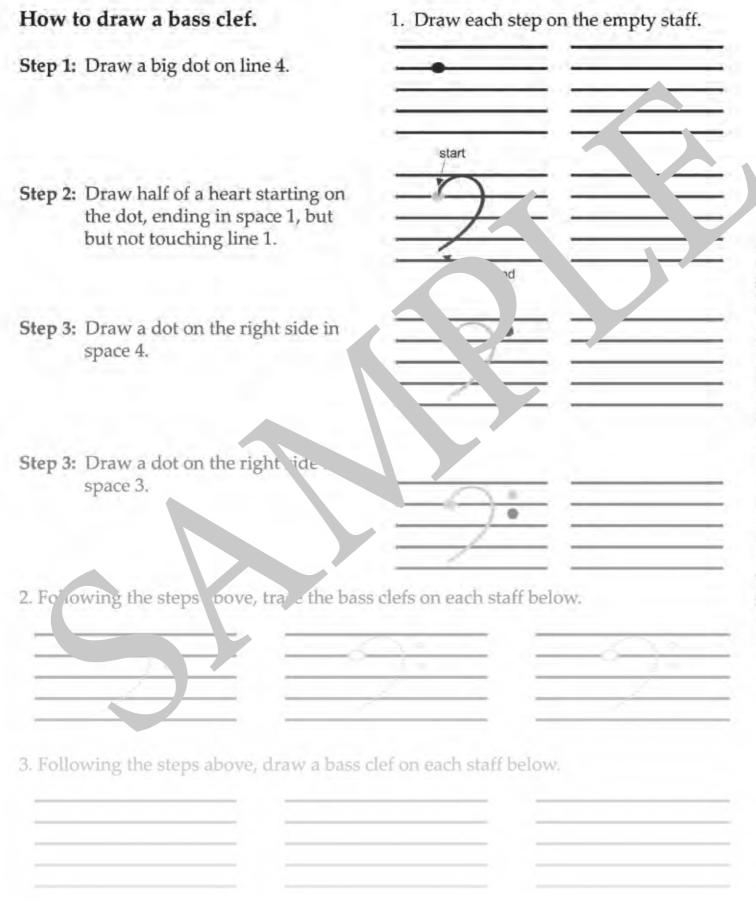
1. Color the treble clef blue, the alto clef green, and the bass clef purple.

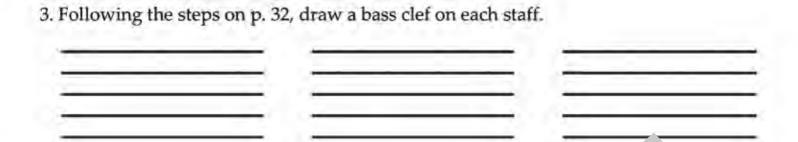
- 2. Help the ranch hands round up the cows.
  - Draw a square around the quarter note cows.
  - Draw a triangle around the half note cows.
  - Draw a heart around the dotted half note cows.
  - Draw a circle around the whole note cows.



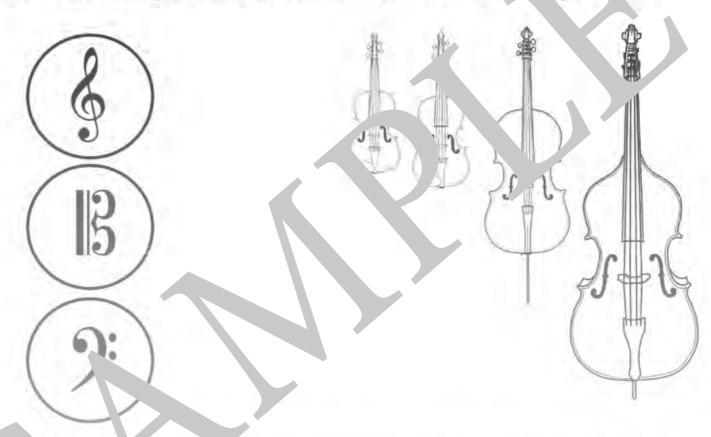
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### Lesson 10





4. Draw a line matching the clef to the instrument that reads music ing that rlef.

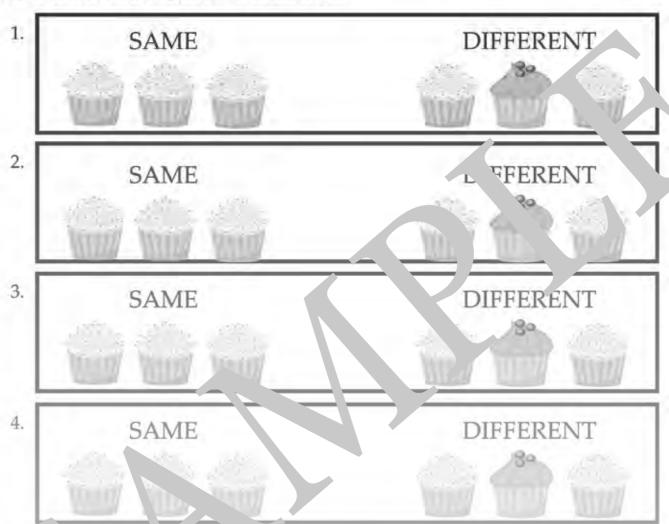


5 Circle the bass cle is that are drawn correctly. Draw an X through the bass clefs that are incorrect.

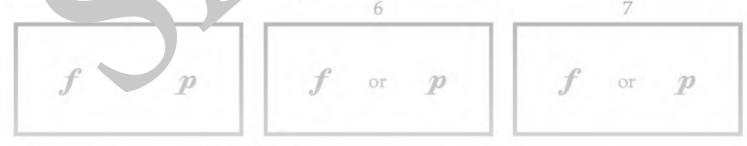


# What do you hear? #4

You will hear 3 notes. If you hear the same note 3 times, circle "SAME." If you hear 3 notes that are different, circle "DIFFERENT."



Circle the dynamic you hear. If the music you hear is loud, circle f for forte. If the music you hear is soft, ircle p for piano.



Additional ear training exercises can be found on p.96 & 97.

Choose from these examples for #1-4. For #5-7 add forte or piano to an example below.



### 1. Write one letter of the music alphabet in each leaf,



2. Draw a line from the name to the correct clef.

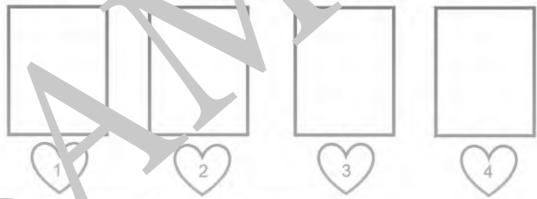


Alto Clef

ass Clet

Treble Clef

3. Draw the note in the boy that match is the umber of beats.



4. or s ce number for each note.



Line \_\_\_\_ Line \_\_\_

Space \_\_\_\_

Line

5. Forte means

6. Piano means

# Did you know?

Pefore computers were invented, music was written by hand. Composers gave their music to a copyist who would neatly write out the music. The pens that were used to write music had a wide tip called a nib. These pens are sort of like calligraphy

pens today. When composers drew a curved line with a wide nib, the thickness of the line would change. Composers never picked up their pen and colored to sides of the notes. It was just how the pen worked. When the typewriter and computer were invented, font designers kept the look of how copyists drew must otes and symbols with the old pens. Can you see how the thickness of the line than the symbols with the wide nibbed pen?

thick — thin

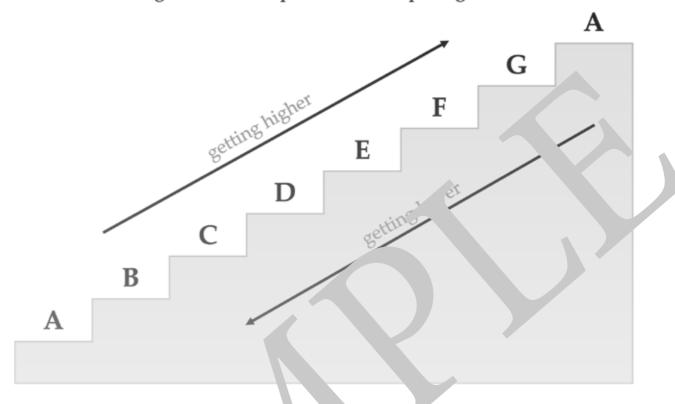
Because your pencil has a sharp point and not an inib, to line for the notes you draw will not change thickness. You should not color the six of the notes to make them thicker. With a pencil, only draw rusic notes with a line.



. Draw the symbol in each box with a pencil using a thin line.



When we step up in the music alphabet, we move forward through the music alphabet. As we step up, the pitch moves higher. When we step down in the music alphabet, we move **backwards** through the music alphabet and the pitch goes down.



1. Fill in the blanks with the correct letter.

A – step up – land on \_

F – step down – land on \_\_\_\_\_

C - step u land on

B – step down – land on \_\_\_\_\_

E – step up lano

F – step down – land on \_\_\_\_\_

B – step up – Ind on

A – step down – land on \_\_\_\_\_

7 - la d on \_\_\_\_\_

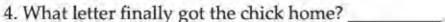
C – step down – land on

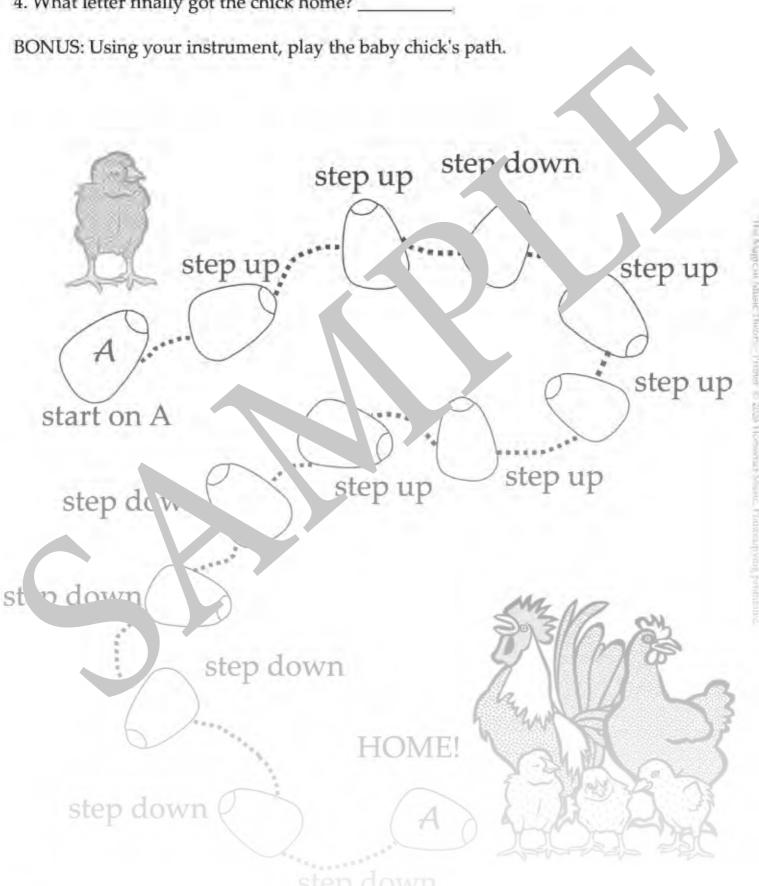
2. When we keep up, we move \_\_\_\_\_\_ through the music alphabet (forward / backward)

and the pitch goes \_\_\_\_\_. When we step down, we move \_\_\_\_\_ (forward / backward)

through the music alphabet and the pitch goes \_\_\_\_\_\_.

