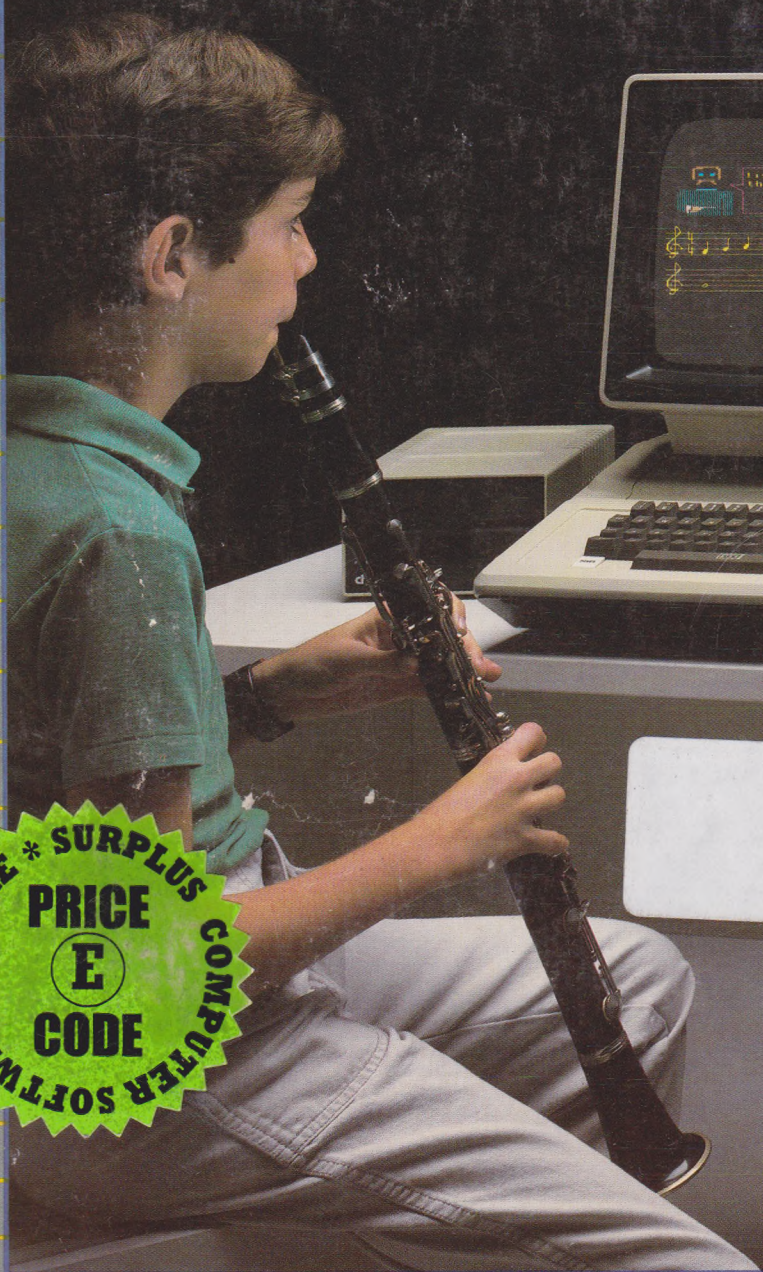


ALFRED'S
BASIC BAND

Computer Tutor

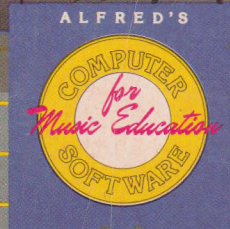
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Computer Programs
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Systems, Inc.**

ABOUT THE COMPUTER TUTOR

The **COMPUTER TUTOR** will provide you with hundreds of hours of musical fun. It goes along exactly with each unit of Alfred's BASIC BAND METHOD and contains familiar tunes, duets to play with the computer, theory games, and clapping and counting exercises. Using the **COMPUTER TUTOR** will help you learn to play your instrument quickly and will greatly improve your performance skills.

As with any practicing, you should:

1. Find a convenient, quiet, well-ventilated place where you and your computer can play.
2. Try to practice at the same time each day, when you are not tired and not rushing to get to your next activity.

**READ THE INSTRUCTIONS IN THIS MANUAL CAREFULLY
BEFORE YOU BEGIN**

BEGINNING PROCEDURES

Inserting The Diskette

With the computer turned off, insert the diskette into the disk drive of the computer. Make sure you have the side that is designed for your computer facing upward. Hold the diskette with your right thumb over the label and press the diskette entirely into the drive. Do not bend the diskette by pushing too hard. Close the drive door by pushing it closed slowly.

Power On

After the diskette is placed in the drive with the door closed, turn the computer, disk drive, and monitor on.

APPLE:

The program will load automatically.

