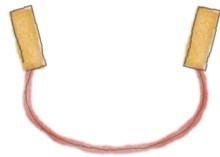


# Piano Note Detective

## Steady Beat & Strong Beats

Music walks on a steady beat, and some beats lean harder than others. Tap the pulse, feel ONE-two and ONE-two-three, conduct the meter, play at three speeds, and keep going after a slip.



### IN THIS FREE SAMPLE

- Case 1: feel the pulse
- Tap with a clock
- Steady or not?
- Answers



In 4/4, beat 1 usually leans strongest, beat 3 a little.

1

Find the pulse

2

Feel beat 1

3

Hold the tempo

4

Keep going

Digital download · Print at 100% on US Letter · For beginners who play short tunes · Five sittings of about 15 minutes ·  
With a grown-up, a clock with a second hand, a metronome (an app is fine) and a piano

# How the case file works

Five cases, about 15 minutes each.

For a beginner who plays short tunes. A steady beat is the pulse under the music, even as a clock. Meter groups beats in twos, threes or fours, and the first beat of each group usually leans a little harder. You chant and clap the examples from the listening script; use a clock with a second hand for the first pulse activity and an adjustable metronome (an app is fine) for the tempo work.

## EACH CASE

|                  |                                                                                       |
|------------------|---------------------------------------------------------------------------------------|
| <b>The story</b> | Read it aloud together. It says what the detective is looking for.                    |
| <b>Learn</b>     | The rule for this case, with a picture. Point at it while you read it.                |
| <b>Tasks</b>     | Short tasks: circle, tap, conduct or play. Logs and play tasks have no single answer. |
| <b>Clue</b>      | The last task gives a clue for the final question.                                    |

## YOU NEED

- A clock with a second hand (Case 1)
- A metronome you can set to different speeds, an app is fine (Cases 4 and 5)
- A piano or keyboard
- The listening script (for you)

## GOOD TO KNOW

- Steady first, fast later: the goal is the same speed from start to end.
- Strong beats are a usual pattern, not a law: some music leans elsewhere on purpose.
- There are no speed races here. Choose speeds that feel comfortable.

### NOT A METHOD BOOK

Beat and meter practice for beginners, not music lessons. 2/4, 3/4 and 4/4 only. The book makes no sound: a grown-up chants and claps the examples.

# Case 1: Feel the Pulse

A steady beat, like a clock

## THE STORY

The town clock has been running fast and slow. The clockmaker needs a helper with a perfectly steady beat. Train for five days to get the job.

## LEARN

- A steady beat is like a clock: every tick the same distance apart.
- Tap your knee with the second hand of a clock: one tap per second.
- Steady matters more than fast.

- 1 Watch a clock's second hand and tap your knee once per second for 16 seconds. Then walk in place to the same beat.

I did it

I did it with help

- 2 Tap 16 beats three times with your eyes closed. The grown-up watches the second hand and listens to every tap: did the taps stay with the clock? Circle what happened.

Try 1 ☐ steady ☐ sped up ☐ slowed down

Try 2 ☐ steady ☐ sped up ☐ slowed down

Try 3 ☐ steady ☐ sped up ☐ slowed down

## Case 1: Feel the Pulse (continued)

3 Choose the best answer.

1. What makes a beat steady?

- ☐ T Every beat the same distance apart
- ☐ F Every beat louder than the last
- ☐ Q As fast as possible

### CLUE 1



The first letter is the letter of your answer to task 3.