3. This little chirpy chick got lost. Can you help her find her way back to her family? Following the directions, write in the letter in each corn kernel to step up or down.





1. Circle if the two letters are stepping up or stepping down.

D to E = step up or step down

**G** to F# = step up or step down

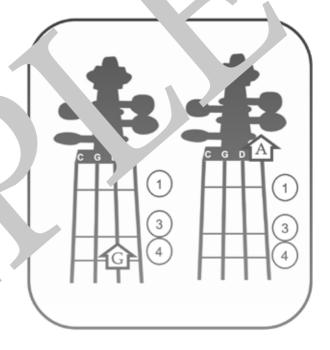
 $\mathbf{B}$  to  $\mathbf{A}$  = step up or step down

C # to D = step up tep down

G to A = step up or step down

A to  $B = ste_P$  or stodown

To step up from G we land on \_\_\_\_\_. Y have to lift up fingers and move to the next. to step up from 4th finger G.

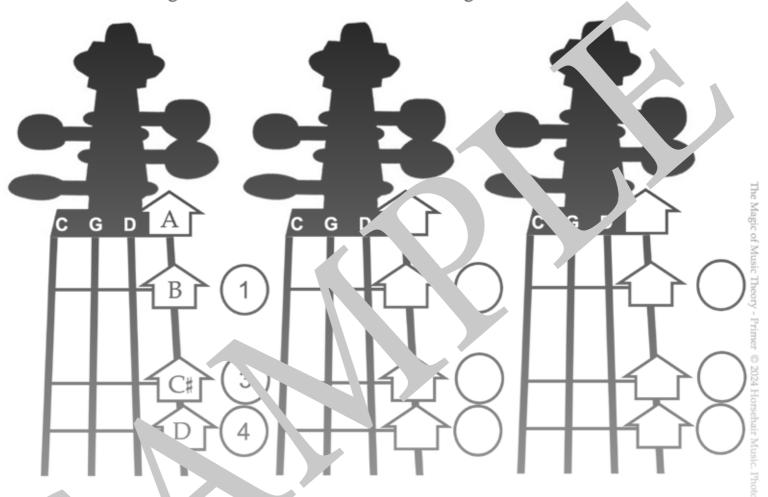


2. Draw a line on the finger number on the basketball to the letter that finger plays on

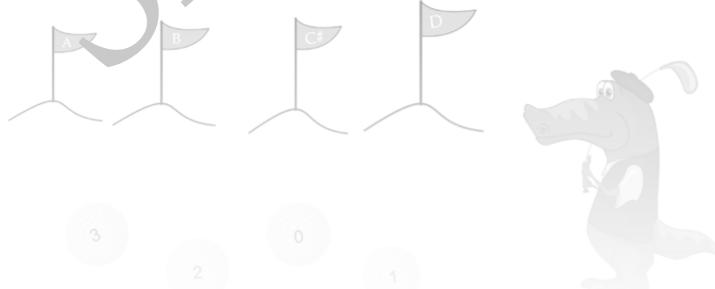


**Fingerboard Power!** The fingers on the A string each have a letter name. As we set fingers onto the fingerboard, we go forward through the music alphabet starting on A. One letter has a sharp (#) on the A string, C#.

3. Write the A string letters in each house. Write the finger number in the circle.



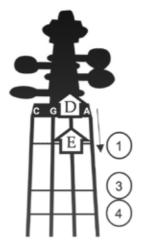
4 Help Alexander Alligator play golf. Match the golf ball with the Astring finger umber to the flag with the Estring letter.



# Fingerboard Power!

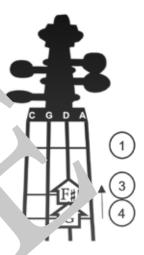
# Stepping Up

To **step up** on the fingerboard, place the next finger onto the fingerboard.



# Stepping Down

To step dowr the fingerboard, a finger off the fi gerboard.



1. On the fingerboard, draw a circle that is a . up from the letter of the house. Then, write the letter name in the circle Finally, fine blanks in the gray box.



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Let. r: D - up - land on \_\_\_\_\_

**Finger** 0 – step up – play finger



Letter: E - step up - land on \_

Finger: \_\_\_\_ – step up – play finger \_\_\_\_.

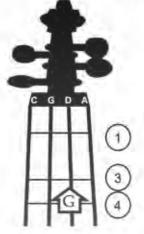






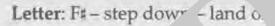
Letter: F# - step up - land on \_

**Finger**: \_\_\_\_ – step up – play finger \_\_\_\_.

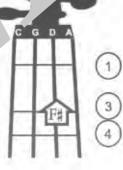


Letter: G - step down - land on \_\_\_\_\_

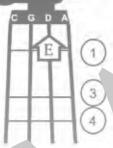
Finger: 4 - step down - play finger \_\_\_\_.



Finger: \_\_\_\_ - step do \_ - pla finger \_







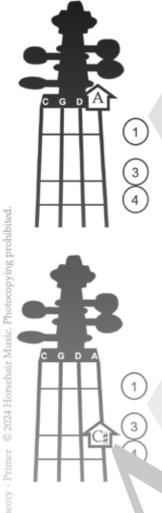
Lette E - a wn - and on \_\_\_\_

Finger: \_ \_ - step down - play finger \_\_\_\_.

3. tep! I in the missing letters.



1. Fill in the gray box. Then, on the fingerboard draw a circle that is a step up or a step down from the letter in the house. Finally, write the letter name in the circle.



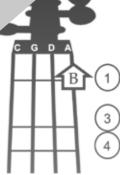
**Letter**: A – **step up** – land on \_

**Finger**: \_0\_ - **step up** - play finger \_



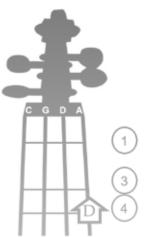
**Letter:** B – step up land or

Finger: \_\_\_\_\_ step \ - play linger\_



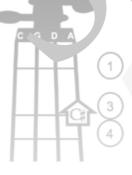
"er: C#-st p up and on \_\_\_\_

Fin zer. \_ \_ tep w \_ play finger \_\_\_\_.



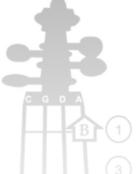
D - step down - land on \_\_\_\_

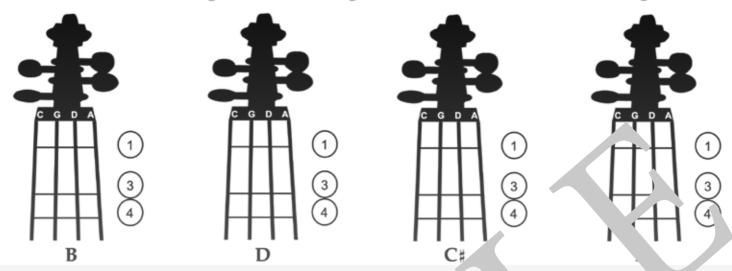
**Finger:** \_\_\_\_ – step down – play finger \_\_\_\_.



Letter: C#- step down - land on

Finger: \_\_\_\_ – step down – play finger \_\_\_





Steps are always one finger to the next finger. There 2 kind f steps, a lalf cep and a whole step. A half step is the smallest step. It is won the horses are lose together. A whole step is 2 half steps together. I there is pace because fingers.

# Half Step

A half step is when your fingers are close together. It is the closest tha notes can be



# Who & Step

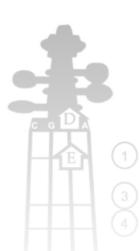
whole step is 2 half steps together. There is a space between your fingers.



- 2. Circle the finger numbers that are a half step on the fingerboard picture.
- 3 & 4
- 3. Circle the fine r numbers that are a whole step on the fingerboard picture.

1&3 3&4





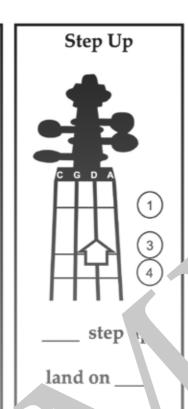
# Stepping on the staff

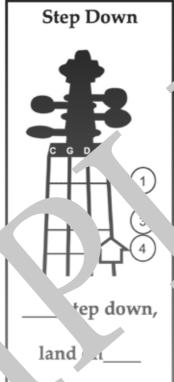
Notes can step up and down on the staff. When a note steps up on the staff, it moves from a space to the next line, or from a line to the next space.

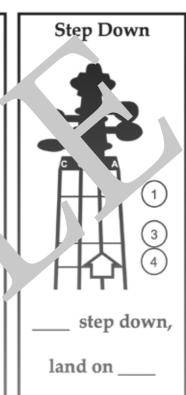
	step up space note to line note	step up line note to space note		
	0-0	0 0		
	(space 3, step up, line 4)	(line 3, 5 up, space 3)		
When a note st the next space.	teps down on the staff, it mov	res for pace the next li	or a line to	
	space note to line no e	nr e to space vote		
	0 0	0		
	(space 2, step do line?)	(li 2, step down, space 1)		
1. Draw a note	'elow that steps IP from the	given note.		
<del>-0</del>				
2. 5 a non	peloy that steps DOWN from	n the given note.		
			0	
A repeated no	te stays on the same line or sp	pace.		

same space

The Magic of Music Theory - Primer







4. Draw a who note on the line or space risted under each staff. Then, draw another whole note that the space way, or repeats.

I ine 3 Step

Space 1 Step Down Space 3 Step Up Line 1 Repeating

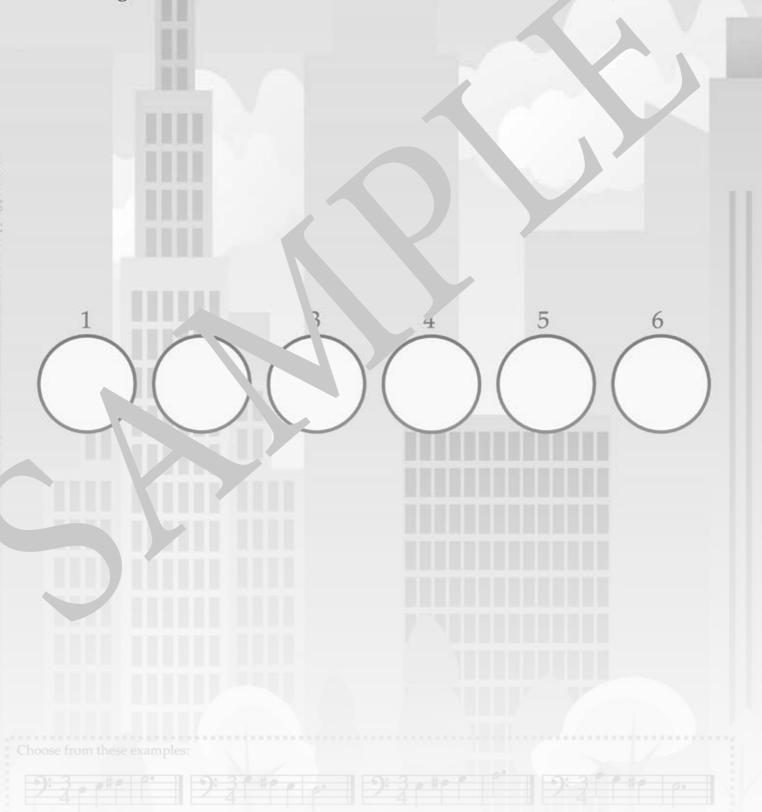
Line 4 Step Up Line 2 Step Down Space 4 Step Up

Space 3 Repeating

# What do you hear? #5



Place a coin in each circle. You will hear 4 notes for each question. If the notes you hear step up, push the coin up to the sky. If the notes you hear step down, push the coin down to the ground.



