

## Terms

**1. Harmony** - The study of chords, scales, and melodies.

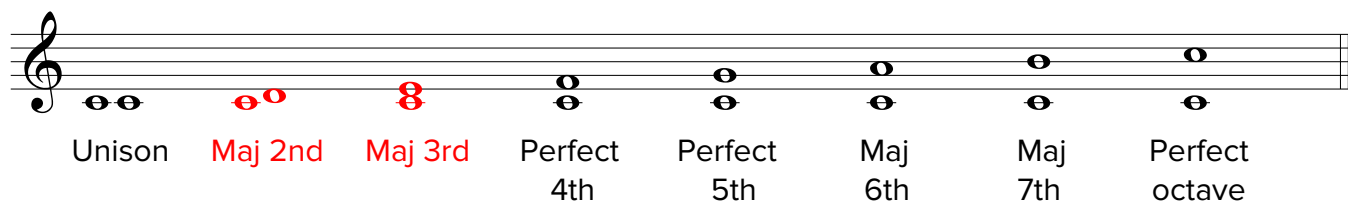
Harmony study includes the analysis of chord progressions to show important relationships between chords and the key a song is in.

**2. Ear Training** - Identifying what you ear hears.

Ear Training make the connections between your musical mind, your ears, the sounds around you, music notation, and your instrument.

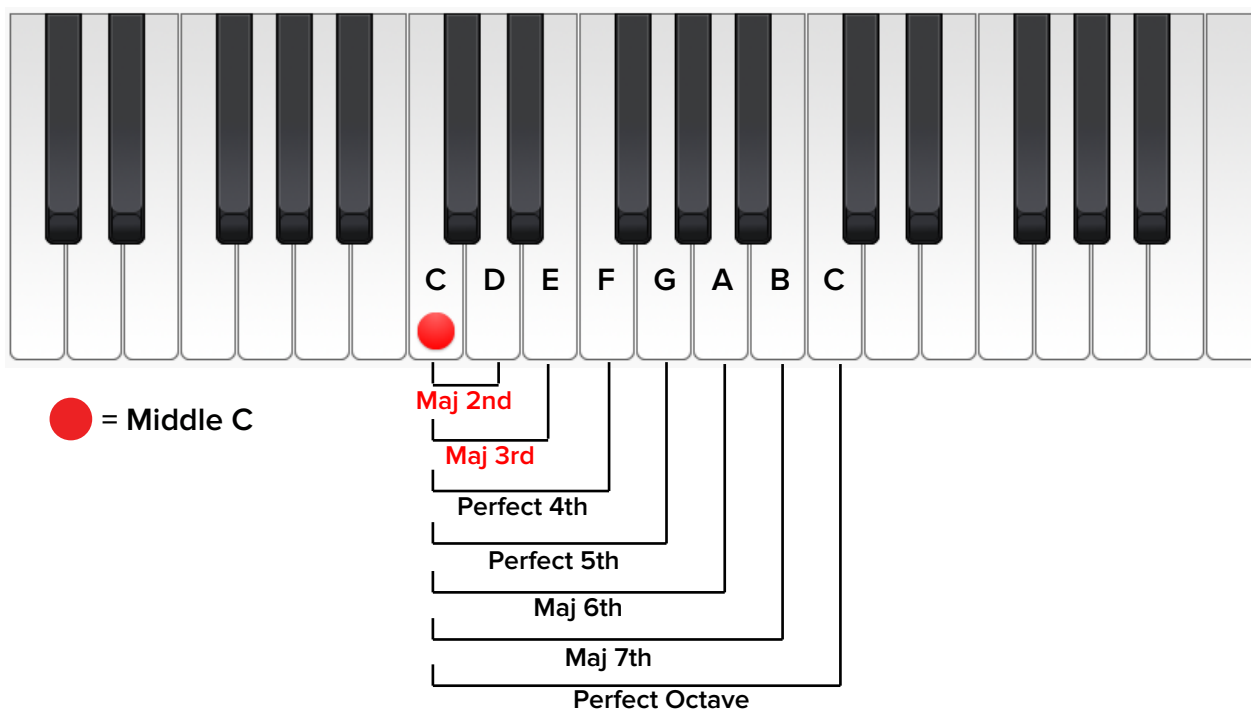
**3. Interval** - The distance between two notes.

