

# Learning to Speak the Language of Music

The way a note looks tells you how long that note should sound.

This is a *Whole Note*: 

It should sound for 4 *full* beats.

Clap and count Exercise A. Do **not** clap on 2, 3 or 4, but keep your hands together.



## Exercise A



Now **ring** Exercise A using good bell or chime ringing and damping technique as you have been shown. Ring first with the right hand, then with the left hand, and finally both hands at the same time. Try to keep the chime/bell moving the entire time it is sounding.



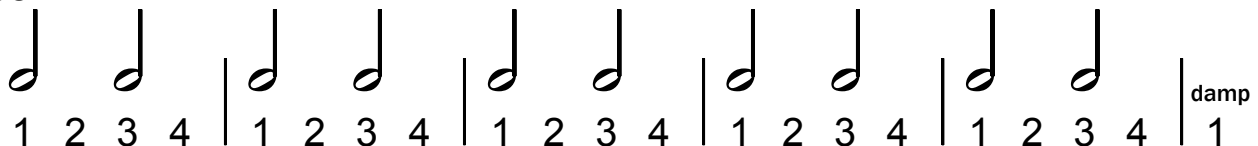
**A ringing chime or bell should never be still. The movement should resemble the value of the note being rung.**

Follow the same procedures for Exercises B and C, clapping first and then ringing.

This is a *Half Note*: 

It should sound for 2 beats. Do *not* ring or clap on beats 2 or 4.

## Exercise B



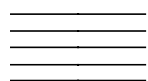
This is a *Quarter Note*: 

It should sound for one beat. Be certain not to rush. Keep a steady beat or pulse.

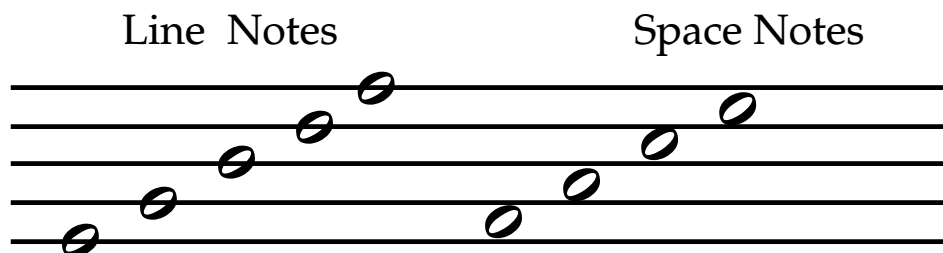
### Exercise C



This is a *Musical Staff*:



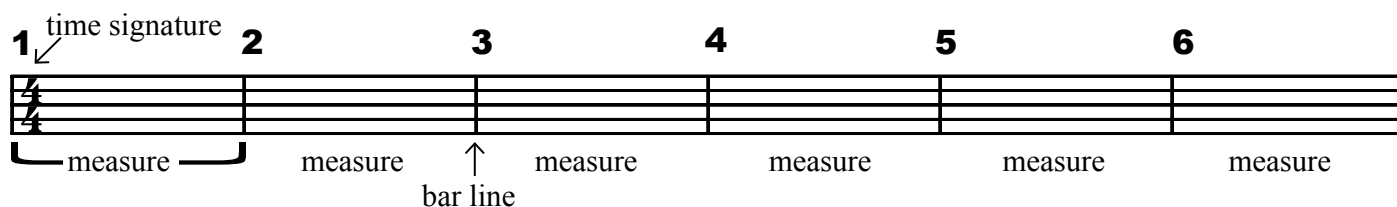
It has 5 lines and 4 spaces. Notes will be placed on a line so that the staff line goes through the note head, or in a space sitting between two lines.



To make music easier to read, the notes are grouped together in *Measures* separated by *Bar Lines*.

In handbell music, the measures are always numbered for easy reference.

At the beginning of each piece, you will find a pair of numbers stacked on each other. This is called a *Time* (or meter) *Signature*.



The first time signature (or meter) we will learn is  $\frac{4}{4}$ .

The top number  $4$  tells you there are 4 beats in each measure.

The bottom number  $4$  tells you a quarter note receives one beat.

We will use  $4$  as the bottom number throughout this book.

# Ringling Rhythm

## Do each exercise in these ways:

- Clap and count aloud.
- Ring with the *right* hand. Count aloud. You may use the *left* hand pointer finger to follow the notes.
- Ring with the *left* hand. Count aloud. Use the *right* hand pointer finger to follow the notes.
- Ring with both hands and count aloud.



## Divide the class into two groups:

- One group ring only the black notes (quarter notes).
- The other group ring only the white notes (half and whole notes).
- When you are not ringing, touch your chime/bell to your shoulder so that the sound stops.
- Make sure the sound continues for the correct amount of time.

**A**

1 2 3 4

1 2 3 4

1 2 3 4

1 2 3 4

**B**

5 6 7 8

1 2 3 4

1 2 3 4

1 2 3 4

1 2 3 4

**C**

9 10 11 12

1 2 3 4

1 2 3 4

1 2 3 4

1 2 3 4

**D**

13 14 15 16

1 2 3 4

1 2 3 4

1 2 3 4

1 2 3 4

**E**

17 18 19 20

1 2 3 4

1 2 3 4


1 2 3 4

1 2 3 4





# Math and Measures



You can put only a certain number of notes in a measure. If the top number of the *time signature* is a 4 ( $\frac{4}{4}$ ), you can put notes that *add up to 4* in the measure. If the top number of the *time signature* is a 3 ( $\frac{3}{4}$ ), you can put notes that *add up to 3*.

A note that looks like a half note but has a dot after it is called a *dotted-half note* . It will be given **3 counts**. Circle the *dotted-half note* in the exercises below.

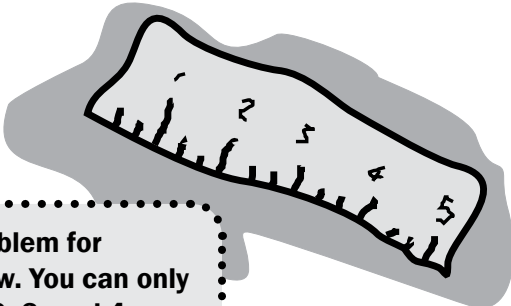
Here are some math problems to draw with notes.

$1 + 2 + 1 + 4 =$   +  +  +  =

$2 + 1 + 3 + 2 =$

$2 + 3 + 4 + 1 + 1 + 2 =$

Make up a math problem for someone else to draw. You can only use the numbers 1, 2, 3, and 4.



Ring these measure following the directions on the previous page.

**A**

1 2 3 4

**B**

5 6 7 8

**C**

9 10 11 12

**D**

13 14 15 16