1. Write the letter for each house on the D string and A string. Then, write the finger number in the circle.

# Half Step

Fingers are close together.

# Whole Step

Space between fir éers.

2. Write W if distance between the tes is whole step. Write H if the distance betwoen notes is a half step.

Open D to  $1^{st}$  fin. E =\_\_\_\_

1st figer E i rd finge

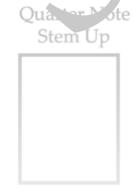
 $3^{rd}$  fin. r  $F#+ 4^{th}$  finger  $\ell =$ 

Open + 1st finger B = \_\_\_\_\_

st finger B to 3rd finger C#=\_\_\_\_\_

 $3^{rd}$  finger C# to  $4^{th}$  finger D =\_\_\_\_\_

3. Draw the not in each box. Write the total number of beats for each note in the heart.



G





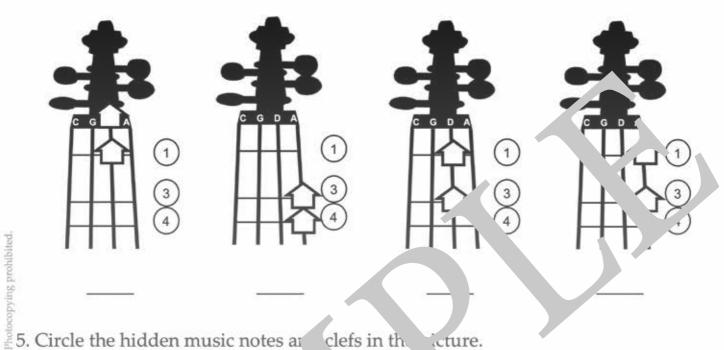








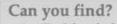
4. If the houses on the fingerboard are a half step, write "H" in the blank. If the houses are a whole step write, "W" in the blank.



5. Circle the maderi music notes at the strute.

13

13

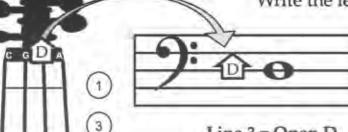


- 3 Treble clefs
- 1 Bass clef
- 10 Alto clefs
- 2 Whole notes
- 2 Quarter notes
- 4 Half notes

Each pitch has a house on the fingerboard and a matching house on the staff. We use notes to show the staff house of each pitch.

Open D is a space note and lives on the staff in line 3.

1. Trace the bass clef. Draw 3 "D" whole on the staff. Write the letter below.



Line 3 = Open D



D (line 3) – step up  $\cdot$  and on E ( $\cdot$   $\cdot$   $\cdot$   $\cdot$  3).

2. Trace bass clef. aw 3 "E" whole notes on the staff. Write the tter below



Space 3



Did you know?

Always draw a sharp (#) on the left side of the note. A sharp looks like a tic-tac-toe board and the middle square is on the same line or space as the note.

E (space 3) – step up – land on F# (line 4).

3. Trace the bass clef. Draw 3 "F#" whole notes on the staff. Write the letter below.



F# (line 4) – step up – land on G (space 4).

4. Trace the bass clef. Draw 3 "G" whole notes on the staff.

Write the letter below.

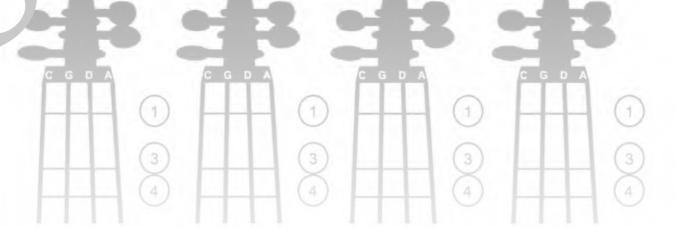
Space 4 = G

5. Trace the bass clef. Draw the 4 D string is on the staff. With finger number on the line under each note. Then draw a circi in the staff. With finger number on showing where that note lives of the cello fit is coord.



Letter Name: D E F# G

ringer Number:



# Discover the Composers

7. Fill in the letter of each note to learn about the life of a great composer.

\*\*\*Hint: if there is no sharp by the note, write the letter alone.

9: 0	0
Johann Sbastian Bach	was art
9: 0 0 0	0 0
composr. H b	n write music
9: 0 0	0 0
whn nwas	hten yars ol
9: 0 0	0 0 0
Bach bar_	n. Bcausthy
700	0
an larn to p	lay a musical instrumnt,
9: 0	0
the Bachs ha a	amily orchstra!

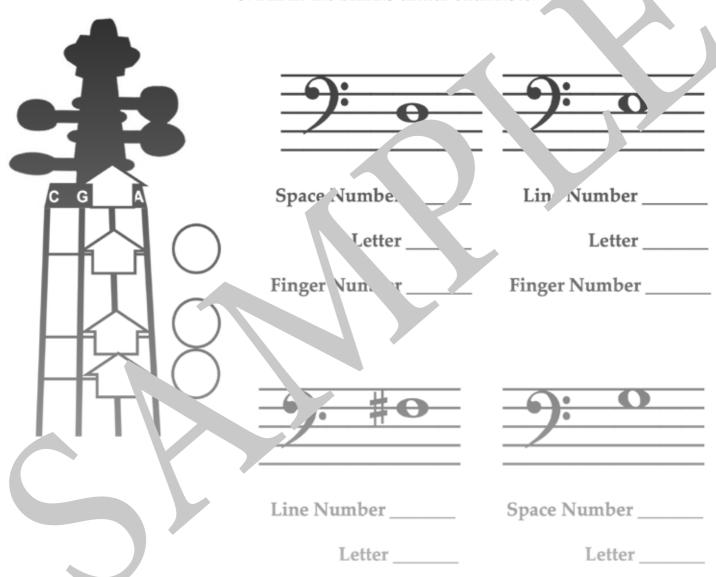
Name a piece you have played by this composer:

 Follow the color code and color Patricia Panda while you listen to Johann Sebastian Bach's Cello Suite No. 6 in D Major, III. Courante, BWV 1012.





- 1. Write in the letters for each D string house.
- 2. Write the finger in each circle.
- 3. Fill in the blanks under each note.



True or False

4. A half step is when your fingers are far apart.

Finger Number \_\_\_\_\_

True or False

5. A whole step is when your fingers are far apart.

True or False

6. On the D string - D up to E is a whole step.

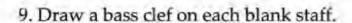
True or False

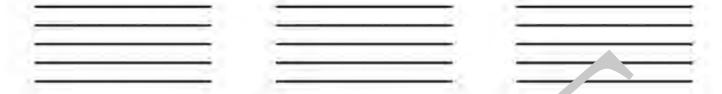
7. On the D string - E up to F# is a whole step.

True or False

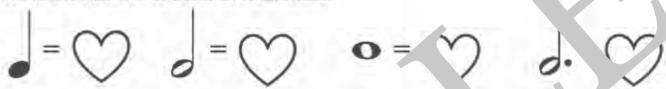
8. On the D string – F#up to G is a whole step.

Finger Number \_\_\_\_\_





10. Write the number of beats in each heart.



11. Circle the pairs of stepping notes. Draw in X on pairs t do no step.



12. Draw a whole note the solow from given note.



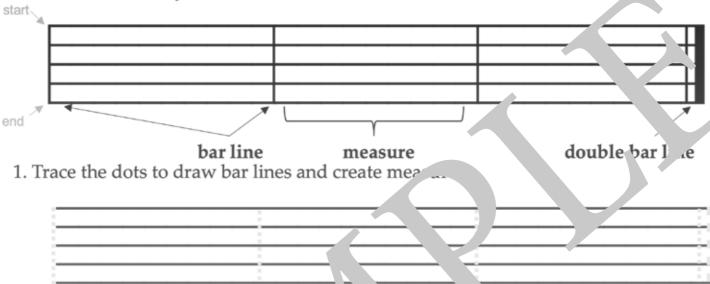
13. Draw a whole note that steps up from the given note.



14. Trace the bass clef. Draw a whole note on the staff on the correct line or space above each letter.



The staff lines are divided by **bar lines**. The space between the bar lines is called a **measure**. Bar lines start at line 5 and end at line 1. There is a bar line at the beginning of each staff. At the end of a piece, you will see a **double bar line**. A **double bar line** is a thin line followed by a thick line.



2. On the staff below draw is 3 bar lines, and a puble but line at the end.



3. Op the staff below, draw a prow pointing to each bar line. Draw a box around the couble bar line.

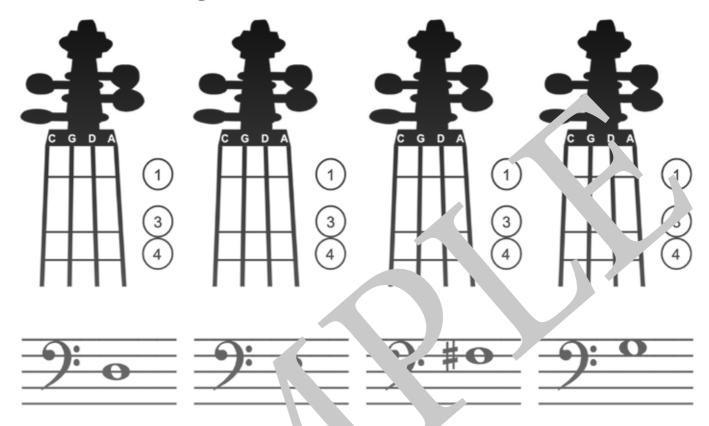


4. On the staff below, draw a circle around each measure.



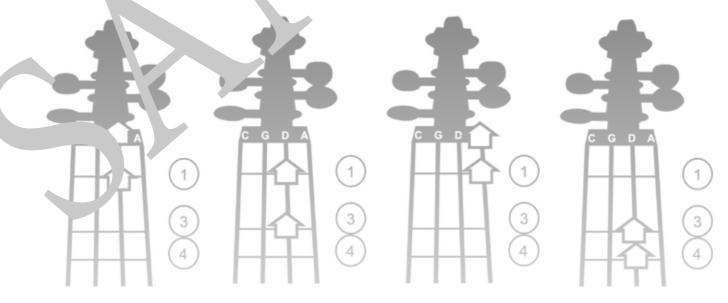
5. How many measures did you circle?

6. Draw a circle on the fingerboard that matches the note on the staff.



7. Circle the fingerboards whose houses are a malf step apart. Draw an X over the fingerboards whose houses are a whom step apart.

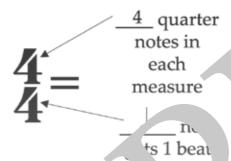
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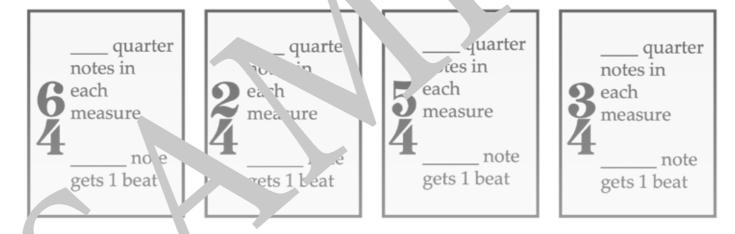
8. On the D string, the half step is between finger numbers \_\_\_\_\_ and \_\_\_\_.

The letters for these fingers are \_\_\_\_\_ and \_\_\_\_\_.

