

Using a Keyboard 107 Play “Twinkle Twinkle”

You'll learn how to apply what you've worked out through your analysis of “Twinkle Twinkle” to help you to play it on the keyboard

You need a keyboard

You need to have worked through Musithink 106 before you tackle this, and be able to sing “Twinkle Twinkle” to the pitch numbers without having to think too hard.

1. Answers to the questions in Musithinks 106

a. There are 6 phrases in the tune.

b. Phrase 4 repeats phrase 3 and phrases 5 and 6 are the same as 1 and 2.

c. The last two phrases have both the same words and the same music as the first two.

d. 7 notes / syllables. The last is twice as long as the others.

e. 7 notes again – it has the same rhythm as phrase 1.

f. All the phrases have the same number of notes and the same rhythm.

g. You need 3 different rungs for phrase 1. h. The notes are repeated in pairs until the last one.

i. The note for the second “twinkle” is note no 5.

j. The notes for the whole of the first phrase are 1 1 5 5 6 6 5

k. The notes in the second phrase do go in pairs again. l. They go by step.

m. They go downwards. n. The note for “how” is one lower than the note for “star”.

o. 4 4 3 3 2 2 1

p. The phrase is most similar to phrase 2 – the notes are in pairs and go down by step.

q. The phrase is one note higher than phrase 2. r. 5 5 4 4 3 3 2

2. You know from your analysis of the tune that there are only 3 different phrases to learn to play, and that two of those are the same shape as each other – just displaced by one note.

You also know that there are 6 notes in the tune, so you can't keep one finger for each note.

The notes used are the same as in the first three phrases of “Frère Jacques”.

On this sheet you are not being given the fingering patterns. This is to help you relate your knowledge about the pitch to the keyboard layout. Start working on each phrase by singing it to the pitch numbers while you look at the keyboard and think about which note is which.

3. Phrase 1. The jump between notes 1 and 5 lends itself to stretching your hand. Use your thumb for note 1 and finger 4 for note 5. That leaves finger 5 available for playing note 5.

4. Phrase 2. If you don't shift your hand you're going to run out of fingers. You finished phrase 1 with note 5 played with finger 4. Shift your hand one note to the left, so finger 4 plays again, but this time on note 4. You can work your way down the notes and your fingers.

5. Phrase 3. You know that this has the same pattern as phrase 2, one note higher. You can keep your hand in the same place as for phrase 2, and use fingers 5 4 3 and 2.

6. Practise playing the tune looking at the keyboard as little as possible.

7. If you haven't already done it, work through Musiskill 103. The keyboard picture there only has 5 notes, and you need 6 for “Twinkle Twinkle”. That doesn't matter. You can practise magic keyboard fingers any where – on a table, your leg, someone else's back (can they guess the tune?). You know now how your fingers feel on the keyboard. Practise the moves imagining the notes in your head. All the best keyboard players do this – it's called mental rehearsal.