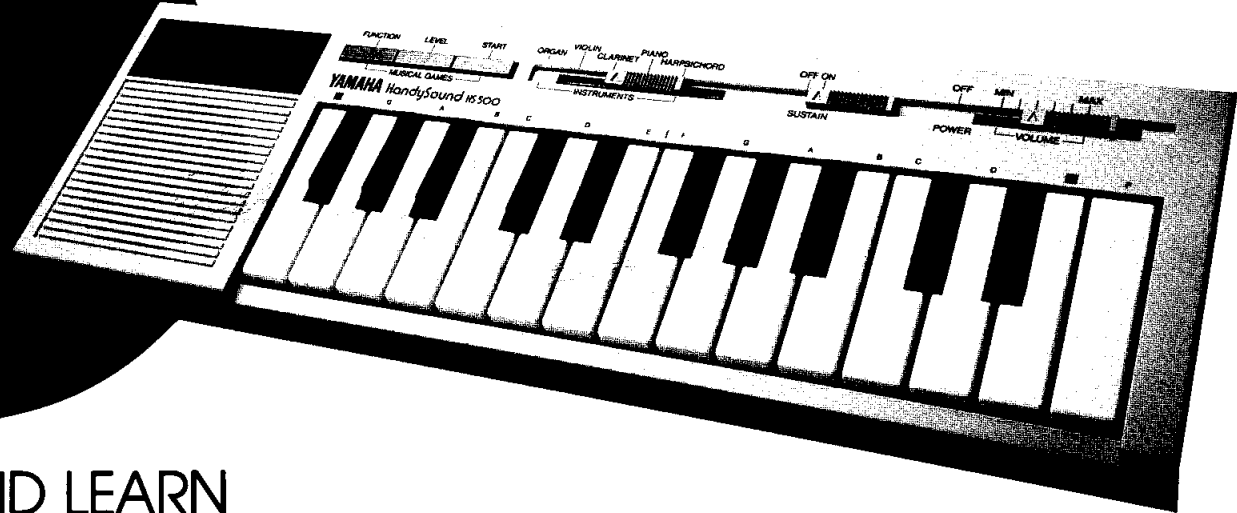


PLAY 5 GREAT MUSICAL GAMES
RE-CREATE THE SOUND OF 5
DIFFERENT MUSICAL INSTRUMENTS



PLAY AND LEARN
MUSIC WITH THE

YAMAHA
HandySound

PLAY AND LEARN
MUSIC WITH THE

YAMAHA **HandySound**

This book will show you how to make the best use of your Yamaha HandySound.

Soon you will be able to play your favorite tunes and enjoy interesting musical games. You can learn by yourself. If you have a helper (teacher, parent, friend), you can learn faster.* Even on your own, you will become skillful in playing HandySound's musical games.

- Take your time. Repeat each point to help you remember it well.
- Even when you aren't sure of an answer, try to answer anyway.

***A Note To The Helper:** Standard musical notation is avoided in this booklet. The games and other activities stress learning to hear and to name musical sounds; once the learners have mastered these activities and have been motivated to learn more, they can be encouraged to learn to read music.

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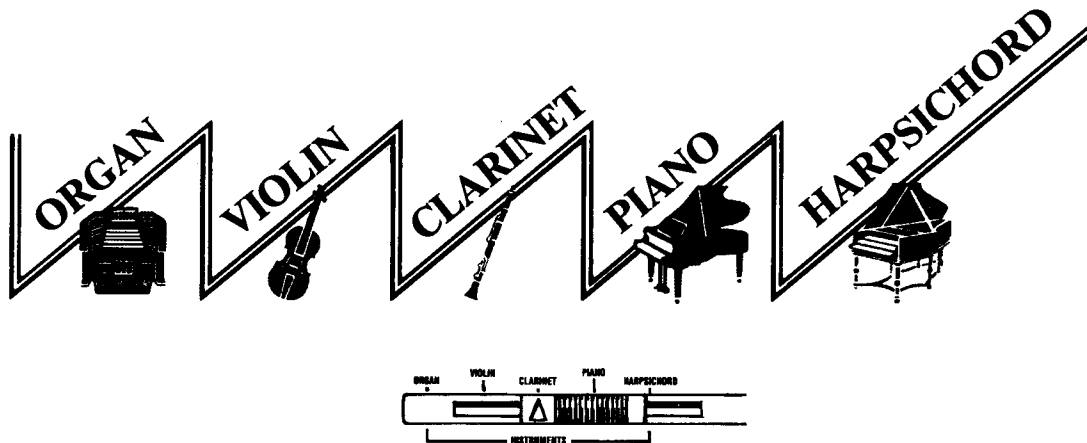
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- Your HandySound can produce sounds of five different instruments.

ORGAN
VIOLIN
CLARINET
PIANO
HARPSICHORD

Turn the HandySound on and use the Instruments switch to hear how these five different musical instruments sound.

