

FIREWORKS TO START!

These pieces use the three different hand positions you learnt in Level 1. See if you can remember where to place your hands each time.

Hooray – welcome back! Let's warm up and remember what we can do.



Track
①

IT'S NEW YEAR! In the G hand position

REMINDER

A dot above or below a note means play staccato

Track
②

SPARKLERS In the C hand position

Track
③


FIRE LANTERNS In the A hand position


(One octave higher)

SPACE TRAVEL

Remember all these pieces are in $\frac{3}{4}$ - there are 3 beats in each measure (bar).



 This is a dotted half note (dotted minim) and has 3 counts.

 = pause on this note.

Track
6

FLYING AROUND THE RINGS OF SATURN

TIP


Try each hand separately first.

Musical score for Track 6 in 3/4 time. The score consists of two staves. The right hand (treble clef) starts with a piano (*p*) dynamic, playing a sequence of eighth notes: G4, A4, B4, C5, D5, E5, F#5, G5. The left hand (bass clef) starts with a piano (*p*) dynamic, playing a sequence of eighth notes: G3, F#3, E3, D3, C3, B2, A2, G2. The piece ends with a repeat sign. Fingerings are indicated by numbers 1-5 above or below notes.

Track
7

DISTANT GALAXIES

Musical score for Track 7 in 3/4 time. The score consists of two staves. The right hand (treble clef) starts with a mezzo-forte (*mf*) dynamic, playing a sequence of eighth notes: G4, A4, B4, C5, D5, E5, F#5, G5. The left hand (bass clef) starts with a mezzo-forte (*mf*) dynamic, playing a sequence of eighth notes: G3, F#3, E3, D3, C3, B2, A2, G2. The piece ends with a repeat sign. Fingerings are indicated by numbers 1-5 above or below notes.

 = lift your hand on the last note of the slur each time.

Track
22

VILLAGE CHANT

CONCERT
PIECE

With energy



5 3

f

5

1 3

7

mf

3

1 3

12

5

f

sfz

1 4