Here are the intervals of the C Major scale:



For this lesson we will be focusing on the **Major 2nd** and **Major 3rd** intervals.

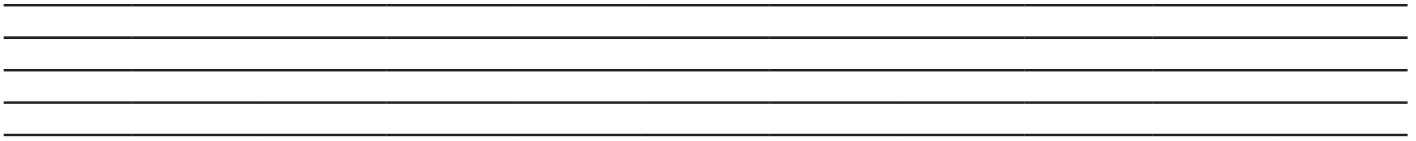
Here are the intervals of the C Major scale as seen on the keyboard:



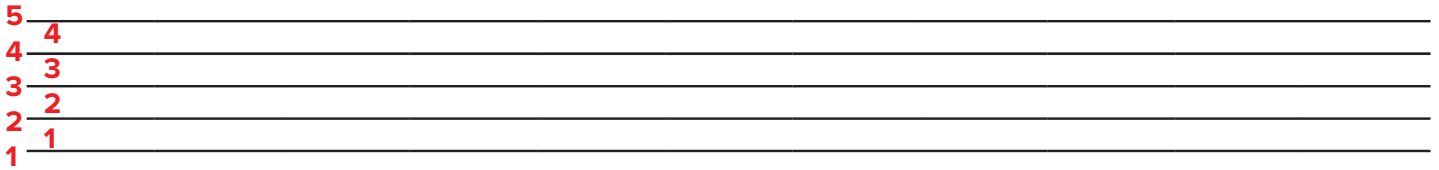
**4. Tonal Center** - The tonic or “Do” of the scale; scale degree one.