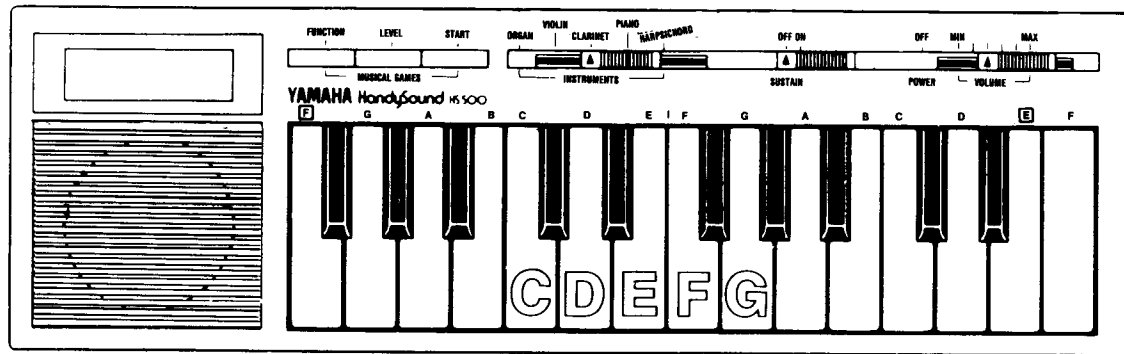
- Your HandySound has also a SUSTAIN switch. When you use the Sustain switch, the sound will continue a little while after you play it.



LESSON 1

Learning Note Names And How To Use Your Fingers

- Getting Ready**
- First, color the key-name stickers C, D, E, F, and G as indicated.
 - Next, place the stickers on the keys. The key names are marked just above the keys.
 - Now, color the notes names in the picture below with the same colors as the stickers.



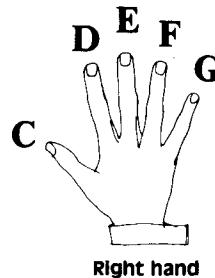
- Learning how to use your fingers to play.

Put one finger on each key.

Your thumb rests on C.
Play C with your thumb.

Play all five keys with the right fingers, one at a time.

Try this using all the instrument sounds.



Now, you name any note name you like. As soon as you say it, try to play it with the right finger.

When your fingers are correctly placed on the keyboard, you'll be able to play these five notes without looking at your hand.

Ask your friends to join this game.

Play And Learn

Your Yamaha HandySound has six functions. **Function** means way of working.

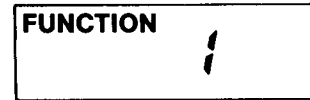
When you first turn the HandySound on, **FUNCTION 1** is on. This function is for playing notes on the keyboard. (The other functions are for playing musical games.)

- Play any white keys. When you press the keys, the names of the notes appear. When you play 2 or more keys at the same time, only the highest note name will appear.
- Play keys C to G. Use correct fingers to play.

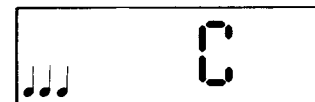
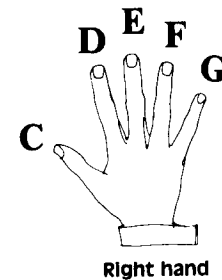
- Make your own melodies. Sing them in note names. Correct note names are always displayed on the screen.

- Try playing your own melodies with:

- 1) 3 notes
- 2) 5 notes
- 3) 7 notes



Turn off the SUSTAIN
Use PIANO

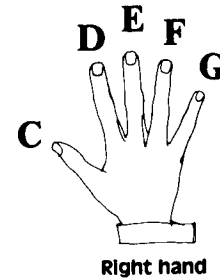


LESSON 2

More About Note Names

Getting Ready

- Sing and play "Up And Down".
First, play the notes.
Next, sing the words.
Then, play while singing.
Use different instrument sounds.



"Up And Down"

Go - ing up , com - ing down ,

C **D** **E** — **E** **D** **C** —

Up and down .

D — **E** — **C** —

- Make your own note-name song and play it with the correct fingers.



- Write all the note names of your own song.

- Fill in these note names with the right colors.

(1) (C) (D) (E)

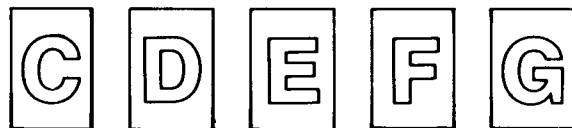
(2) (E) (D) (C)

(3) (D) (E) (C)

(4) (C) (E) (G) (E) (C)

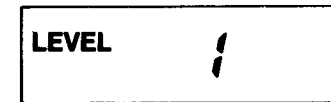
(5) (G) (F) (E) (D) (C) (D) (E) (F) (G)

- When you have colored all the notes correctly, play them. Go slowly until you can play them without mistakes.
- When you play (1) through (3), you will be playing the song "Up And Down".
- Now, play the notes that your helper calls out one by one. If you do not have a helper, you can do it by yourself.



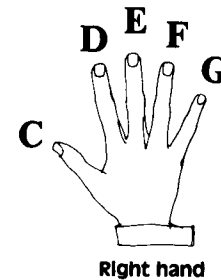
Play And Learn

Press the FUNCTION button to change to FUNCTION 2. FUNCTION 2 is the first of the musical games. Each game has three LEVELS of difficulty, selected by pressing the LEVEL button. Begin with LEVEL 1.