A **time signature** is the two numbers stacked on top of each other. The time signature is printed on the first line of a piece immediately after the clef sign. The top number of a time signature tells us how many beats are in each measure. The bottom puber of the time signature tells us what kind of note gets one beat. A **4 on the bottom means the quarter note gets 1 beat**.

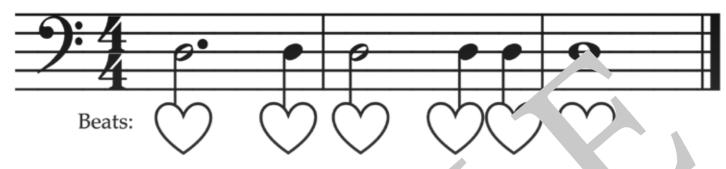


1. Circle the top number of the time signatures. Let we square around the bottom number of the time signature. Fill it is blanks to each time signature.



2. The term is a signature and fill in the top number of the time signature.



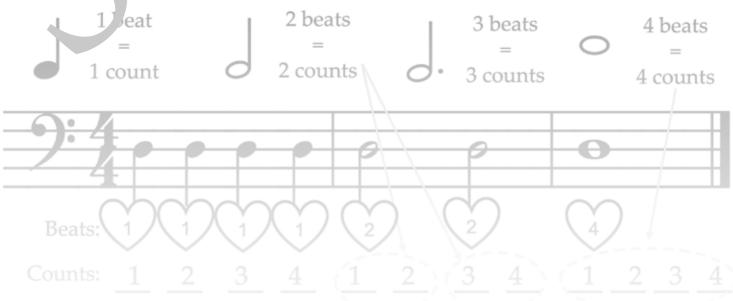


- 4. Since the time signature is 4/4 in question 3, there s' yild be a total of 4 hats in each measure. Look at each measure above and add up the lumber of beats in an measure. Does each measure equal 4 beats? C' le the a wer: YES NO
- 5. Write the number beats for each note it. heart.



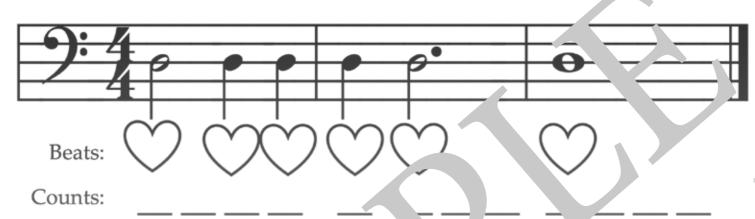
6. This time stature is 2/4. The reshould be a total of 2 beats in each measure. Add up the number of the interest above. Does each measure have 2 beats? Circle the answer: TS NO

We count the bears in each measure! Each beat gets one number. We start our counting over at the beginning of the next measure. Do you see how each measure has 4 counts? er an point to each note and say the *counts* out loud.



Fill in the blanks. Then, write the number of beats for each note in the hearts. Write the counts for each measure in the blanks.

1. Time Signature: There are \_\_\_\_\_\_ beats in each measure. The \_\_\_\_\_ gets 1 beat.



2. Time Signature: There are \_\_\_\_\_\_ gets 1 beat.



3. Time Signature: There are \_\_\_\_\_\_ beats in each measure. The \_\_\_\_\_ gets 1 beat.



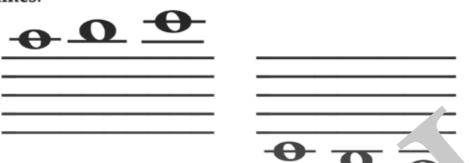
4. Draw in the missing bar lines. Remember the beats in each measure should add up to the top number of the time signature.



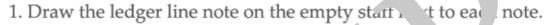
5. Write the top number of he time nature in the box.



To show the notes that are higher or lower than the 5 lines on the staff, we can extend the staff up and down using little lines that look like ladders. These little lines are called **ledger lines**.



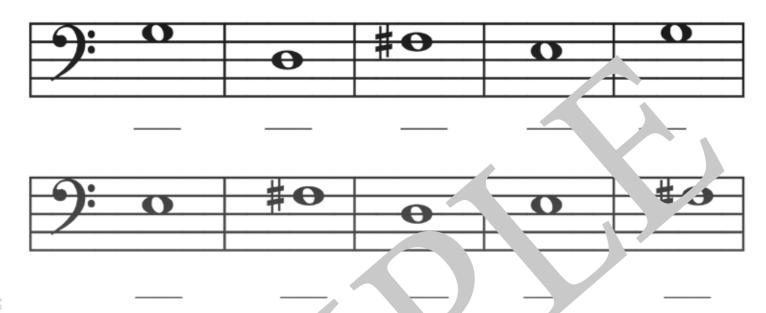




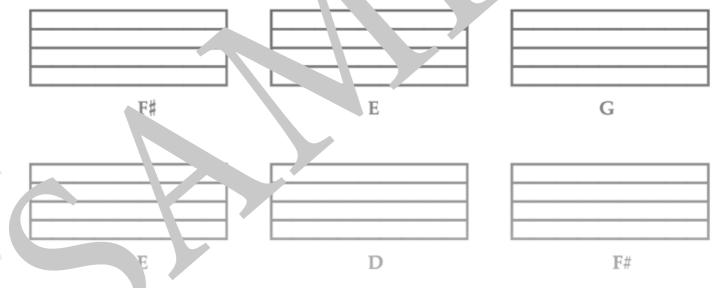


- 2. I have 6 quarter notes in each measure. What is my time signature?\_\_\_\_\_
- 3. I have 2 quarter notes in each measure. What is my time signature? \_\_\_\_\_\_

4. Write the letter names under each note.



5. Draw a bass clef on each staff. The raw a who note for the letter on the staff.



6. Write the tor number of the time signature in the box.





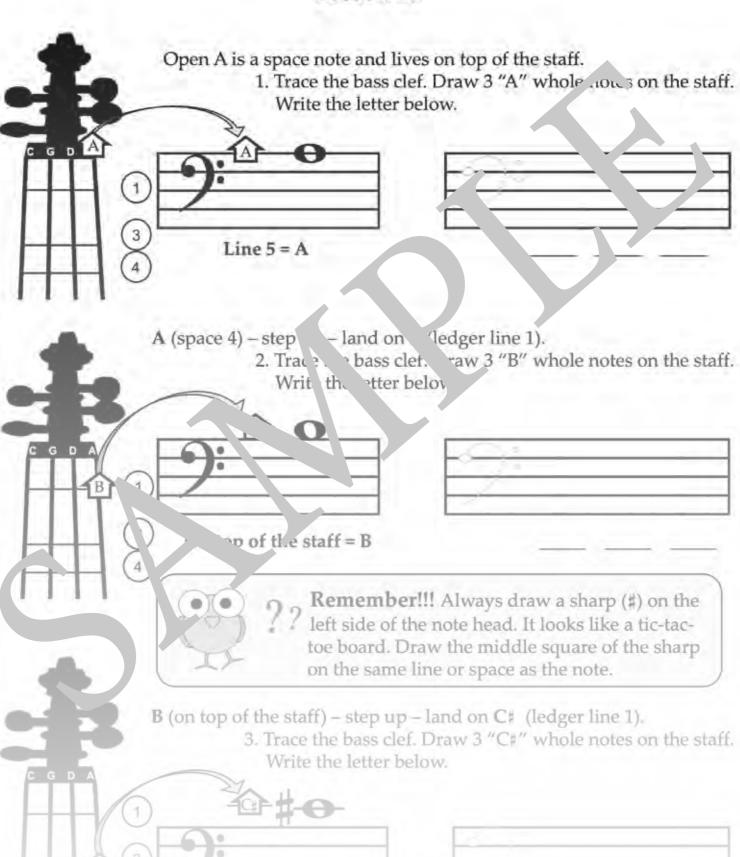
# What do you hear? #6

Place a coin on each coconut. If the notes you hear step up, push a coin up to the top of the tree. If the notes you hear step down, push a coin down to the ground.



Choose from these examples





Sits on top
of ledger line 1 = C#

5. Trace the bass clef. Draw the 4 A string not on the stall. Write the first ser number on the line under each note. Then draw a circle on the finderboard under each note, showing where that note lives on the ingerboard.



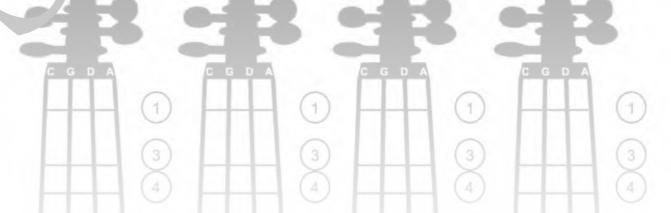
Letter Name:

B

C#

D

Fin er Number:

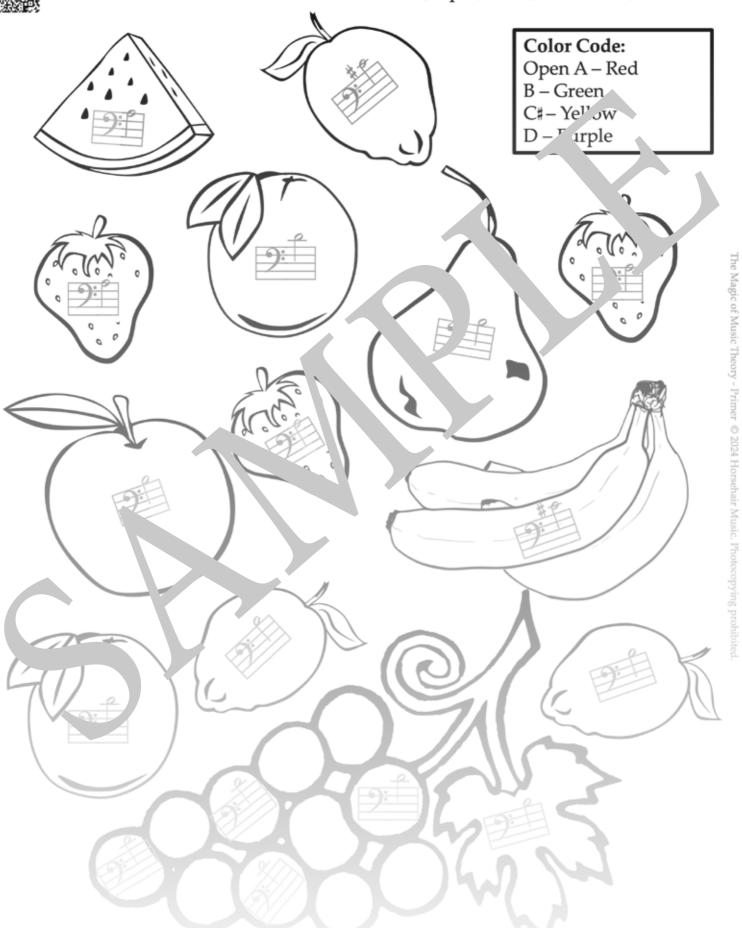


*Discover the Composers*7. Fill in the letter of the note to learn about the life of a great composer.