## The Staff

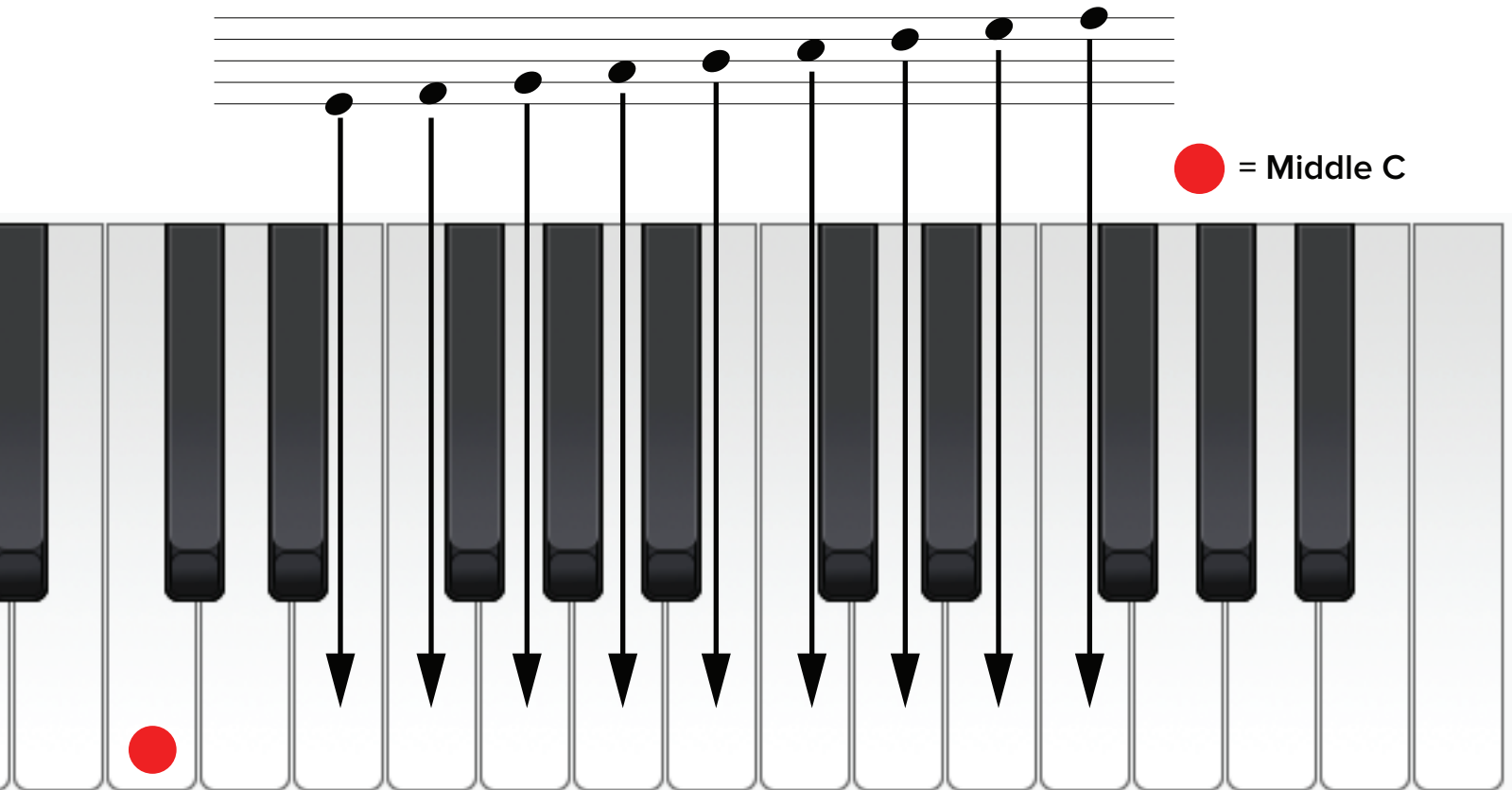
The staff is the foundation of where notes are placed:



The staff consists of four spaces and five lines:



Every line and space on the staff represents a white key on the keyboard:



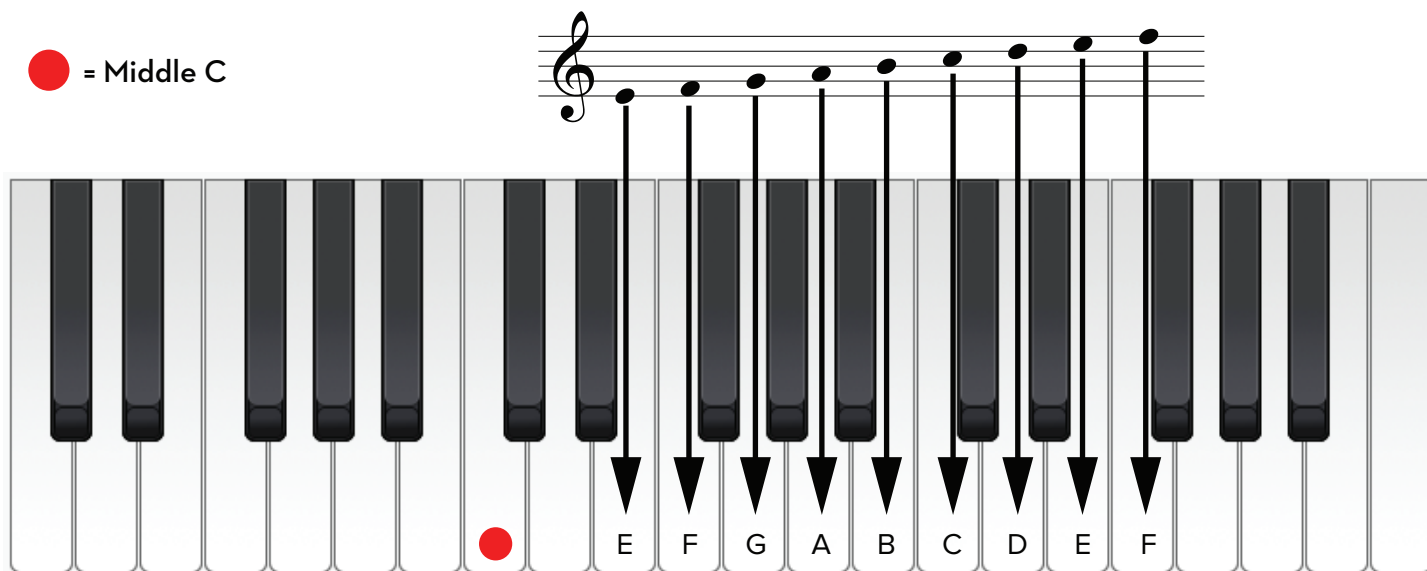
## Clefs

Clefs assign individual notes to certain lines or spaces. In this lesson, we will focus on the treble clef.

### Treble Clef:



Here are the notes of the treble clef on the staff and keyboard:



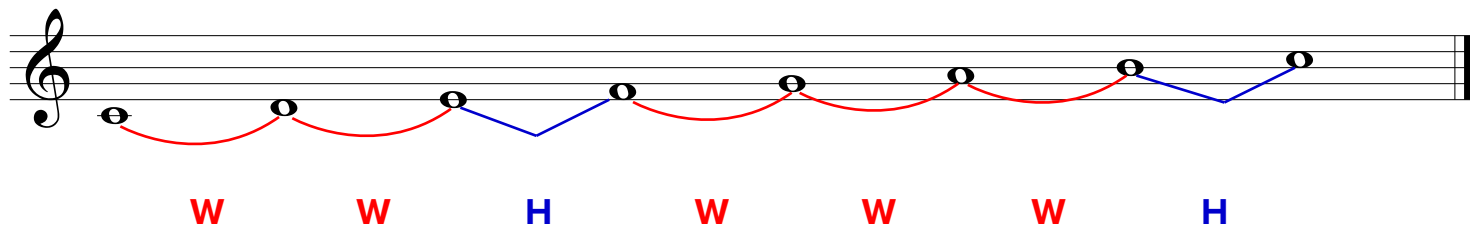
## C Major Scale

Here is the C major scale. With any musical scale, you can refer to its notes by note name, solfege, or scale degrees.