- The game starts as soon as you press the START button.
- If you make a mistake by playing the wrong key, the HandySound will wait for you to play the correct key.
- You get five points for each correct note played.
- Game time is 60 seconds. So, continue to play until your score is displayed on the screen.

You may use your pointer finger to play this game. After you become skillful using your pointer finger only, try to use correct fingering (thumb for C, pointer for D, and so on).



Write down your scores.

Round	1	2	3	4	5	6	7	8	9	10
Score										

Check your scores.

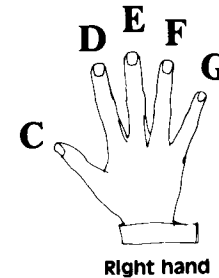
*Up to 45	Try again, but first review what you have learned previously.
*50 - 80	Good. Try a few more times to see if you can score more than 90 points.
*Over 90	You earned a fanfare (trumpet call)! Congratulations!

LESSON 3

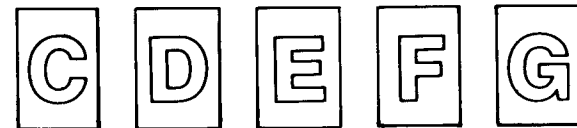
Learning Note Sounds

Getting Ready

- Do you remember your own note-name song, which you played and sang last time? Try playing it again, and make sure to use the correct fingering.



- Pick any note name you like. Play it and sing it. Ask your helper to pick one note for you to play.



- Pick three note names and play them. Use your pointer finger for this exercise. See some examples below.

C - D - C

C - D - E

D - C - D

D - E - D

E - D - C

E - D - E

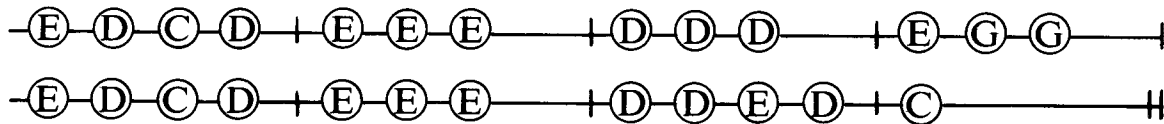
E - F - E

E - F - G

G - F - E

G - F - G

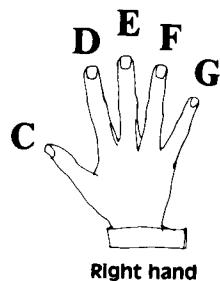
Ask your helper to join this exercise.



- Do you know this song? First, color all the note names, using the same colors as the stickers.
- After you have colored all the note names, play them. If it is difficult for you to play with the correct fingering, you may use your pointer finger to play. Use different instrument sounds.
- Now, what's the name of that tune?

The name of the song is

- Listen to what your helper plays for you. Close your eyes and try to name the notes your helper plays.



Helper: play notes one at a time. The child responds by singing them. When the child can sing a note, have him/her play it.

Play And Learn

LEVEL 1

FUNCTION 3

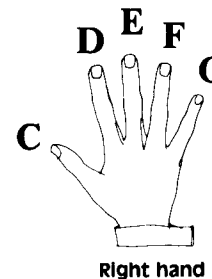
Turn off the SUSTAIN
Use HARPSICHORD

- The game starts when **START** is pressed.

If you make a mistake by playing the wrong key, the HandySound will give you another chance until you play it correctly.

- Choose the correct note name from C, D, E, F, and G.
- You get five points for each key you play correctly.
- Game time is 80 seconds. Go slowly until you feel confident.

First, use your pointer finger to play what you hear. Then, after you become familiar with the game, try to use the correct fingering.



Write down your scores.

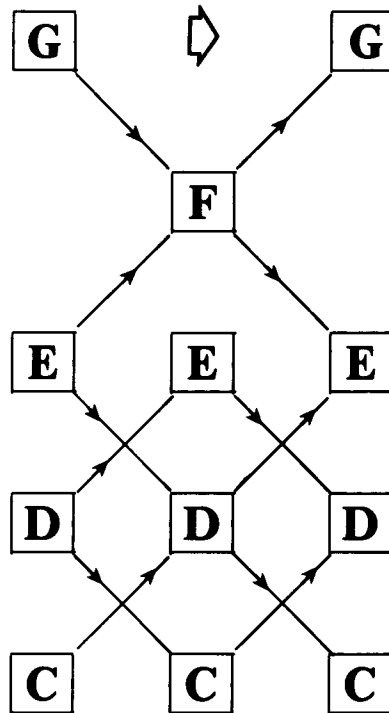
Round	1	2	3	4	5	6	7	8	9	10
Score										

*Up to 45	Try again, but first review what you have learned previously.
*50 - 80	Good. Try a few more times to see if you can score more than 90 points.
*90 - 100	You earned a fanfare! You passed the test!

LESSON 4

Playing Short Melodies (1)

Getting Ready • Use this little puzzle to find ten different three-note melodies. Follow the arrows to the right to make a melody of three notes. Don't go to the left. Move up or down or zigzag.