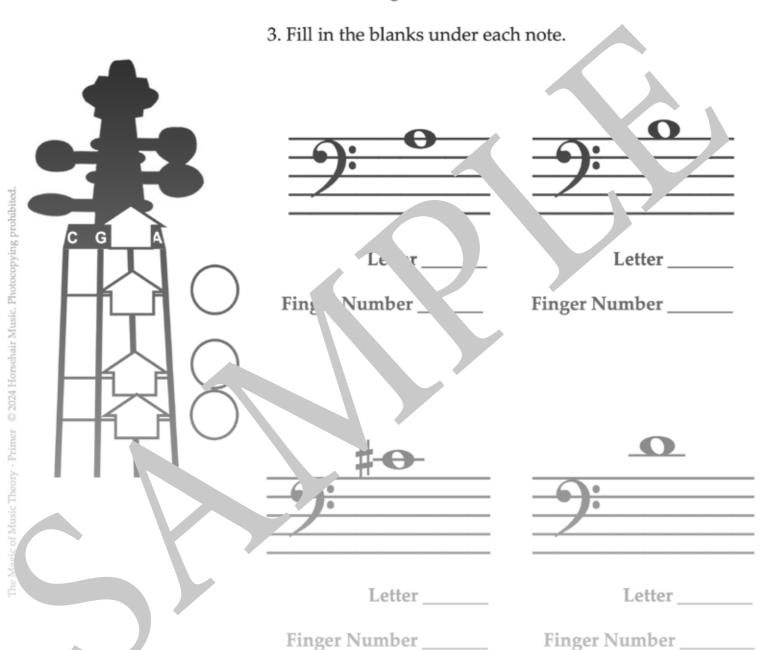
<u>O</u> :	•	Ω	0	0
George Free	ri H n	el was	orn	erm ny
	<b>O</b>	O CI Was	<b>O</b>	o di
<del>)</del>				
in 1685. He pl	ye <b>Э</b> _	oth Jolin	11	orgn
9:				
Heompose_		for the King of	of Engl1	n He
9:		0	0	
te one ie		hestr	to ply fi	rom a
9:00		0	0	
rge o	n the river He	11ed	it W ter	· musi



9. Color by Note: Color the treble clef and notes as you listen to George Fredric Handel's Sonata for Two Cellos in G Minor, Op. 2, No. 8, I. Andante, HWV 393.



- 1. Write in the letters for each A string house.
- 2. Write the finger in each circle.



- True or False
- 4. A ledger line extends the staff up or down.
- True or False
- 5. On the A string, B up to C# is a half step.
- True or False
- 6. On the A string, C# up to D is a half step.

7. Draw in the missing bar lines.



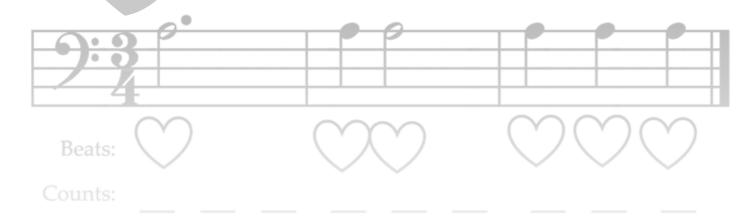


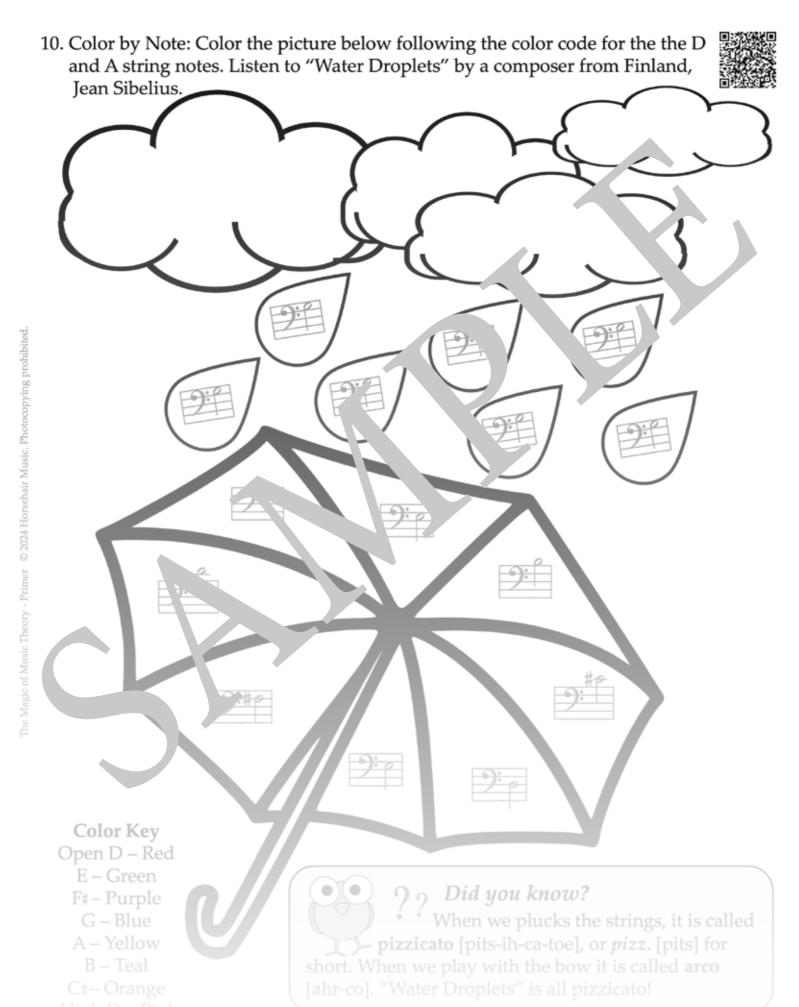
8. Write the time signature at the beginning of each staff.





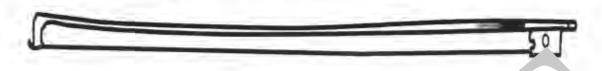
9. Write the number of beats each note gets in the hearts. Write the counts for each measure in the lanks.





#### Lesson 26

1. Draw a line to the correct part of the bow.



screw frog grip wrapping stick hers air ip

Bowing Symbols

Tone is the sound that the cello makes when it plays. It is each note starts it deplays is called articulation. For stringed instruments, the bow does nost of the articulation work. Detaché [day-ta-shay] means separated. Desire is the lasic bow troke we use to play our instrument. In the detaché bow stroke the baltern, is between down bows and up bows. Sometimes we refer to this to parate wis."

- This symbol means to use a down bow. A down bow pulls the bow from frog to ward the ti
- V The symbol means to use α ρ bow. An up bow pushes the how from tip to toward the frog.

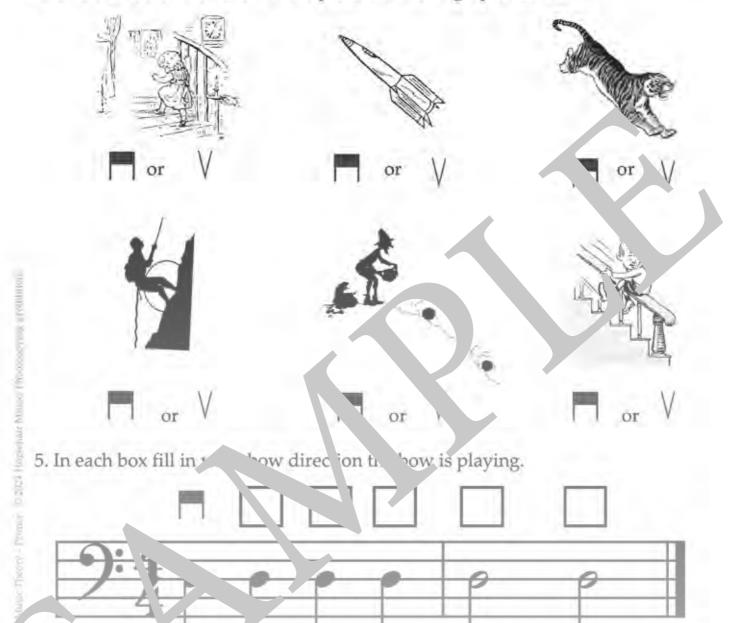


- 2. Twinkle, Twinkle Litt's begins with a \_\_\_\_\_ (draw the bow mark) and uses getaché bow strokes.
- Practice Isawing he down bow and up bow symbols by write the correct bow symbol and each note. The first one is done for you.



You should NOT write a bow symbol above every note in your music. This exercise is only practice for writing bow markings. The first note of a piece will usually have a bowing symbol telling you how to begin. Bow marks are only written over a few notes in a piece. If there is no bow marking, play detaché bows. If there is a change in the down up pattern, a bow marking will be added.

4. Circle whether the action in the picture is moving up or down.



0		-	-	-
	P			

6. Write the term next to the definition. (articulation, detaché, tone)

\_\_\_\_\_- the sound that the cello makes when it plays.

- how a note starts or ends.

- separate bows.



### ?? Did you know?

- ☐ Did you know that bows used to look like this? The stick of the bow curved up, rather than down like the modern bow.
- ☐ There are about 150 horsehairs on a violin bow, and about 200 horsehairs on a cello bow.
- Horsehair comes from horses that live in very old climate like Mongolia, Siberia, and Canada. The many they go was stron and thick. It's just what is needed follow ha
- Bleaching horsehair weakens it's bow har comes from white horses that have white hair. So be bass plantaike to play with black horsehair. Black horsehair is thicker a ligrips the thick strings of a bass better.
- Bow makers slean and so t the prsehair. They call this "dressing" the hair. In a contract the hair, they call this "dressing" the hair are too short.
- Why is it called a log? No see is really sure. One theory is that the first the bow is also known as the "heel" of the bow, and the soft portion a horse's how or heel is called the frog. Maybe they decided the sel of the horse, and the heel of the bow could both be called the frog. The will never know!
- Rosin's made from pine sap. Each rosin maker has his own "secret ecipe."
- pe the rosin off your instrument after you play as the small prticles can damage and dull the shiny surface of your instrument.
  - The oils on your fingers stick to the horsehair. When the oil is on the horsehair it attracts dirt. To keep the horsehair on your bow clean and working well. Do not to touch the horsehair with your fingers!



## Music Note Bowling



#### Preparing to play:

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- 1. Cut out each card and cut down he center on the dott-a
- 2. Group the cards with states in one pile, and the cards with stowling another steel.
- 3. Take the sample cards and proad them out foce as
- Take the boyling band and spread them out fact down.

