

# Piano **suite** Classroom

**Chapter 6: Lesson 33**

## Chapter 6: Leger Lines Outside the Bass Staff

### Lesson 33

*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 achieve a score of “Excellent” and 85 % (or higher) on the song “What Can the Matter be? (2)” (left hand only).
- The student will make a score of “Very Good Work” (or better) on piano exercises “Lesson 32, Exercise 1 and 2”.
- The student will review the Theory Topic “Leger Lines Outside the Bass Staff”, pages i, v and vi.
- The student will learn to play piano exercises “Lesson 33, Exercise 1 and 2”.
- The student will play the “Grand Staff Battle” game.
- The student will attain a score of “Excellent” and 85 % (or higher) on piano exercise “Lesson 31, Exercises 1 and 2”.
- The student will complete Test #6.

#### New Material

##### Piano exercises:

- Lesson 33, Exercise 1 and 2

## Review Material

### Song:

- What Can the Matter be? (2) (left hand only)

### Piano exercises:

- Lesson 32, Exercise 1 and 2
- Lesson 31, Exercises 1 and 2

### Theory:

- 1-8: Leger Lines Outside the Bass Staff, pages i, v and vi.

## Procedure

Open the Piano Player and practice the song “What Can the Matter be? (2)” (left hand only). Use “Wait for Note” until you can receive the score of “Excellent”.

You will now practice the following piano exercises in Piano Player and make a score of “Very Good Work” (or better): “Lesson 32, Exercise 1 and 2”. (See “Additional Materials”)

Make sure that you are able to place the note on the staff correctly at least 9 out of 10 times when playing the “Single Staff Note Placement” game in the Theory Topic “Leger Lines Outside the Bass Staff”, page vi. ;-)

Learn to play piano exercises “Lesson 33, Exercise 1 and 2” using “Wait for Note” and make a score of “Good Work” (or better). (See “Additional Materials”)

You will now play the “Grand Staff Battle” game. Click on the “Games” button in Piano Suite’s main menu and select the “Grand Staff Battle” game. Look carefully at the notes that appear above the game characters. When you recognize a note, try and find it quickly on the piano keyboard. If you do not recognize a note, you can find the correct note on the keyboard by listening to the notes played by the computer. Play various keys on the keyboard and listen to hear when you are getting closer to the correct pitch that is played by the computer.

Review piano exercises “Lesson 31, Exercises 1 and 2” in the Piano Player. (See “Additional Materials”) Use “Wait for Note” until you can make a score of “Excellent”. Once you are able to do this, practice the exercises using the “Notes and Timing” method and achieve a score of 85 % (or higher).

Practice the following song in the Piano Player until you are able to score 85 % (or higher):  
“What Can the Matter be? (2)” (left hand only).

You will now complete Test #6. Be sure to write down the scores that you receive when playing the games and songs required for this test. These scores can also be viewed in Piano Suite’s Profile section. If you receive a grade of 90 % (or higher), find the answers for the questions that you answered incorrectly, review this information and then continue on to lesson 34.

If you get a grade of 89 % (or lower), find the answers for the questions that you responded to incorrectly, review this information, and then rewrite the test. (You will also have to review some of the songs/exercises on the piano keyboard if you did not do well on the piano playing portion of the test.)

### **Indicators of Success**

- You achieve a score of “Excellent” and 85 % (or higher) on the song “What Can the Matter be? (2)” (left hand only).
- You make a score of “Very Good Work” (or better) on piano exercises “Lesson 32, Exercise 1 and 2”.
- You place the note on the staff in the correct location with at least 90 % accuracy when playing the “Single Staff Note Placement” game in the Theory Topic “Leger Lines Outside the Bass Staff”, page vi.
- You attain a score of “Good Work” (or better) when practicing piano exercises “Lesson 33, Exercise 1 and 2”.
- You recognize some of the notes which appear on a staff above the game characters in the “Grand Staff Battle” game. You are able to locate these notes on the piano keyboard.
- You attain a score of “Excellent” and 85 % (or higher) on piano exercise “Lesson 31, Exercises 1 and 2”.

### **Additional Materials**

The following piano exercises must be loaded into Piano Suite and saved into the custom library with the proper name: “Lesson 29, Exercises 1 and 2”; “Lesson 30, Exercises 1 and 2”; “Lesson 31, Exercises 1 and 2”; “Lesson 32, Exercises 1 and 2” and “Lesson 33, Exercises 1 and 2”. Load each of these files into the composer by selecting “Load from MIDI”. Type in the appropriate name for the exercise you have loaded and save it as Library (public). For more detailed information on loading these midi files into Piano Suite, see Lesson 5.

## **Hints**

\* If you find that you can easily play the “Grand Staff Battle” game on the “easy” setting, try playing the game after changing the setting to the “medium” level of difficulty.