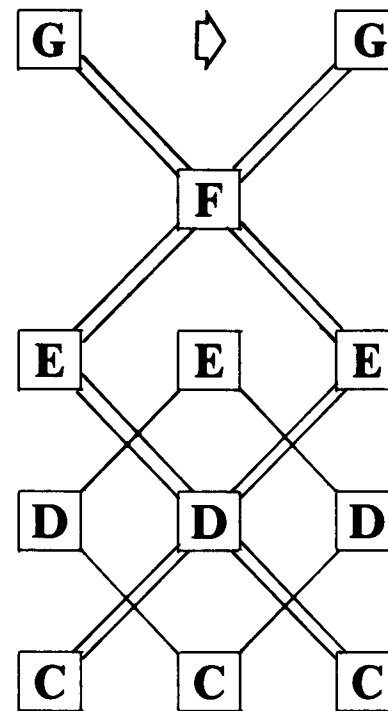


Write down all the melodies.

1. G - F - ()
2. G - F - ()
3. E - F - ()
4. E - F - ()
5. E - D - ()
6. E - D - ()
7. D - E - ()
8. D - C - ()
9. C - D - ()
10. C - D - ()

You can color the note names to match the stickers.

- Use a different color to trace the lines of each three-note melody. It will become much easier for you to sing and play the melodies by referring to these note names with the colored lines. Remember, start with a note name on your left and move to your right.
- After you sing and play all these three-note melodies, select **four** melodies you like most.



Set your HandySound at FUNCTION 1, LEVEL 1. Check your note name on the screen after you play a key.

Your favorite melodies:

1. () - () - ()

2. () - () - ()

3. () - () - ()

4. () - () - ()

Play And Learn

FUNCTION
4

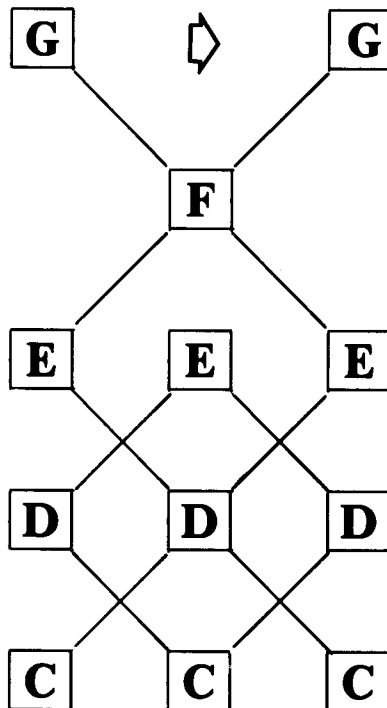
Turn off SUSTAIN

Use PIANO or HARPSICHORD

LEVEL
1

- When you press START, the HandySound will play a seven-note melody for you. First, listen until the melody ends.
- In four or five seconds, you will hear the same melody again. This time, try to identify the first three notes of the melody.

(In order to score points, you must play all seven notes of the melody. For now, however, try three notes only, and you can work up to seven notes in the next lesson.)



- Once you can identify the first three notes, sing and trace them on the chart below.

Meanwhile, the HandySound will play the same melody again and again until you either press START or turn it OFF.

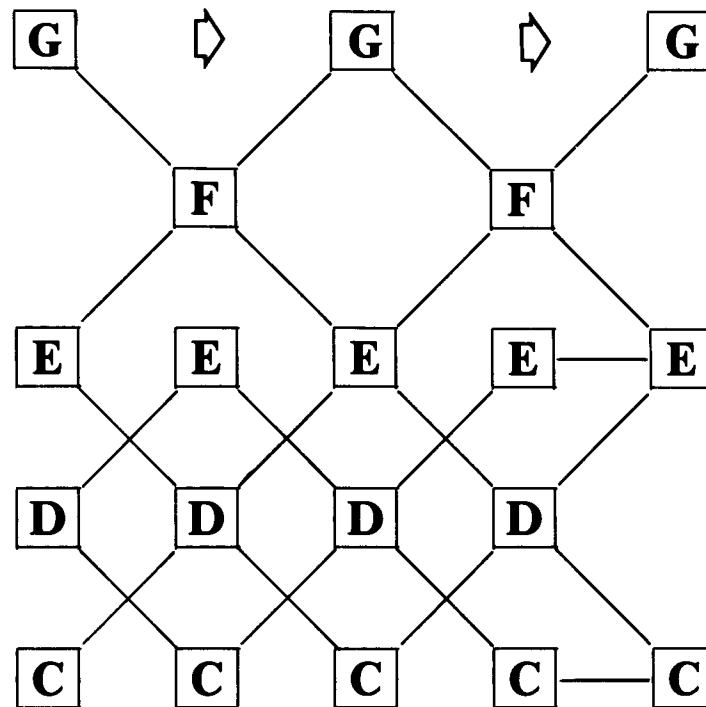
- To listen to a new melody, just press START again.

Write down some of the melodies you have successfully identified.

- () - () - ()
- () - () - ()
- () - () - ()
- () - () - ()
- () - () - ()
- () - () - ()
- () - () - ()
- () - () - ()
- () - () - ()

- Set your HandySound in FUNCTION 1 at LEVEL 1, and play all the three-note melodies you have identified successfully.

- Set your HandySound in FUNCTION 4 at LEVEL 1 again. Press START and listen to the melody. This time, identify the first five notes of the seven-note melodies. Sing, trace, write, and play them in the same way you did with the three-note melodies.