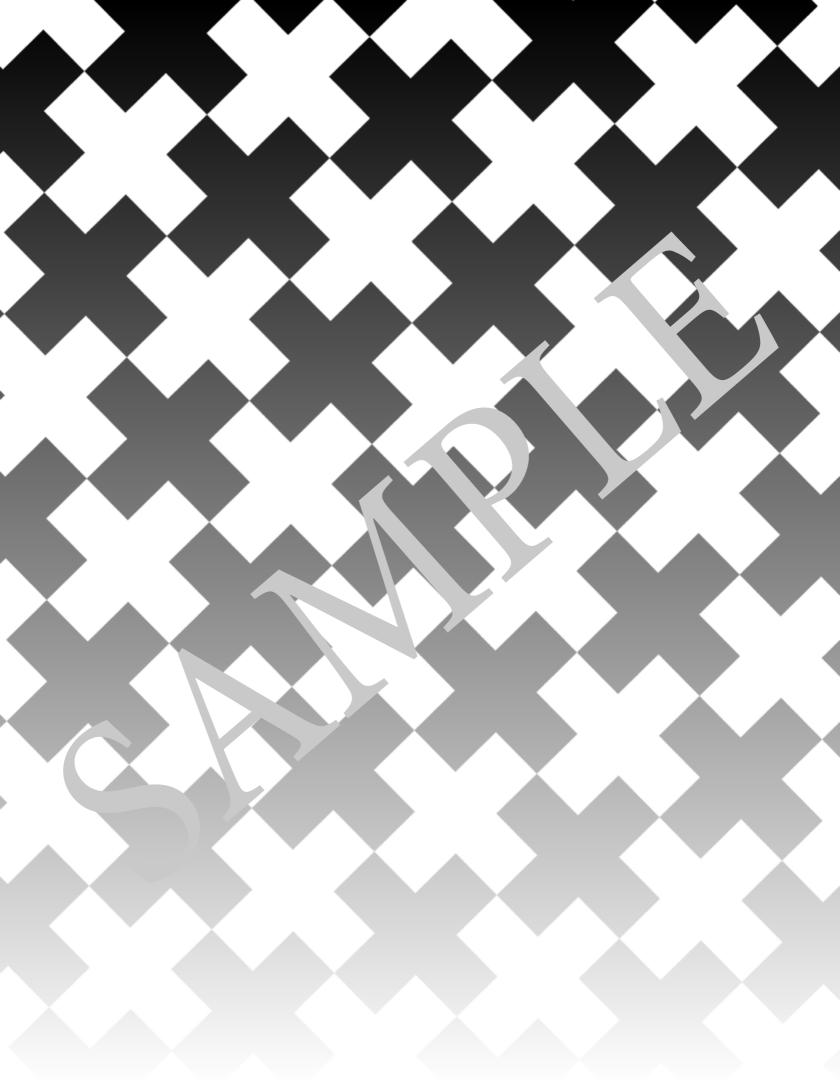
#### How to pla with one player:

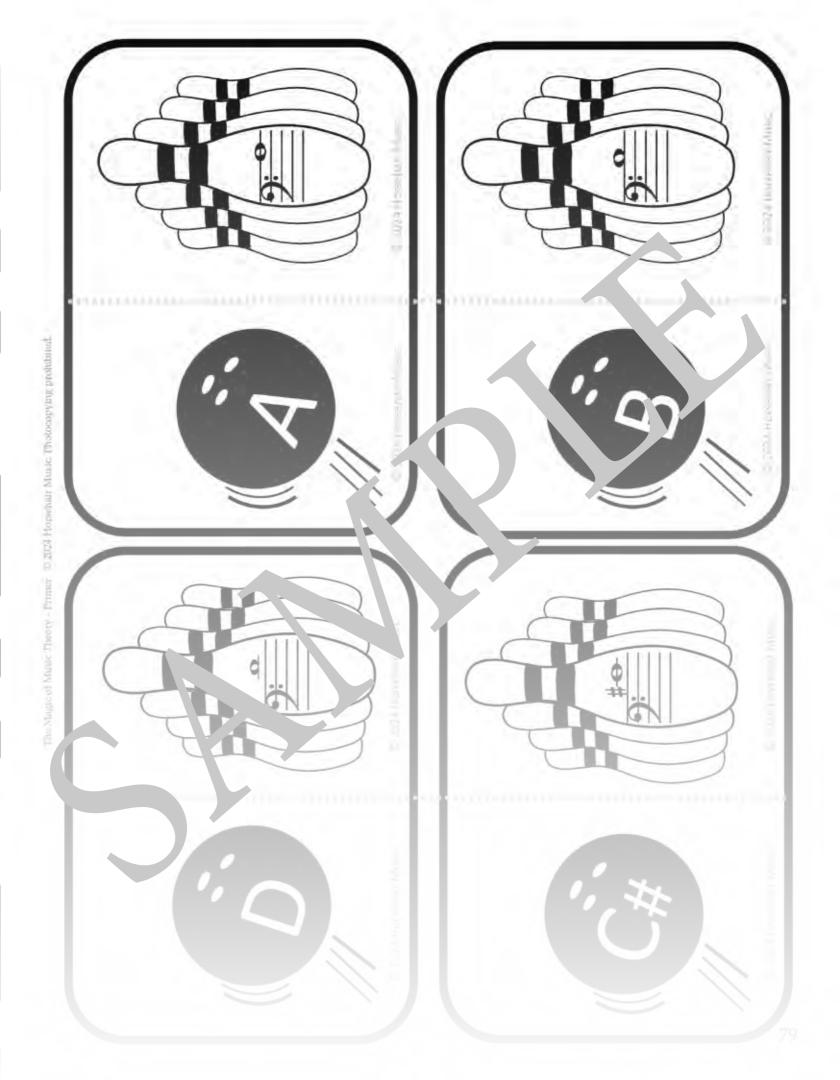
- 1. Turn one and over in each group. If the letter on the bowling ball does not match the staff note, turn both cards back over, face down.
- 2. Continue turning one card over in each group until you find a match.
- 3. Your goal is to match all the staff cards to the correct letter on the bowling ball card.

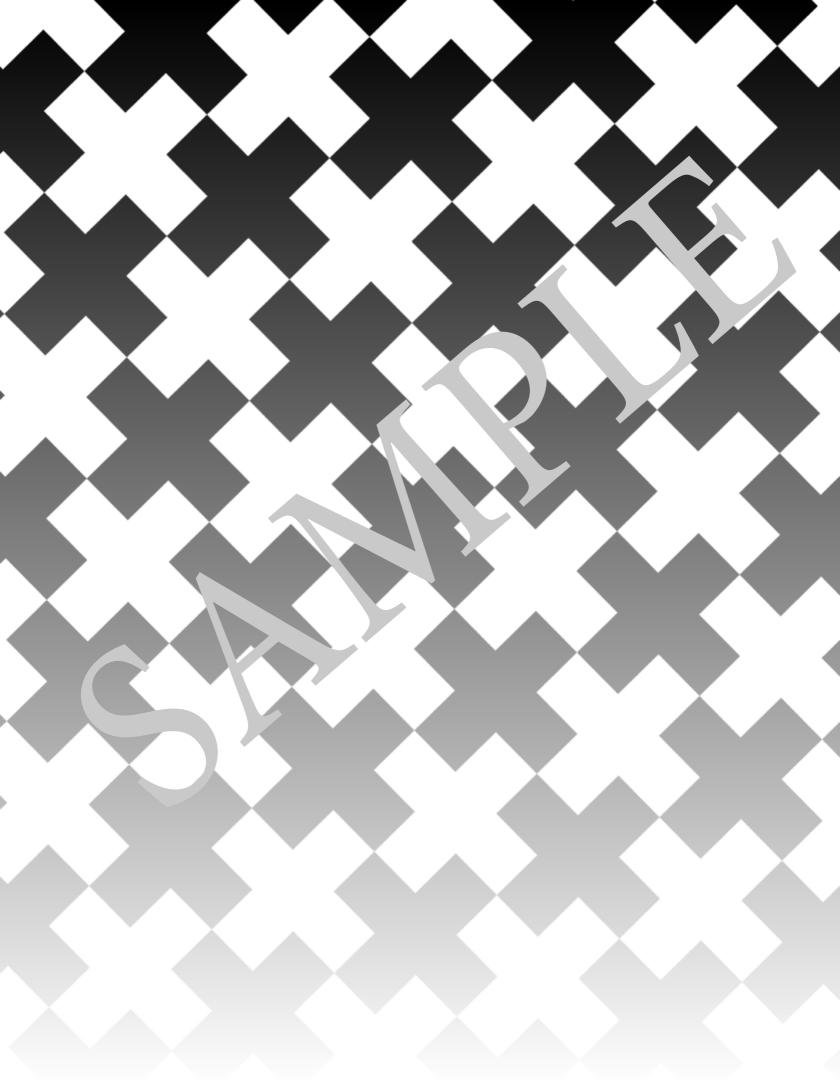
#### How to play with two or more players:

- 1. The first player turns over one bowling ball card and one staff card. If the cards match, that player takes both the cards and sets them aside. If the cards do not match, the player turns both cards over.
- If the player has a match, he takes another turn. If the player does not have a match, the next player takes a turn looking to find a match.
- 3. Continue until all the cards in both piles have been matched.





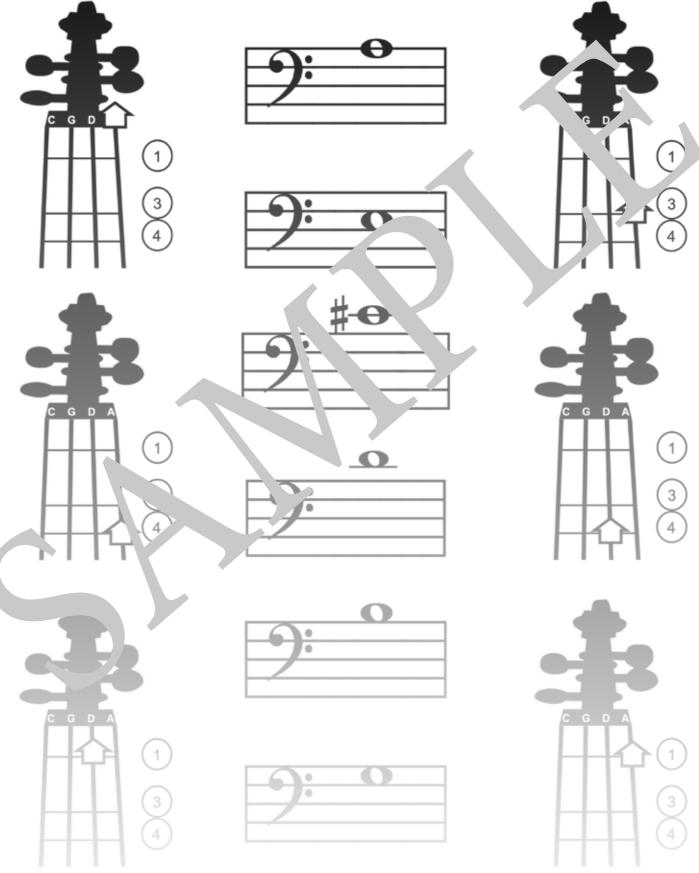


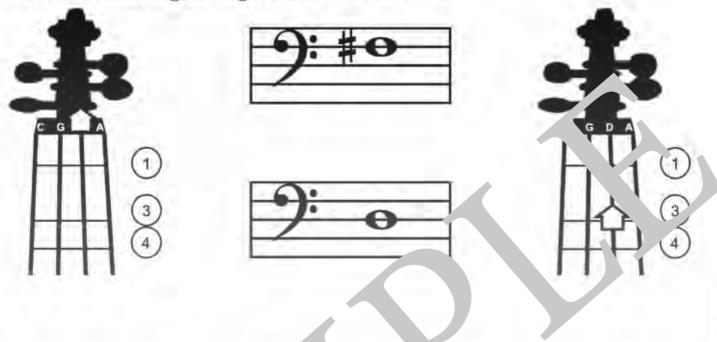


## 1. Drav

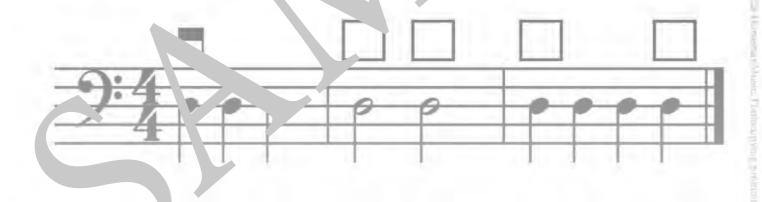
#### Lesson 27

1. Draw a line matching the fingerboard house to the staff note.





3. To know what bow direction to use for wh note, provour finger on the first note say, "down." Then move your finger to the ext note a way, "up." Move to the next note and say, "down." Move from one i ote whe next switch between saying "down" or "up" for each note. If the way box, write the way direction in that box

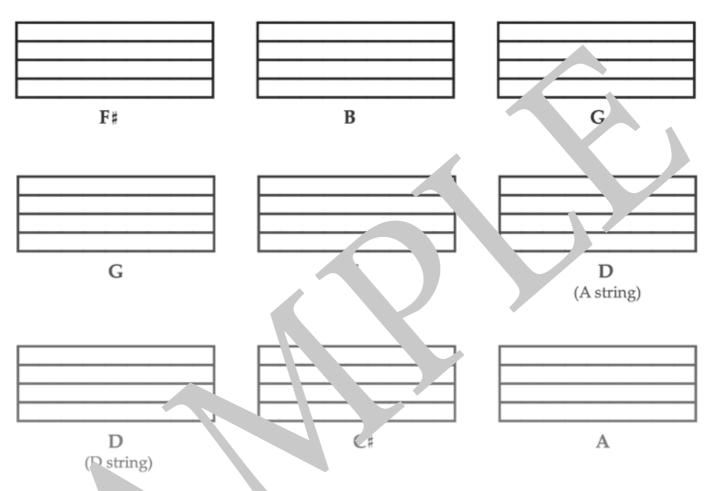


4. Draw a line from the term to the correct part of the bow.



tip frog stick wrapping horsehair grip screw

5. Draw a bass clef on each empty staff. Draw a whole note on the correct place on the staff.



6. Draw the bar line on the staff.



#### Lesson 28

#### Match the symbol or definition to the word.

1. Whole Note

- A. **f**
- Dotted Half Note
- B. **p**

3. Half Note

C. 1

4. Quarter Note

. 0.

