

Musiskill 103 Magic Keyboard Fingers

This is the keyboard equivalent of the Magic Hand (Musiskill 102).

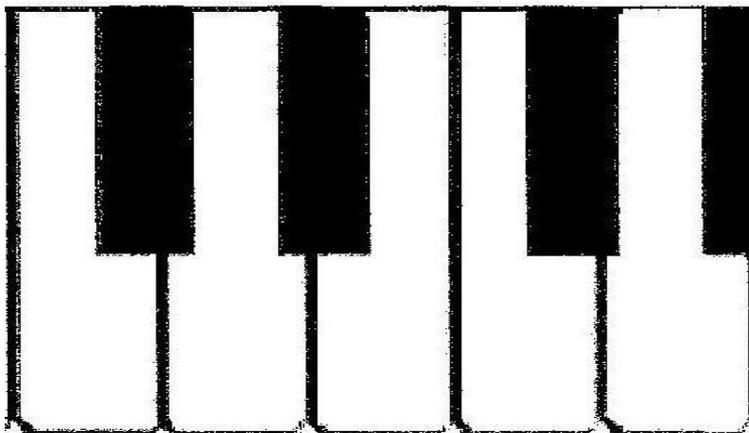
You'll learn to link finger movements to sound patterns.

You need to have done Using the Keyboard 103 and 104 before you tackle this challenge.

You need a real keyboard to build the connection between fingers and pitches.

1. If you can start to crack this, you'll have a really useful fundamental skill. Lots of musicians remember music and compose by relating the finger feel movements to the sound. If you want to sing music at sight and have this skill, you can imagine playing the notes on your imaginary keyboard.

To make it a bit more fun, here's an imaginary keyboard for you to use.



2. Pick one of the tunes from Using the Keyboard 104. It needs to be one you can play confidently and fluently. If necessary, practise it more on the real keyboard. Once you can do it easily, use the imaginary keyboard instead. As you “play”, sing the notes to da or la. (You'll focus better on the pitches if you don't sing the words). Repeat this until it feels natural. “Play” it again and think the singing in your head.

You aren't trying to replicate the precise pitches of the real keyboard. Hardly anyone can do that (it's called perfect pitch). You are seeking to stay in tune – so when you go back to the starting note it's the same pitch.

3. Repeat the process with another of the tunes from Using the Keyboard 104.

4. Check out your growing ability to link fingers to sound.

One of these fingering patterns is the start of the big tune in Beethoven's 9th Symphony – “Ode to Joy” the tune used for the European national anthem. Get your ear in tune by playing up and down the 5 notes on the imaginary keyboard, so you can find the pitch of the starting note.

Do the finger patterns and use them to sing the notes to find the right pattern.

A 3 3 4 4 5 5 4 4 3 2 1 2 3 2 2

B 3 3 3 4 5 4 3 2 1 2 3 2 3 3 2

C 3 3 4 5 5 4 3 2 1 1 2 3 3 2 2

D 3 3 4 5 4 3 2 1 1 2 2 3 2 1 2

Check your answer by playing it on a real keyboard.

The tune carries on by repeating the same notes until the last 3, so you can do all of that. You can continue and do the next section of the tune – there's just one note that goes too low, and then it's like the beginning again.