- Write down some of the melodies you have successfully identified.

() - () - () - () - ()
 () - () - () - () - ()
 () - () - () - () - ()
 () - () - () - () - ()
 () - () - () - () - ()

() - () - () - () - ()
 () - () - () - () - ()
 () - () - () - () - ()
 () - () - () - () - ()
 () - () - () - () - ()

When you play, be sure to set your Handy-Sound in FUNCTION 1 at LEVEL 1 so that you can always refer to the correct note names.

- Draw lines to make five-note melodies you have written in the previous page. Use different colors to draw.

G		G		G
	F		F	
E	E	E	E	E
D	D	D	D	
C	C	C	C	C

- Select four melodies you like most. Play these four melodies several times and try to memorize them in note names.

Your favorite melodies:

1. () - () - () - () - ()
2. () - () - () - () - ()
3. () - () - () - () - ()
4. () - () - () - () - ()

LESSON 5

Playing Short Melodies (2)

Getting Ready

- Write down your favorite five-note melodies below (see previous page). Play them. As you play each melody, add two more notes to each so that you now have seven-note melodies of your own.

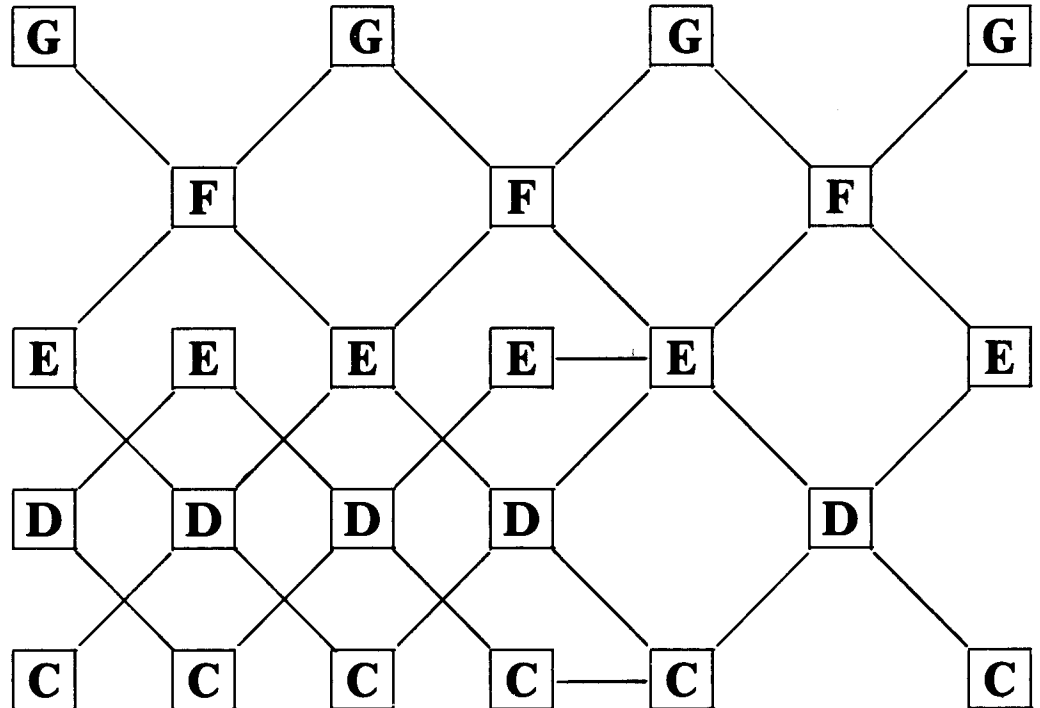
Your favorite seven-note melodies:

1. () - () - () - () - () - () - ()
2. () - () - () - () - () - () - ()
3. () - () - () - () - () - () - ()
4. () - () - () - () - () - () - ()

Sing and play these melodies and try to memorize them.

- Can you find your four favorite seven-note melodies in the chart? Use four different colors and trace the lines to make your melodies.

- See how many seven-note melodies you can find starting with G.

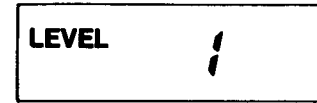


Play And Learn

Now it's time to listen to **seven-note** melodies.