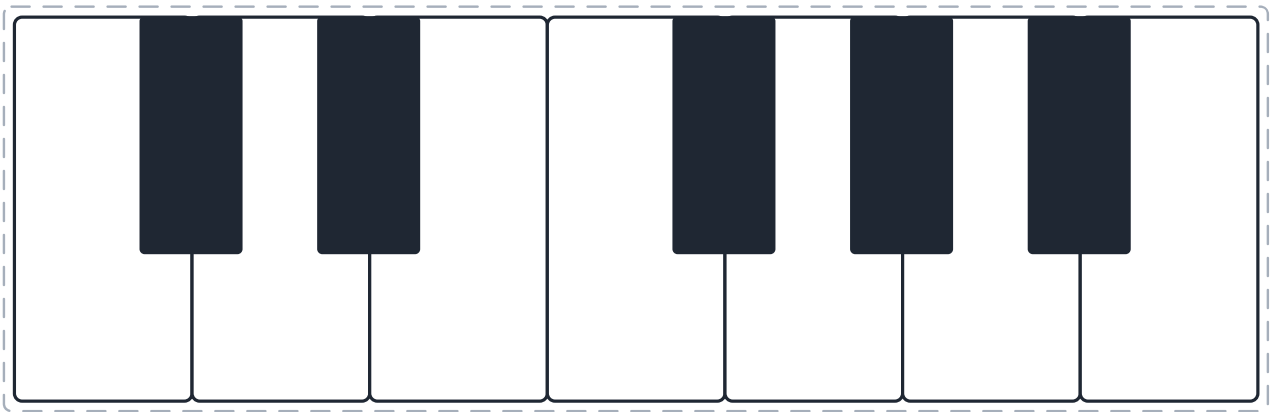
Clue:

Copy it onto the answer line of the final question.

# Paper keyboard

Cut out the rows and tape them in order, low to high. White keys are about as wide as a real piano's.

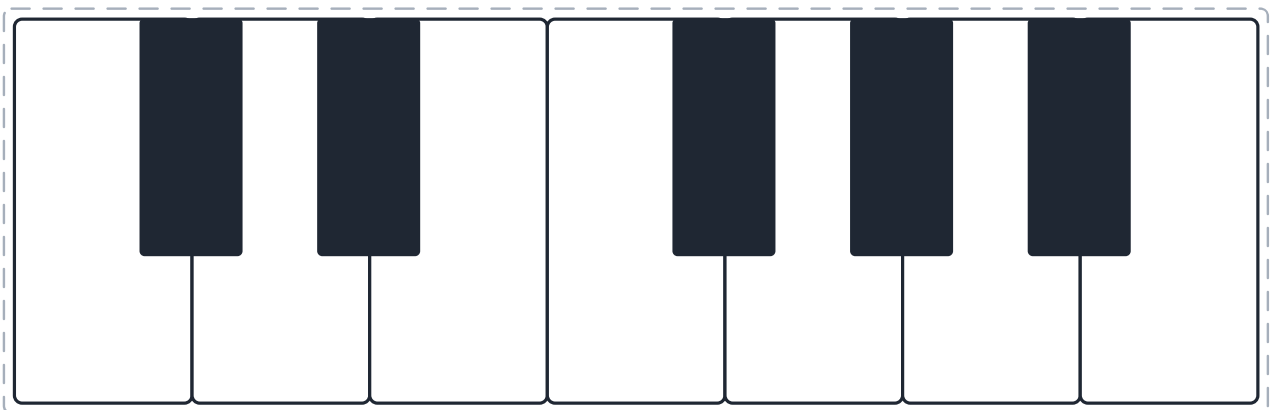
Low



Middle



High



Only Middle C is labeled: finding the other keys is the detective's job. Tape the rows edge to edge (low on the left) to make one long keyboard.

# Case 1 answers

Every answer comes with its reason. Read the reasons aloud: they teach.

## CASE 1 · FEEL THE PULSE

**Task 1** 16 even taps, then 16 even steps.

**PND31-C1-T1**

**Task 2** The learner's own record (no single answer).

**PND31-C1-T2** The grown-up compares the taps with the clock while they happen: the finishing time alone can hide a fast part and a slow part. Getting faster or slower is common; noticing it is the first fix.

**Task 3** 1 T: Every beat the same distance apart

**PND31-C1-T3** Steady means even, like the ticks of a clock.

**Clue 1** T (the answer to item 1 of task 3)

### THE FULL CASE FILE

The full Steady Beat & Strong Beats has four more cases: strong beats in 2, 3 and 4, conducting, metronome missions and keeping going after a slip, with a notebook, the final question, hints and a certificate.