

# Piano **suite** Classroom

**Chapter 3: Lesson 17**

## Chapter 3: Lines & Spaces Above Middle C

### Lesson 17

*This lesson plan was written for use with Piano Suite Premier software, and is intended as a guideline and procedure for 1 week (6 hours) of music instruction. For specific information on Piano Suite Premier and how to purchase, please visit one of the following links:*

<http://www.adventus.com/purchase/premier.html>

<http://www.adventus.com/purchase/bundle.html>

### Lesson Overview

- The student will review the songs “Pop Goes the Weasel (1)” and “Mexican Clapping Song (1)” and achieve a score of “Very Good Work” (or better) on these songs.
- A score of “Good Work” (or better) will be made on the new song: “Twinkle, Twinkle, Little Star (1)”
- The student will review the Theory Topic “Lines and Spaces above middle C”.
- The student will make a score of “Excellent” and 85 % (or higher) while practicing the song “You Are My Sunshine (1)” (both hands).
- The student will play the Grand Staff Battle Game.
- Test #3 will be completed by the student.

### New Material

#### Song:

- Twinkle, Twinkle, Little Star (1)

### Review Material

#### Songs:

- Pop Goes the Weasel (1)
- Mexican Clapping Song (1)
- You Are My Sunshine (1) (both hands)

#### Theory:

- 1-5: Lines and Spaces above middle C

## **Procedure**

Open the Piano Player and practice the following songs until you are able to achieve a score of “Very Good Work” (or better): “Pop Goes the Weasel (1)” and “Mexican Clapping Song (1)”.

Learn to play the song “Twinkle, Twinkle, Little Star (1)”. Use the “Wait for Note” method until you can get a score of “Good Work” (or better).

Review the following in Theory Thinker: Theory Topic “Lines and Spaces above middle C”, Pages i, ii, iii, iv and viii (exercise 1 and 2). Practice exercises 1 and 2 until you can make a score of “Excellent”.

Return to the Piano Player and make a score of “Excellent” while practicing the songs “You Are My Sunshine (1)” (both hands) and “Ten Little Indians (2)” (right hand only).

Play the Grand Staff Battle Game! See if you can recognize some of the notes that appear on the staff above the characters in the game. Can you find these notes quickly on the piano keyboard?

Practice the song “You Are My Sunshine (1)” (both hands) in the Piano Player until you can make a score 85 % (or higher).

You will now complete Test #3. Make sure that you read the directions carefully. Answer all of the questions and then ask someone to mark the test for you. Good Luck! As with test 1 and 2, you must make a score of 90 % or higher before continuing on to the next lesson. If you make below 90 %, take time to find the answers to the questions you answered incorrectly on the test. If you are finding it difficult to name the correct notes on the staff or piano keyboard, go back and review some of the previous lessons. When you feel that you are ready, write Test #3 again. Once you have made a score of 90 % (or higher) on the test, you may proceed to Lesson 18. (See “Hints” for marking this test!)

## **Indicators of Success**

- You achieve a score of “Very Good Work” (or better) on the songs “Pop Goes the Weasel (1)” and “Mexican Clapping Song (1)”.
- A score of “Good Work” (or better) is made on the new song: “Twinkle, Twinkle, Little Star (1)”
- You reviewed the Theory Topic “Lines and Spaces above middle C”. Pages i, ii, iii, iv and viii (exercise 1 and 2). A score of “Excellent” was made while practicing the two exercises on page viii.

- You make a score of “Excellent” and 85 % (or higher) while practicing the song “You Are My Sunshine (1)” (both hands).
- You recognize some of the notes on the staff that appear above the game characters and locate these notes on the piano keyboard while playing the Grand Staff Battle game.
- You complete Test #3 and make a score of 90 % (or higher).

## **Hints**

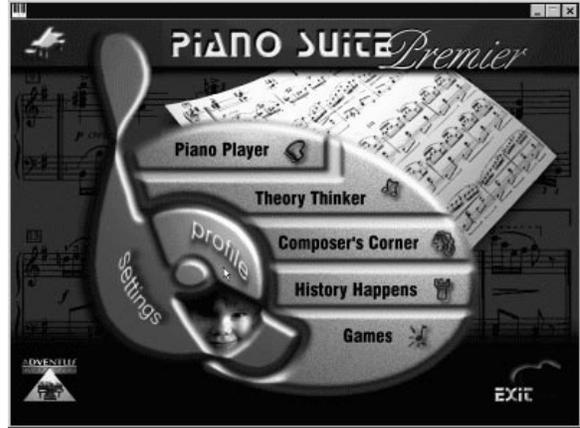
\* Don't forget to practice the songs you know well with the fingerings turned off. Review the note names in the theory if necessary.

\* Try singing or saying the note names as you play as this will help you remember the names of the notes on the staff and on the piano keyboard.

\* If you find that you are having difficulties passing Test #3, ask someone who has more piano playing experience than yourself to assist you.

### Marking Test #3

You can view and print the scores for each game played, and for the songs practiced in Piano Suite. To do so, click on the “Profile” option in Piano Suite’s main menu. Click on the “Theory Reports” button and then on the “Continue” button. Select “preview” and then click on the “OK” button. Click on the “Next Page” button located at the top of this form until you see the title “Theory Games Played”.



Find the correct time during which the game was played for the test and write down the score.

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User Name : Eric

Theory Games Played

**Key Quest**

Date Played	Number of Answers	Correct Answers	Score
4/5/11	7	7	100%

**Word Play**

Date Played	Number of Answers	Correct Answers	Score
4/5/11	4	4	100%

**Single Staff Note Placement**

Date Played	Number of Answers	Correct Answers	Score
4/5/11	1	1	100%

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**Report Legend**

Topic	The letters topic which this page file make
Page	The lesson page title
Count	The Number of times that the particular page was reviewed

User Name : Eric

Lesson Pages Reviewed

Topic	Page Name	Count
The Piano	The Piano	01
For Lines and Note Values	Looking Inside the Instrument	01
The Grand Staff	Get Lines	01
	How You Try It	01
	Middle C Use Two Fingers	01
	Practice Both Hands Together	01
Lines and Spaces From Middle C	8 Lines Above Middle C	01
	4 Spaces Below the 8 Lines	01

To get a mark out of ten from a score out of 100 %, round the score to the nearest number. For example, if the score is 84 %, round this down to 80 %, thus making the score 8 out of 10. If the score is 85 %, round this number up to 90 %, thus making the score 9 out of 10.

To get a mark out of 20 from a score out of 100 %, take the final percentage score and figure out what this percentage of 20 would be. For example, let’s say the percentage score is 83 %. Take the number 20 and multiply it by 83 %. Your answer is 16.6. Round this up to 17. The score is therefore 17 out of 20.

To figure out the overall test score out of 100 %, take the mark made by the student and divide that mark by the highest possible mark for the test (what the test is out of) and then multiply this by 100. For example, if the student makes 56 out of 65, divide 56 by 65 which equals .862. Multiply this by 100 which equals 86 %.