5. Adagio

E. O

6. Allegro

F.

7. Forte

G.

8. Sano

H.

9. Down Low

i. \

10. Up Bow

- J. 9
- 1. Double Bar Line
- К.

12. Alto Clef

L. | B

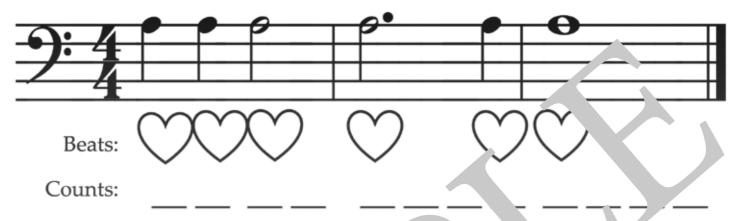
13. Treble Clef

M. Fast and Lively

14. Bass Clei

N. Slow

15. Write the number of beats each note gets in the hearts. Write the counts for each measure on the lines.



16. To discover the hidden picture color all the boxes. have. ote. The Magic of Music Theory - Primer © 2024 Horsehair Music. Photocopying prohibited.

8	_	p			. 0		8	4 4
-	0		12	1	o		*	
3 4	o	0.	7:				<b>1</b> 25	*
mj	<b>n</b> :	4 4	2	p	0	12	#	
_	#	**	3 4		_	f	*	mf
1		*	0.	8	_	2 4	9:	_
	3 4	0	<b> </b>  :	тр	_	4 4	<b>  </b> :	тр

17. What music symbol did	vou discover?	
,	,	

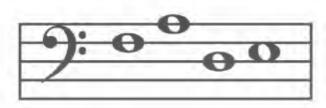
18.		read	music in	this	clef.
	(instrument)				

#### Lesson 29

1. Write the letter name under each note and discover a word.









2. Draw the bowing symbol.

3. Write one lette of the music alp. abet in each octagon starting on D.



4. Circle if the no es are stepping up, stepping down, or repeating.







Step Up Step Down

Step Up Step Down

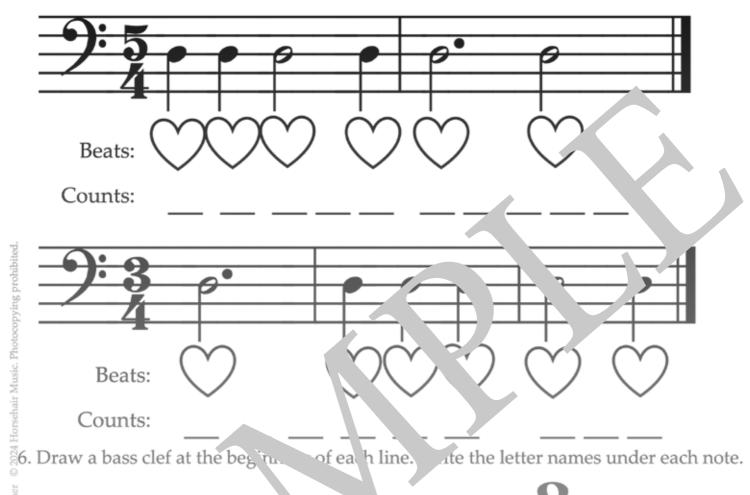
Step Up Step Down

Repeat

Repeat

Repeat

5. Write the number of beats each note receives in the hearts. Write the counts for each measure in the blanks.

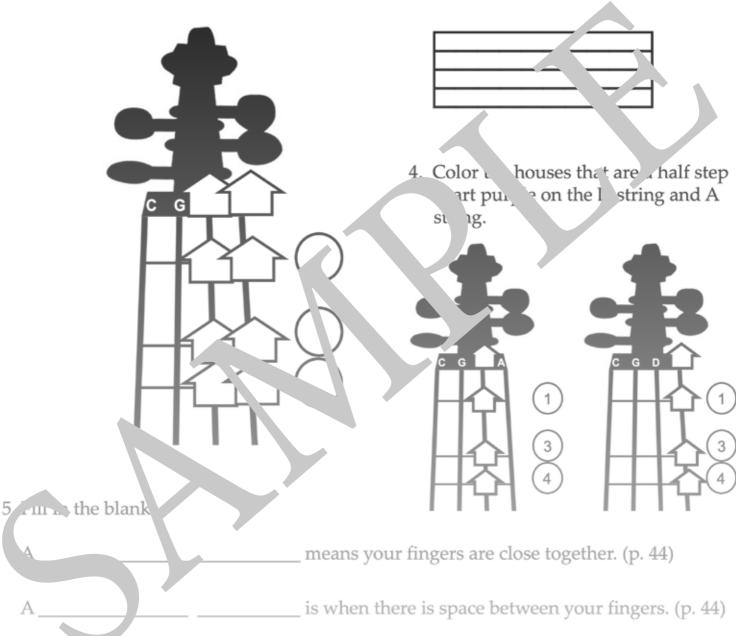




#### Lesson 30

- 1. Write the letter name in each house on the D string and A string.
- 2. Write the finger numbers in each circle.

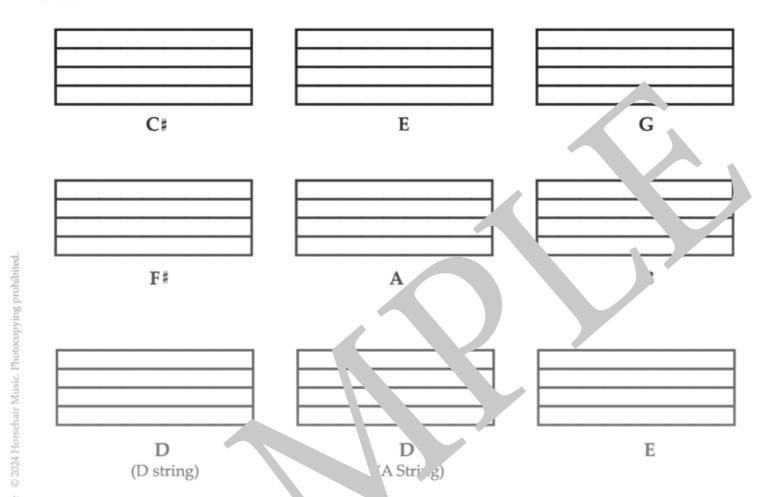
3. Draw a bass clef.



Treble	Bass	Alto	6. Means high. (p. 30)
Treble	Bass	Alto	7. Means low.
Treble	Bass	Alto	8. Violinists read notes in this clef.
Treble		Alto	9. Double Bassists read notes in this clef

Treble Bass Alto 10. Violists read notes in this clef

11. Draw a bass clef on each empty staff. Draw a whole note on the correct place on the staff.

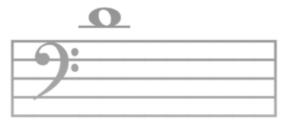


12. Write the lette a pach note in the blank.



Bonus: Unscramble the letters. What word do the letters spell?

13. Draw two more whole notes.



Stepping Down



Repeating



#### Glossary

Adagio – [tempo] Italian word meaning slow. (p. 26)

Allegro - [tempo] Italian word meaning fast, happy with energy. (p. 26)

Alto Clef – Violas read music using the alto clef. Sometimes called the C clef because the clef points to C line on the staff. (p. 30)

Andante - [tempo] Italian word meaning walking speed. (p. 26)

Arco – Italian word meaning play with the bow. (p.71)

Articulation - How a note begins and/or ends. (p. 70)

Bar Line – A vertical line that touches lines 1 and 5 to creat measures. (p. 56)

Bass Clef – Cellos and basses read music using the bass clear ometimes called clef because the clef points to F line on the staff. (p. 30)

**Detaché** – [bowing] French word meaning deta ned. Ea note is 'ayed wan a separate bow stroke. (p. 70)

Dotted Half Note – Gets 3 beats in 4/4 tine. (p. 23)

**Double Bar Line** – A thin line by a thic the Signals the end of the piece. (p. 56)

**Down Bow** – [bowing] Moving the bow from frog towa the tip. (p. 70)

Dynamics – Volume; how loud or soft to play tes. (p. 13, 21)

Forte – [dynamic] Italian wor ning load. (p. 14)

Half Note – Gets 2 beats in 4/4 ime.

Half Step – closest distance between two nees; fingers are close together on the fingerboard. (p. 18)

Harmony – When wo or ore notes sund together at the same time. (p. 10)

Ledge ine – A sm. ll line the staff. It can be above or below the 5 staff lines. (p. 62)

Me sure – The space i between bar lines. (p. 56)

Music Firs seven letters of the English alphabet. (p. 10, 22)

Note Head – The bund part of a note. (p. 19)

**Open Strike** – Playing a string without fingers. (p. 11)

Piano – [dynamic] Italian word meaning soft. (p. 21, 34)

Pitch – the sound of each note. (p. 10)

Pizzicato – Italian word meaning pluck the string. Abbreviated pizz. (p. 71)

Quarter Note – Gets 1 beat in 4/4 time. (p. 19)

Rhythm – How long or short a pitch is held. (p. 10, 19)

Staff - 5 lines and 4 spaces that show pitches. (p. 28)

Stem – The line that goes up on the right or down on the left side of a note head. (p. 19)

**Step** – The letter before or after a letter in the music alphabet. The line or space above or below a note on the staff. The finger number before or after a finger on the fingerboard. (p. 37, 39, 41, 44, 45, 48)

String Orchestra – A group of musicians who only play stringed instruments. (p. 7)

Symphony Orchestra – A group of musicians who play woodwind, brass, percussion, and string instruments. (p. 7)

Tempo – Speed, how fast or slow music is played. (p. 26)

**Time Signature** – Found at the beginning of a piece. Top number teach the prober of beats in each measure. The bottom number tells what kind of note § 1 beat. A on the bottom means the quarter note gets one beat. (p 3)

**Treble Clef** – Violins read music using the treble cler. So etimes called the because the clef points to G line on the staff. (2003)

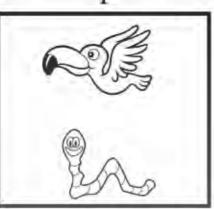
Up Bow – Moving the bow from the tip tow rd the 1 3. (p. 7)

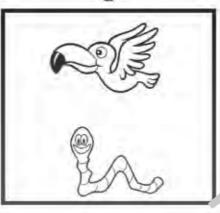
Whole Note - Gets 4 beats in 4/4 time. (p. 25)

Whole Step – 2 half steps together. Stace between fit gers on the angerboard. (p. 44, 48)

#### Extra Ear Training Practice A: High or Low & Open Strings

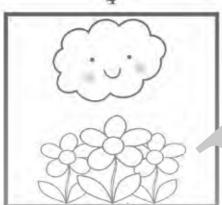
If you hear high notes, color the bird. If you hear low notes, color the worm.