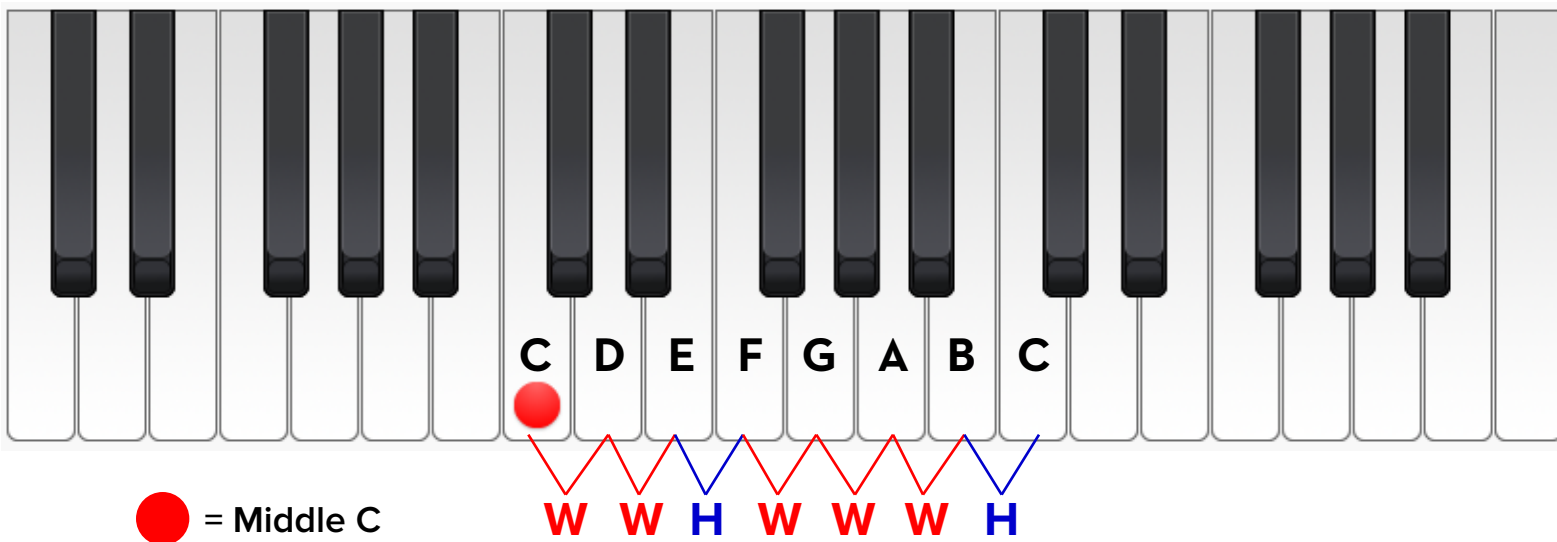


Note Names:	C	D	E	F	G	A	B	C
Solfege:	Do	Re	Mi	Fa	Sol	La	Ti	Do
Scale Degrees:	1	2	3	4	5	6	7	1

A major scale is built with five whole steps (W) and two half steps (H).

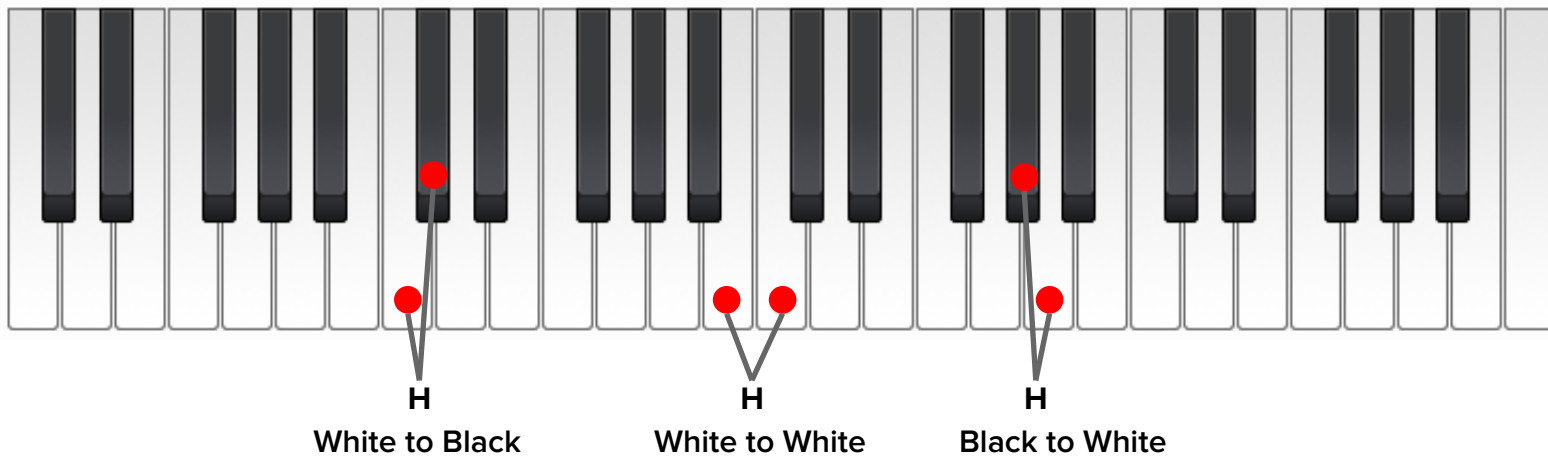


Here is the C Major Scale on the keyboard with half and whole-steps:

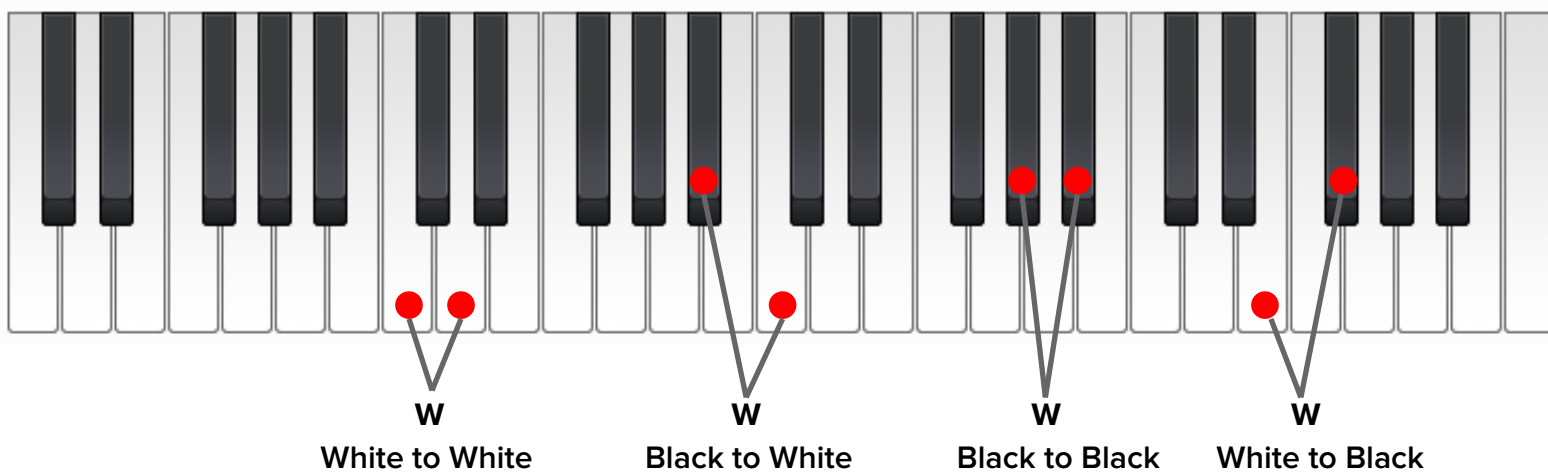


## Half and Whole Steps

Half steps on the keyboard:

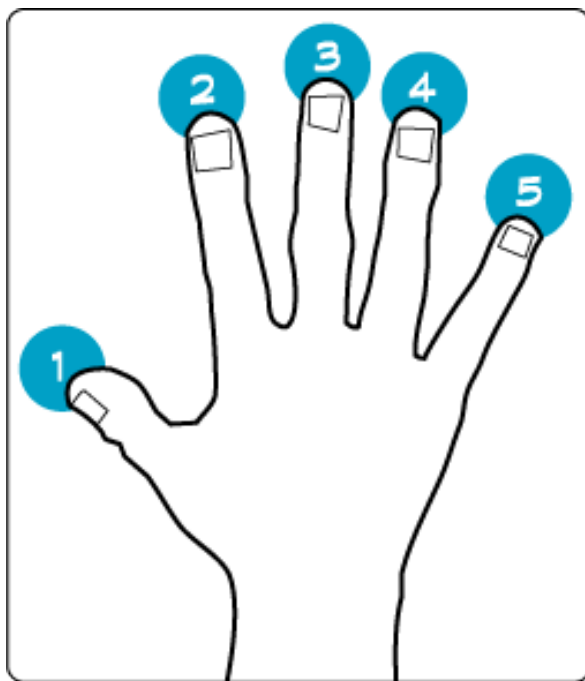


Whole steps on the keyboard:



## Keyboard Fingerings

In keyboard playing, the fingers are numbered starting with the thumb as 1 through to the little finger 5, as on the right hand shown below.