Turn off SUSTAIN
Use HARPSICHORD

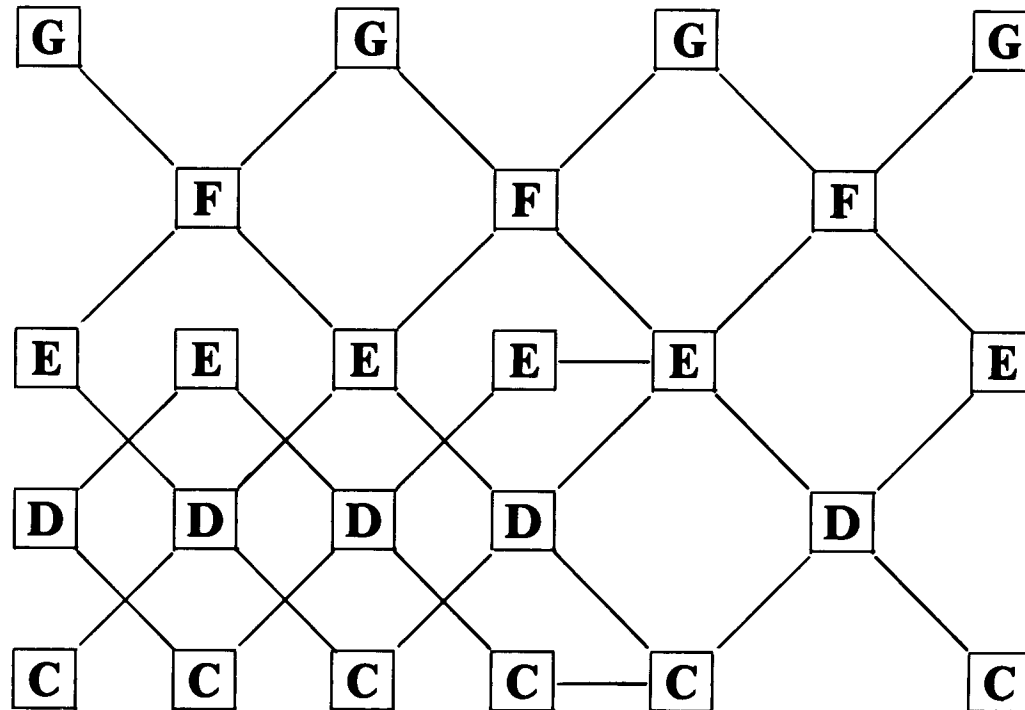


- When you press **START**, the HandySound will play a seven-note melody for you. Unless you press the **START** button again, the same melody will repeat again and again, with four or five seconds wait before repeating.
- When a melody is played, listen until it ends. As you identify all seven notes of the melody, start to play the melody in the same way it is played, immediately after the HandySound plays the melody. Don't play too fast or too slow.
- Perfect score is 100.

Your score:

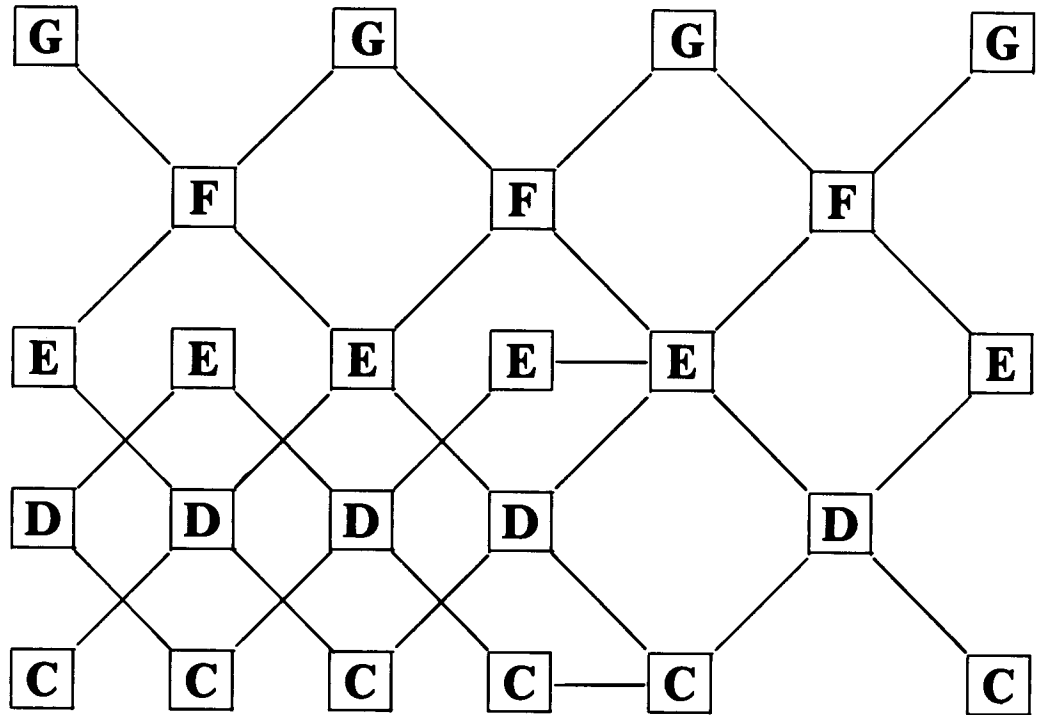
*Up to 25	Listen carefully to the melody again.
*30 - 40	Try not to play the melody too fast or too slow.
*50 - 65	Try to play each note the same length.
*70 - 85	Your playing is fairly good. Only try to make the timing more exact.
*90 - 100	Fanfare! Very good! Try the next melody.

- Don't be discouraged if you didn't get a perfect score. The HandySound is asking you to be more precise in answering its melody question. You must imitate the sounds as precisely as possible.
- Whenever you get a fanfare for your playing, record that melody in the chart below. Use different colors to draw the lines. Try to sing that melody by yourself without help from the HandySound.



For additional challenge, try the following:

- Set your HandySound in FUNCTION 4 at LEVEL 1. Press START and listen to the melody. Sing along with the melody in note names. On the chart below, use your pointer finger to trace the note names and lines of the melody as you sing it. Try ten melody questions.
- To get a new melody, just press the START button.