If you hear high notes, color the cloud. If you hear... r the flow rs. ntes, co







open string to it you hear. Color the house c





Choose from these examples:



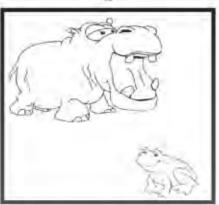




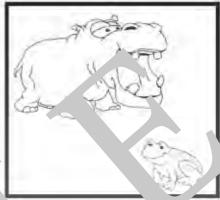


#### Extra Ear Training Practice B: Loud or Soft & Open Strings

If you hear loud color the roaring hippo. If you hear soft notes, color the frog.

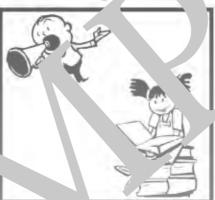






If you hear loud notes, color the boy yelling. If you hear so, otes, color the orl reading.





the open string that you hear. Color the hou.

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The teacher may choose from these examples and add a dynamic f or p. For questions 7-9, choose a rhythm pattern to





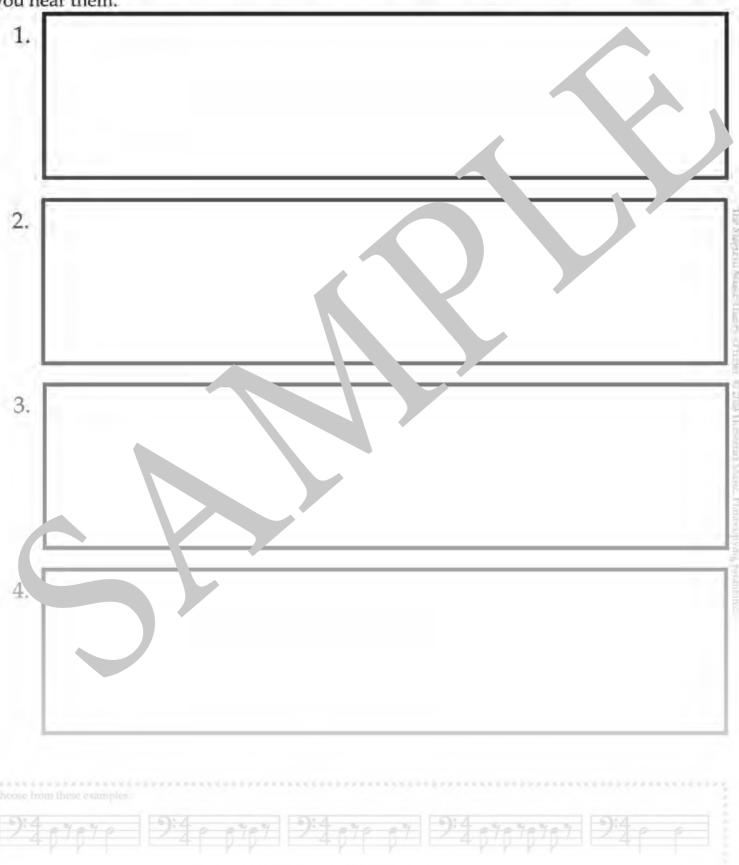






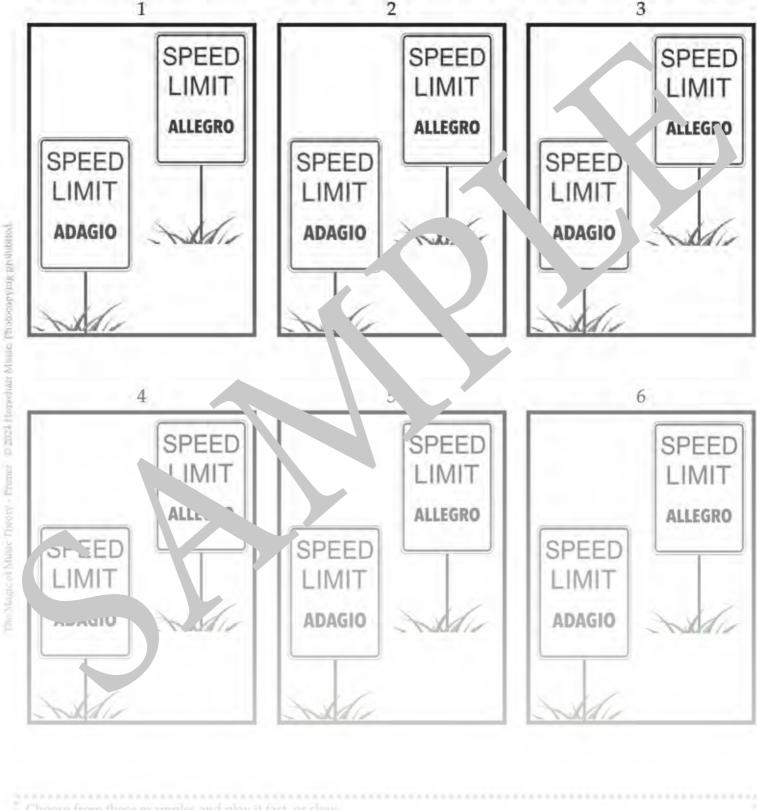
#### Extra Ear Training Practice C: Long and Short Patterns

You will hear several notes for each box. When you hear a long note, draw a line. When you hear a short note, draw a dot. Draw all of the notes that you hear in the order that you hear them.



#### Extra Ear Training Practice D: Adagio or Allegro

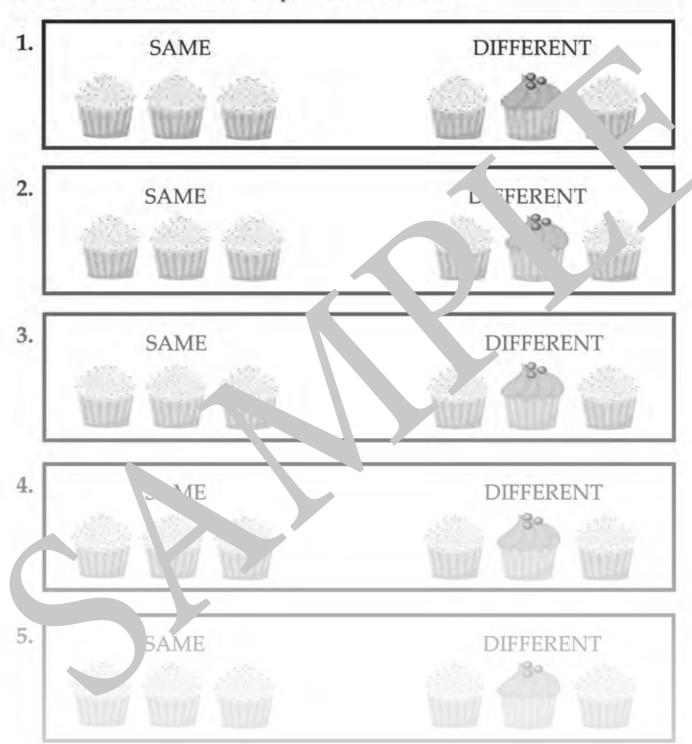
If the music you hear is slow, circle Adagio. If the music you hear is fast, circle Allegro.





#### Extra Ear Training Practice E: Same or Different

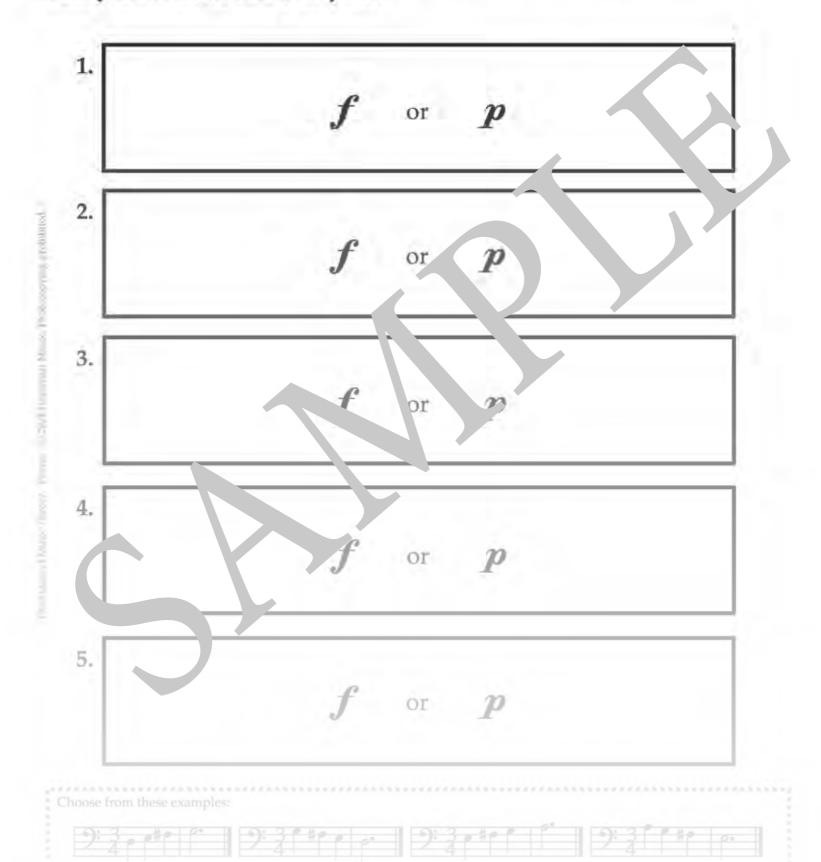
If you hear the same note 3 times, circle the cupcakes that are the same. If you hear 3 notes that are different, circle the cupcakes that are different.





#### Extra Ear Training Practice F: Forte or Piano

Circle the dynamic you hear. If the music you hear is loud, circle f for forte. If the music you hear is soft, circle p for piano.



## Hooray!

# The Magic of Munic Theory I ringer

and is ne ready for Book 1

(Teacher)

(Date)



F# E 3<sup>rd</sup> finger on D 1<sup>st</sup> finger on D pen © 2024 Horsehair Music. The Magic of Music Theory Primer © 2024 Horsehair Music. The Magic of Music Theory Primer В 1st finger on A 4th finger on D

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Dotted Half Note

3 beats

Half Note

2 beats

Quarter Note

bear

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Bass Clef or F Clef Tieb o Clef

Whole Note
4 beats

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Ano Clef or C Clef

Up Bow

Down Bow



p



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24

these flashcards belong to

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Measure

Piano

Forte

soft

oud

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#### Time Signature

3 beats in each measure; the note gets 1 beat

Bu Line

Double Bar Line

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Time

Time Signature

2 beats in each measure; the note gets 1 beat

4 beats in each measure; the note gets 1 beat