

6th Grade

Cello

Summer Music Packet

Congratulations on completing a full year of 6th grade orchestra! Do you remember what you sounded like in September? You didn't even know what a scroll was! It's a really big deal that you are still playing an instrument, seriously. You are now a part of a VERY long tradition of musicians.

Playing an instrument makes people more intelligent. Reading music, using fingers, and using your ear to tell if it is in tune, makes different areas of your brain work all at the same time. Students who practice learning an instrument do better on tests, learn information quicker, and have an outlet for emotions.

Keep practicing this summer! Even playing your instrument once a week will help maintain the muscle memory you worked so hard to build over the last few months. If you're someone who feels a little behind in class this summer is an excellent time to catch up. Be sure you understand your finger chart and know which finger belongs where. Check up on your posture by practicing in a mirror, and make sure you are not squishing your hamster!

Summer instrument care:

- Appropriate temperature: 60-70 degrees Fahrenheit
- Appropriate humidity: 35%-50%
- These are general rules. Do the best you can to maintain proper instrument health!
- If your instrument goes very out of tune take it to Marshal Music or Shar and they will tune it for you!

What to practice:

- This summer music packet!
- Suzuki books 1-2
- Cool music you find online/ resources from the class website

Classroom Website: GMSOrchestra.weebly.com

Have a fantastic summer! Stay safe and keep practicing! I am SO excited to see you again in the fall!

-Ms.Burdek

C G D A

C# / D^b G# / A^b D# / E^b A# / B^b

x 1

D A E B

1

D# / E^b A# / B^b F C

2

E B F# / G^b C# / D^b

3

F C G D

4

F# / G^b C# / D^b G# / A^b D# / E^b

x 4

E

- 1

6
cello

1

Long, Long Ago

Moderato

T. H. Bayly

Musical score for the first part of the piece, consisting of four staves of bass clef notation. The first staff includes fingerings (4, 0, 1, 4, 1, 4) and a dynamic marking of *mf*. The second staff has a dynamic marking of *mf*. The third staff has dynamic markings of *f* and *mp*. The fourth staff has a dynamic marking of *f*. The music is in common time (C) and features a series of eighth and sixteenth notes with some slurs and accents.

Variation

Musical score for the Variation section, consisting of four staves of bass clef notation. The first staff has a dynamic marking of *mf* and includes fingering markings (V V). The second staff has a dynamic marking of *f*. The third staff has dynamic markings of *f* and *p*. The fourth staff has a dynamic marking of *mf*. The music features a complex rhythmic pattern with many beamed eighth and sixteenth notes, slurs, and accents.

17 Minuet No. 2

J. S. Bach

1 *f*

5

9 *f*

13

17 *p* *mf*


21

25 *f*

29 *p*

33 *f*

37

*  Before playing this piece see diagrams and pictures on pages 22 & 23.

Minuet 3

Allegretto

Johann Sebastian Bach

mf con grazia

1 4 2 3 4 5

6 7 8 9 10

11 12 13 14 15

16 17 18 19 20

21 22 23 24 25

26 27 28 29 30

31 32 33 34 35

36 37 38 39 40

41 42 43 44 45

46 47 48 49 50

2nd pos. mf 2nd pos. mf 2nd pos. p 2nd pos. mf 2nd pos. p

12

Gavotte

Allegretto $\text{♩} = 58$

F. J. Gossec

The musical score is written in bass clef with a 4/4 time signature. It consists of ten staves of music. The tempo is marked 'Allegretto' with a quarter note equal to 58 beats per minute. The score includes various dynamics such as *mf*, *p*, and *pizz.*, as well as performance markings like *rit.*, *a tempo*, and *Fine*. Fingering numbers (1-4) and breath marks (squares) are present throughout. The piece concludes with a double bar line and a final chord.

D.C. al Fine

CELLO

Mark Williams

Allegro (♩ = 132)

Fiddles on Fire

CELLO

Mark Williams

Allegro

f

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

26

27

28

29

Play 2nd time only

30

31

32

33

34

35

36

37

38

39

40

41

42

43

44

45

46

47

48

49

50

51

52

53

54

p

f