- Look for four melodies that you like and write them down.

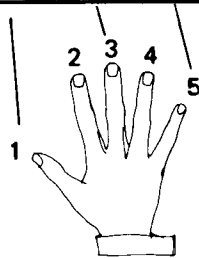
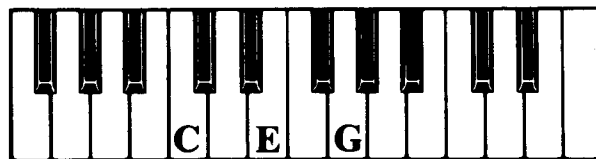
1. ()-()-()-()-()-()-()-()
2. ()-()-()-()-()-()-()-()
3. ()-()-()-()-()-()-()-()
4. ()-()-()-()-()-()-()-()

LESSON 6

Playing Chords

Getting Ready

- A chord is three notes played together.
- When you play C, E, and G, you play and hear the C CHORD.



Right hand

FUNCTION	!
----------	---

LEVEL	!
-------	---

- Play C, E, and G, one by one.

Make sure that you play C, E, and G correctly. You can always find correct note names on the screen.

- Now, play them as a chord. That means that you play C, E, and G together at the same time.

- How does it sound? Can you hear all three notes?
- Practice playing the C chord until you can do it easily.

- When you play F, A, and C together, you play and hear the **F chord**.

A is a new note for you. Play **A** several times to learn where it is on the keyboard. Use your right hand middle finger to play it.



Fingers: 1 3 5

Can you find two **A**'s on the keyboard?

Put your thumb on **F** and try to make the **F chord**.

Your thumb on **F**

Your middle finger on **A**

Your pinky on **C**

Play the **F chord**. First, play **F, A, and C** one by one. Then, play them as a chord. Try to remember the sound. It is different from the sound of the **C chord**, isn't it?

- When you play **G, B, and D** together, you play and hear the **G chord**.

B is another new note for you. Play **B** several times to learn where **B** is on the keyboard. Use your right hand middle finger to play it.

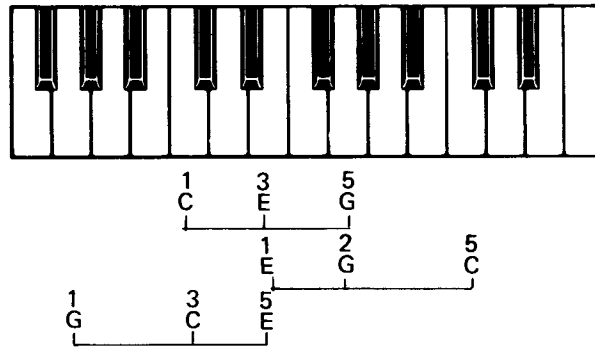


1 3 5

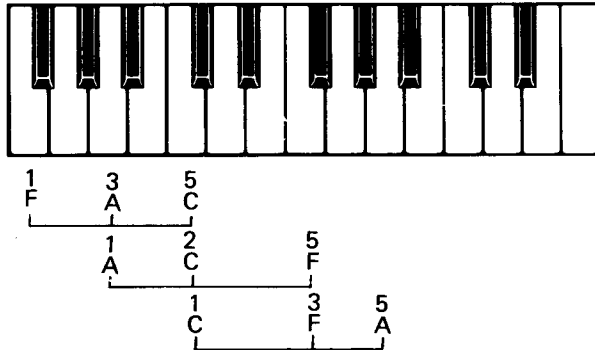
Play the **G chord**. First, play **G, B, and D** one by one. Then, play them as a chord. Try to remember the chord sound. Remember, you use your thumb for **G**, your middle finger for **B**, and your pinky for **D**.

There are three different C chords, F chords, and G chords:

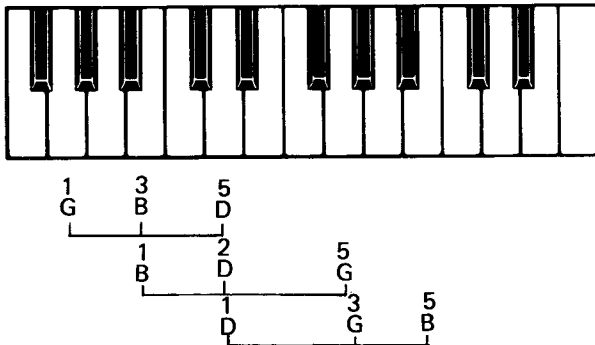
C chords:



F chords:



G chords:



Play all of these chords until you know their shape and sound.

Play And Learn

FUNCTION 5

Turn off SUSTAIN
Use HARPSICHORD or PIANO

LEVEL 1

- Before you press the START button to begin the game, play the C chord (C E G chord) and try to remember the chord sound. This will help you to make your game more fun.
- When you press START, the HandySound starts to play chords. You hear the three notes of a chord sounded one by one and then together.
- Until you get 30 points, the HandySound will play only three different chords. They are the C chord, the F chord, and the G chord. You have already played them all. Your choice will be one of these three chords.
- After 30 points, the HandySound plays the chords as three notes together, not one by one.

Score: 5 points per chord question.

20 chord questions in all (perfect score: 100).

5 points if you answer correctly on the first try.

