

Four Good Reasons for Playing with Curved Fingers

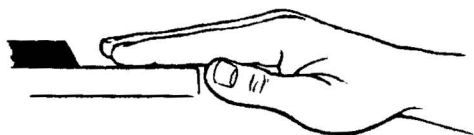
1. When the fingers are straight, each finger has a different length.



When the fingers are curved, each finger has, in effect, the same length.



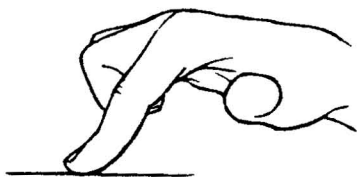
2. If your fingers are straight, the thumb cannot be properly used.



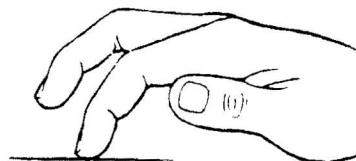
Curved fingers bring the thumb into the correct playing position.



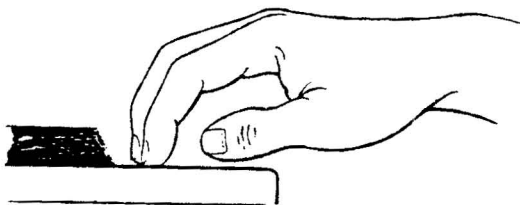
3. Straight fingers will bend at the first joint, opposite to the motion of the key, delaying key response.



With curved fingers, keys respond instantly. You are **IN CONTROL** when you **CURVE**!



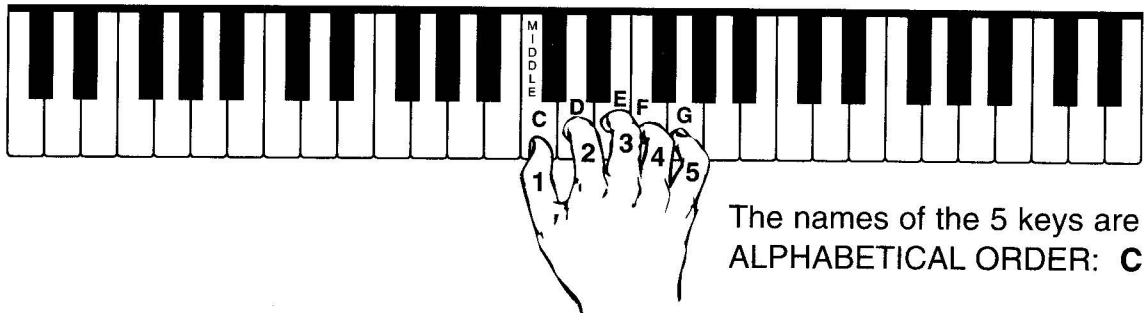
4. Moving over the keys will require turning the thumb *under* the fingers and crossing fingers *over* the thumb. Curved fingers provide an **ARCH** that makes this motion possible.



VERY IMPORTANT! Keep fingernails reasonably **SHORT**. It is impossible to curve fingers properly with long fingernails.

Right Hand C Position

Place the RH on the keyboard so that the **1st FINGER** falls on **MIDDLE C**.
Let the remaining 4 fingers fall naturally on the next 4 white keys.
Keep the fingers curved and relaxed.



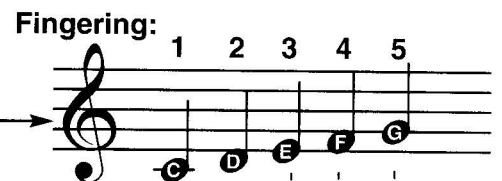
The names of the 5 keys are in ALPHABETICAL ORDER: C D E F G.

Notes for this position are written on the TREBLE STAFF.

The TREBLE STAFF has 5 lines and 4 spaces.

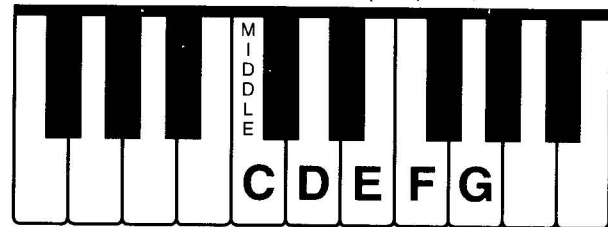
Middle C is written on a short line below the staff, called a *leger* line.

TREBLE CLEF SIGN:
used for RH notes.



D is written in the space below the staff.


Each next higher note is written on the next higher line or space.



RIGHT HAND WARM-UP *

Play the following *WARM-UP*. Say the name of each note aloud as you play.
Repeat until you can play smoothly and evenly. As the notes go higher on the keyboard, they are written higher on the staff!

Fingers:

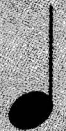
*  This symbol indicates the track number of the selection on the CD. See the General MIDI (GM) disk sleeve for the GM track numbers.

Quarter Notes & Half Notes

Music is made up of **short** tones and **long** tones. We write these tones in **notes**, and we measure their lengths by **counting**. The combining of notes into patterns is called RHYTHM.

Quarter Note

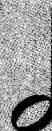
a short note.



COUNT: "1"
or: "Quarter"

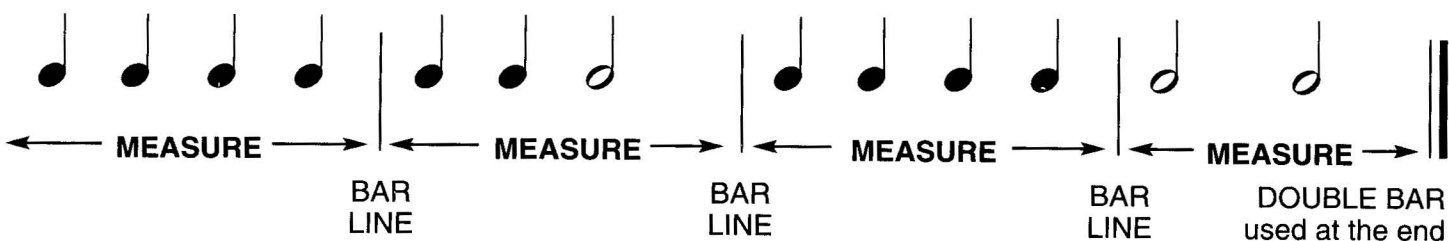
Half Note

a long note.



COUNT: "1 - 2"
or: "Half note"

Clap (or tap) the following rhythm. Clap ONCE for each note, counting aloud.
Notice how the BAR LINES divide the music into MEASURES of equal duration.



ODE TO JOY *(Theme from Beethoven's 9th Symphony)*

1. Clap (or tap) the rhythm evenly, counting aloud.
2. Play & sing (or say) the finger numbers.
3. Play & count.
4. Play & sing (or say) the note names.

Fingers:

