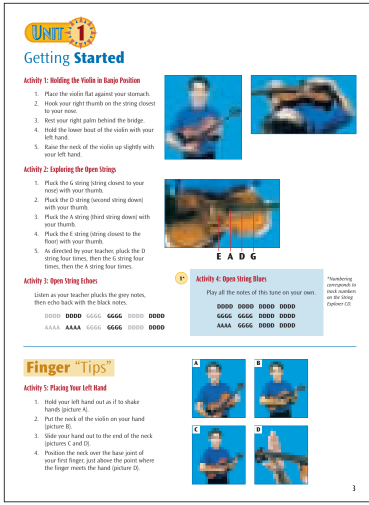
Violin Book

Violin Book 1 (page 3)

Full-color photographs of students taken from a variety of angles provide an excellent visual representation of correct playing position. Here, the sequence of steps for placing the left hand is shown.

1. All key concepts are grouped into units
2. Full-color photographs of students taken from a variety of angles
3. A photograph from the perspective of the student is always included
4. Visual and aural reinforcement facilitate learning the open strings
5. Line numbers refer to the corresponding String Explorer CD



Unit 1

Getting **Started**

Activity 1: Holding the Violin in Banjo Position

1. Place the violin flat against your stomach.
2. Hook your right thumb on the string closest to your nose.
3. Rest your right palm behind the bridge.
4. Hold the lower bout of the violin with your left hand.
5. Raise the neck of the violin up slightly with your left hand.

Activity 2: Exploring the Open Strings

1. Pluck the G string (string closest to your nose) with your thumb.
2. Pluck the D string (second string down) with your thumb.
3. Pluck the A string (third string down) with your thumb.
4. Pluck the E string (string closest to the floor) with your thumb.
5. As directed by your teacher, pluck the D string four times, then the G string four times, then the A string four times.

E A D G

Activity 3: Open String Echoes

Listen as your teacher plucks the grey notes, then echo back with the black notes.

DDDD DDDD GGGG GGGG DDDD DDDD
AAAA AAAA GGGG GGGG DDDD DDDD

1*

Activity 4: Open String Blues

Play all the notes of this tune on your own.

DDDD DDDD DDDD DDDD
GGGG GGGG DDDD DDDD
AAAA GGGG DDDD DDDD

*Numbering corresponds to track numbers on the String Explorer CD.

Finger "Tips"

Activity 5: Placing Your Left Hand

1. Hold your left hand out as if to shake hands (picture A).
2. Put the neck of the violin on your hand (picture B).
3. Slide your hand out to the end of the neck (pictures C and D).
4. Position the neck over the base joint of your first finger, just above the point where the finger meets the hand (picture D).

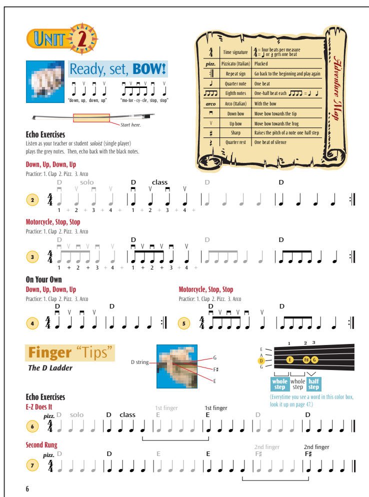
A B C D

3

Violin Book 1 (page 6)

Adventure Maps chart out and define terms and symbols to be introduced.

1. An optional, eight-page rote section at the beginning allows students to focus on proper bowing and fingering first, before learning to read
2. "Echo Exercises" help develop ear training
3. New notes are demonstrated with a photograph as well as a fingerboard diagram
4. A complete glossary is provided on page 47, and included terms are clearly indicated throughout the book



Unit 2

Ready, set, **BOW!**

"down, up, down, up" "mo-tor-cy-cle, stop, stop"

Start here.

Adventure Map

4/4	Time signature	4 = four beats per measure; 4 = ♩ or 𝄽 gets one beat
pizz.	Pizzicato (Italian)	Plucked
:‖	Repeat sign	Go back to the beginning and play again
♩	Quarter note	One beat
♫♫	Eighth notes	One-half beat each ♫♫ = ♩ ♩
arco	Arco (Italian)	With the bow
⊓	Down bow	Move bow towards the tip
V	Up bow	Move bow towards the frog
♯	Sharp	Raises the pitch of a note one half step
𝄽	Quarter rest	One beat of silence

Echo Exercises

Listen as your teacher or student *soloist* (single player) plays the grey notes. Then, echo back with the black notes.

Down, Up, Down, Up

Practice: 1. Clap 2. Pizz. 3. Arco

Motorcycle, Stop, Stop

Practice: 1. Clap 2. Pizz. 3. Arco

On Your Own

Down, Up, Down, Up

Practice: 1. Clap 2. Pizz. 3. Arco

Motorcycle, Stop, Stop

Practice: 1. Clap 2. Pizz. 3. Arco

Finger "Tips"

The D Ladder

(Everytime you see a word in this color box, look it up on page 47.)

Echo Exercises

E-Z Does It

Second Rung

6