2 points if you answer correctly on the second try.

No points if you do not answer correctly in two tries; the correct answer will appear on the screen.

ANSWER 000

Your score:

Round	1	2	3	4	5
Score					

- After 50 points, the HandySound will give you three additional chords.

They are:

a new C chord	E, G, and C
a new F chord	A, C, and F
a new G chord	B, D, and G

- After 70 points, the HandySound will give you three more additional chords. They are:

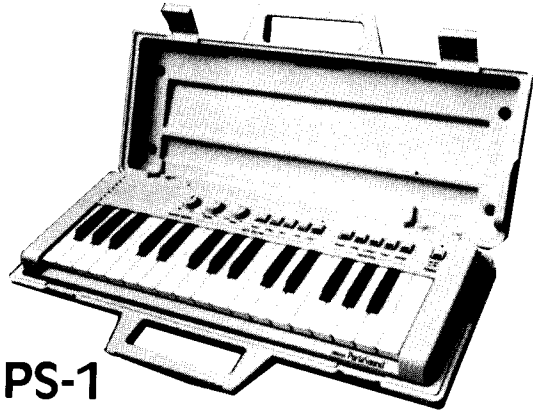
another new C chord	G, C, and E
another new F chord	C, F, and A
another new G chord	D, G, and B

All six of these new chords will be added to the three chords you first learned. This makes a total of **nine** different chords.

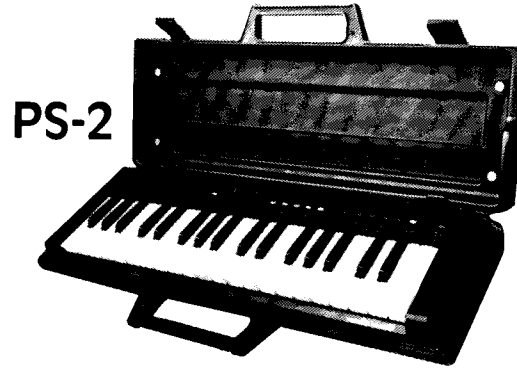
Listen for the chord sound (C, F, or G) and the top note of the chord to tell which chord you should play.

Don't hesitate to play back to the HandySound. If you cannot play the right chord, the HandySound will give you another chance to try. If you make a mistake again on your second try, the correct note names of the chord will appear on the screen. Study them and try again.

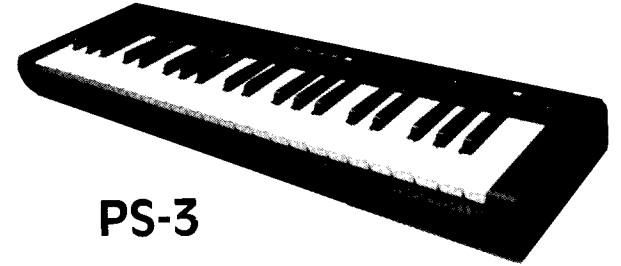
OTHER EXCITING YAMAHA KEYBOARD INSTRUMENTS



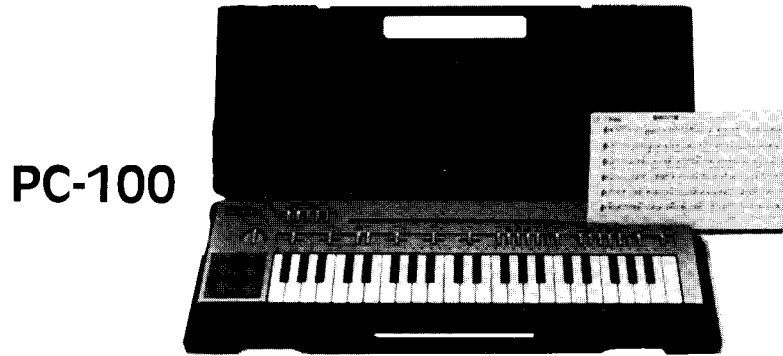
PS-1



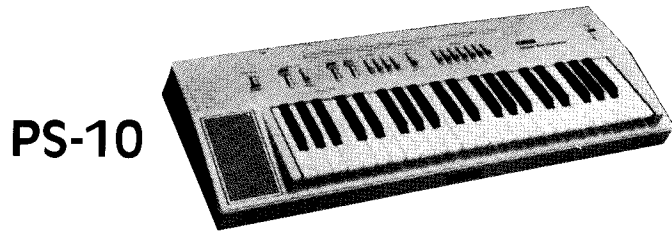
PS-2



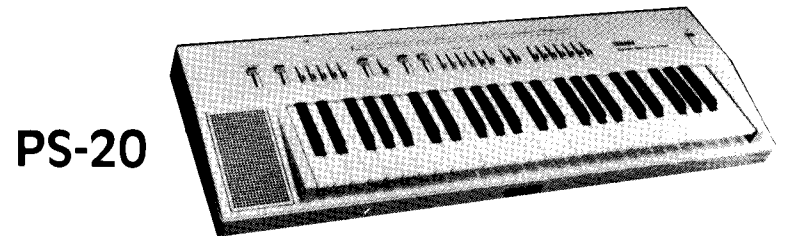
PS-3



PC-100



PS-10



PS-20

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