

Vocabulary

Glockenspiel – From the German meaning 'metal sound'.

Melody – The 'tune' that can be created by playing one note at a time.

Beater – The stick used to strike the instrument.

Ostinato – A repeating pattern.

Notes – The names given to each note to determine the pitch.

Keys – the metal parts of the instrument, these are usually printed with the note names.

Improvisation - Making up a melody as you go along.

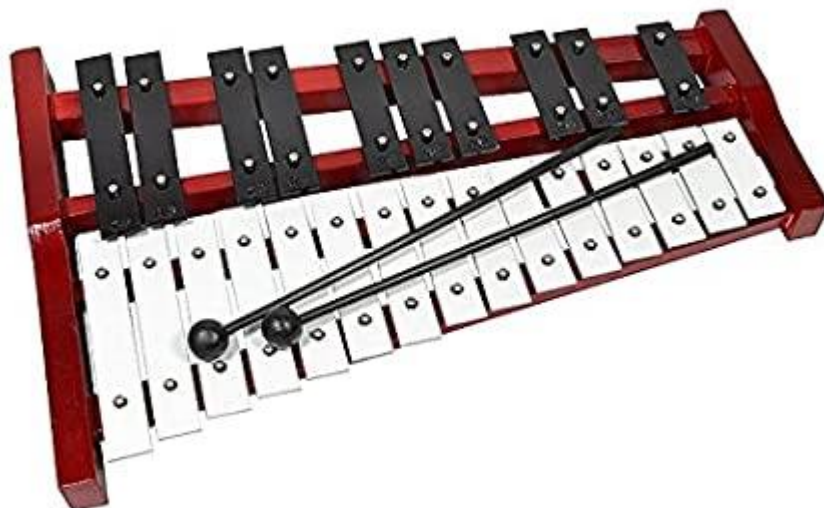
Notation – How music is recorded using symbols.

Duration – The length of time each note is played for.

Playing the glockenspiel

How do I play the notes C, D and E?

How do I play and compose music using formal notation?



How the instrument works:

When the beater is used to strike one of the keys, this causes the key to vibrate. The air molecules around the note then vibrate also which creates a soundwave which travels to our ears and then we hear the sound. The metal keys are different sizes, which cause different pitches of sound. The larger the note, the lower the sound. The smaller the note, the higher the sound.

Prior learning

Work done in KS1 on rhythm and the use of untuned percussion to create rhythms.

Remember:

When you are playing these instruments, you must hold your beater carefully.

- Wrap your hand around the beater.

- Do not hold the stick too tight as this will prevent the key from vibrating when you hit it.

- Keep your wrist loose. Tensing will make your wrist sore.

- Aim to hit each note in the centre to achieve the best sound.

Useful links:

Follow this link for guidance on how to play the glockenspiel:

<https://www.wikihow.com/Play-a-Glockenspiel>