G major

Fill in the scale: (See page 2 for details of how to do this)



Write the key signature of G major (treble and bass clefs):

The relative minor of G major is: _____

Finger fitness

TOP TIP Practise each repeated section separately first, then play the whole exercise repeating until you are confident and fluent.



Broken chord exercises



Note: There is no G major arpeggio required for any Grade 2 exam.

B) major

Key piece Blueberries



2

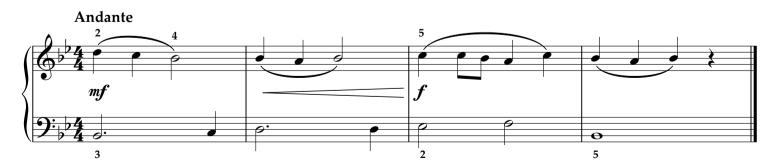
Have a go Using the left-hand line given, compose or improvise an answering phrase or a short piece for the left hand or hands together:



3 Sight-reading

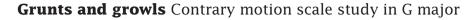
1 In which key is this piece?

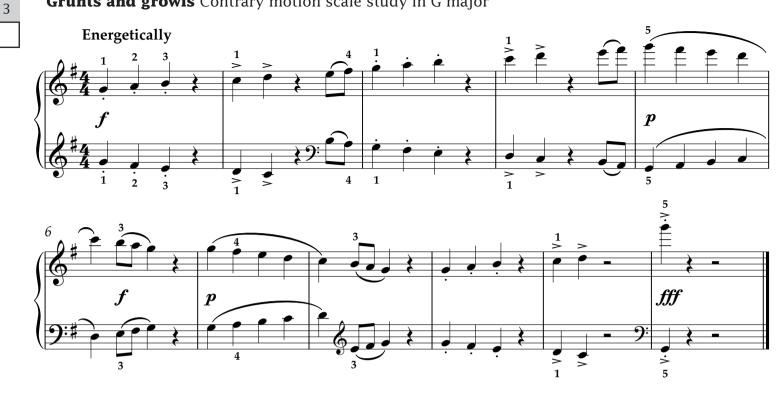
- **2** Which notes are flattened?
- **3** Can you find the E flat?
- **4** Tap the pulse and hear the upper part in your head.
- **5** This piece has a calm character how will you bring this out in your performance?



4

You are now ready to **say** the notes, **hear** the scale or arpeggio in your head (playing the keynote first), **think** about the fingering and then finally **play** the scale or arpeggio with confidence!





Chromatic scale studies

white note each time.

A chromatic (which literally means colourful) scale uses all the notes between any two key notes. The most common fingering uses just 1, 2 and 3 (3 always plays a black note). Chromatic passages are usually showy, so should be played smooth and fast to impress!

- Make a 'C' shape with thumb and 3rd finger and start by playing from F to Bb in both hands. Make sure you keep the rest of the hand steady when you play. ☐ In the complete scales, notice there are two places where there are two white notes together – the 2nd finger is used to fill the extra
- ☐ Try the chromatic study on D to see how the fingering works symmetrically. The same patterns can be used for chromatic scales starting on any note.
- Listen carefully for a smooth and unaccented musical line. To help achieve an even legato, imagine falling gently from the black to the white notes.