Put your right thumb on middle C and let your other fingers rest on the four keys in succession above it. You will be in one 5-note hand position spanning C through G, as shown below.



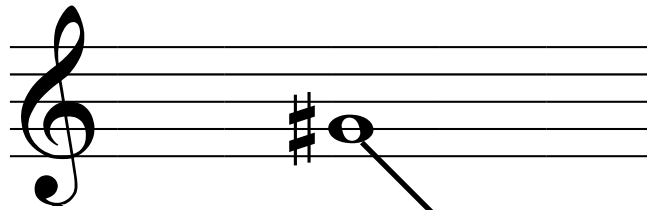
To play the C Major scale, use the following fingerings:  
C (1), D (2), E (3), F (1), G (2), A (3), B (4), C (5)

## Accidentals

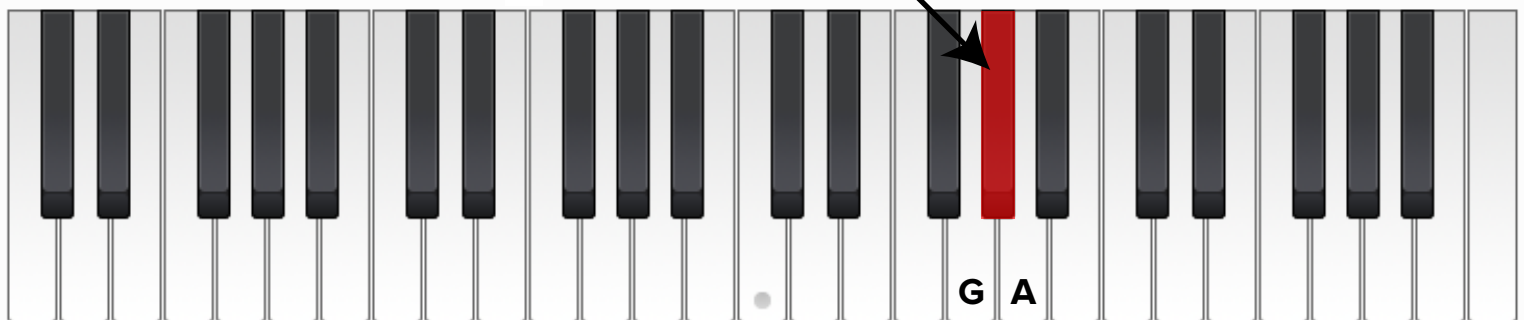
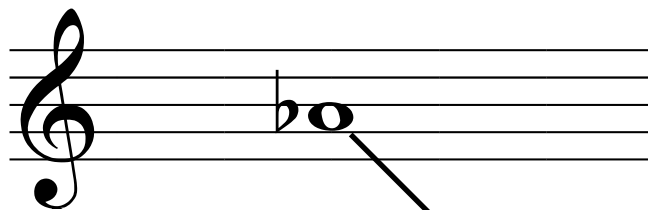
An **accidental** is a sign used to raise or lower the pitch of a note. They are the black keys on the keyboard.



A **sharp** will raise a note by a half-step. Here is **G-sharp** on the staff and keyboard.



A **flat** will lower a note by a half step. Here is **A-flat** on the staff and keyboard—different note name, but the same key on the keyboard.



## Note Duration

Notes are the building blocks of music. They can last for any number of beats, which we will refer to as the note's duration or value. Let's begin by looking at three common types of note values: whole, half, and quarter notes.

### Whole Note

Whole notes last for a whole measure in common time, which is four beats. The symbol for a whole note is an open notehead.



### Half Note

Half notes last for half as long as whole notes: 2 beats. Their symbol is an open notehead with a vertical line called a stem.



### Quarter Note

Quarter notes last for a quarter of a whole note: one beat. Their symbol is a closed notehead with a stem.

