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Rhythm names

long		little tiny	
short short		little short	
wait			

To the teacher

Superduets 1 for violin can be started as soon as pupils have mastered the basics of picking up the violin and bow, know exactly which string is which and are just beginning to understand staff notation*. To develop sight-reading and rhythmic fluency, each duet has an imaginative 'rhythm & beat rehearsal' before the 'concert piece' is introduced and, to aid theoretical understanding, all the rhythms used in *Superduets 1* fit against a crotchet beat. It is recommended that pupils learn and routinely use a rhythm name scheme (e.g. the one above from *Superstart* or the traditional French or Hungarian ones) to read/sing through the pieces before playing. You may prefer to make up your own. All the parts in *Superduets 1* are playable by pupils. On pages 3-7 the 'concert pieces' are restricted to open strings; page 8 introduces the A string harmonic; pages 9-11 use the first finger on the D and A strings; pages 12-16 use three fingers. A wide range of violin techniques, sound effects and movements will help to keep the pupil's interest. Working at duets at this very early stage encourages rhythmic confidence and develops listening skills but, most importantly, it opens the door to the enjoyment of social music-making. All the pieces in this book are compatible with *Superduets 1* for cello so they can also be used with mixed groups for basic orchestral or chamber music training or for classroom concerts.

Mary Cohen

*Pupils working at *Superstart 1* can be introduced to *Superduets 1* after page 16.

A tiny Dinosaur chips its way out of an egg



rhythm & beat rehearsal

FACT FILE: > accent, a note which stands out.

TECHNICAL TIP: make the note stand out by using extra energy.

tap screw end of bow on stand

rhythm

4/4

wait wait wait wait wait wait wait

stamp on tip toe

beat

4/4

one two three four (keep counting and stamping)

4

wait



concert piece

FACT FILE: *pp* – pianissimo, very quiet; *cresc.* – crescendo, get louder bit by bit; *f* – forte, loud.

col legno

Player 1

pp *cresc.*

col legno

Player 2

pp *cresc.*

4

f

f

Two Cats caterwauling

TECHNICAL TIP: make the 'meeow' sounds by gently sliding your first finger down or up the A string, following the direction of the arrows.

Andante

Player 1

Player 2

6

p cresc. wait wait *mf cresc.* *f*

wait wait *p cresc.* *mf cresc.*

f *cresc.* *ff* *ff*

Two Bats baterwauling

TECHNICAL TIP: make the high pitched bat squeaks by playing the A or D strings behind the bridge — taking care not to catch or snag the bow hair.
CHALLENGE: for a different bat species, go back to the caterwauling music and play it with your finger gliding along the top of the string without pressing — like harmonics.

Allegro moderato

Player 1

Player 2

6

p wait wait *pp* *p*

wait wait *p* *pp*

p *pp* *mf* *mf*