COMMODORE:

Type: LOAD "Start", 8, 1 then press RETURN. The program will load automatically. If you have any problems, see your band director.

CASSETTE OUTPUT OPTION (APPLE ONLY)


After the program loads, "are you using the cassette output? (Y/N)" will appear on the computer screen. If you do not wish to use a sound source other than the computer speaker, answer "N". (If "Y" is pressed without connecting another sound source, you will not hear the music.)

To hook up an external sound source, answer "Y" and follow the procedure listed below:

Connect your external amplification system to the back of your APPLE computer in the plug labeled "cassette output."

Turn the speaker on and adjust the sound to a reasonable level.

INSTRUMENT SELECTION

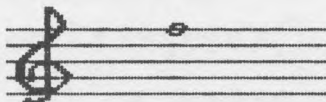



Type the letter next to the instrument you are playing, then press RETURN.

| | |
|---------------------------------------|------------------------|
| A. flute | G. french horn |
| B. oboe | H. Eb horn |
| C. clarinet bass clarinet | I. trombone bassoon |
| D. alto sax bari sax | J. tuba |
| E. tenor sax | K. mallet perc. |
| F. cornet trumpet baritone T.C. | ➔ A |

Type the letter next to the instrument you play, then press RETURN.

TUNING YOUR INSTRUMENT




Before starting the lesson, tune your instrument to my pitch.

I will play the note. Match the pitch of your instrument to it.

Press **<P>** to **PLAY** the tuning note.
Press **<RETURN>** when you are in tune.

Before starting your lesson, tune your instrument to the pitch played by the computer. Press "P" to hear the tuning note. Match the pitch of your instrument to the note played. Ask your band director to show you how to adjust the pitch on your instrument. To hear the note again, press "P". Press RETURN when you are in tune.

PLAYING SPEED



Type a number to choose a playing speed, then press RETURN.

1. Slow
2. Medium
3. Fast

↳ 1

Type in a number to choose a playing speed. Always start with the slow speed. After you feel comfortable, try playing a little faster. You may change the speed of any lesson by returning to the Menu and pressing "S".

MAIN MENU

Basic Band
Computer Tutor

| | |
|------------------|------------|
| A. Unit 1 | H. Unit 8 |
| B. Unit 2 | I. Unit 9 |
| C. Unit 3 | J. Unit 10 |
| D. Unit 4 | K. Unit 11 |
| E. Unit 5 | L. Unit 12 |
| F. Unit 6 | M. Unit 13 |
| G. Unit 7 | N. Unit 14 |

Type the letter next to the unit you want to see, then press RETURN.

Press <S> to change playing speed.
Press <ESC> to quit.

The units listed on this menu go along exactly with the units in Alfred's BASIC BAND METHOD. Press the letter of the unit you would like to play. You may exit from a unit at any time by pressing "ESC" on the Apple computers or "f1" on the Commodore 64.

UNIT MENU

**Basic Band
Computer Tutor
Unit 2**

- A. practice key**
- B. melody**
- C. name the notes**
- D. count and play**
- E. verbal matching**
- F. add the bar lines**
- G. alone or together**

**Type the letter next to the section
you want to see, then press RETURN.
Press <S> to change playing speed.
Press <ESC> for the main index.**

After you select your unit, you will see a Unit Menu. Press the letter of the selection you would like to play. Remember: If you want to change the speed, press "S". If you want to go to the Main Menu, press "ESC" on the Apple or "f1" on the Commodore 64.

Like your method book, Unit One is the Primer Unit. It reviews basic knowledge of music notation that will get you started quickly.

The rest of this manual will explain every type of playing and writing activity that is contained in Alfred's BASIC BAND COMPUTER TUTOR.

PRACTICE KEY

Listen carefully as I play this rhythm.

Press [key symbol].

1 8 2 8 3 8 4 8 | 1 8 2 8 3 8 4 8


1 8 2 8 3 8 4 8 | 1 8 2 8 3 8 4 8

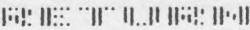
Every unit starts with a practice key. It contains the new rhythm for that unit and will always have three activities.

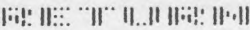
1. The computer will play the rhythm for you. Listen carefully while watching the music.
2. The computer will ask you to count and clap along with it. The conductor will conduct as you and the computer play the rhythmic line.
3. You count and clap with the conductor . . . the computer will not play with you.

You can repeat any of the three activities as many times as you wish. You might want to sing the rhythm on the syllable "TAH". You could also play the rhythm on your instrument, playing your new notes. It is very important that you do the Practice Key at a slow tempo.

MELODY (Without Conductor)



Press  to hear this song.

The image shows four staves of musical notation in treble clef, 4/4 time. The melody consists of the following notes: G4, A4, B4, A4, G4, F4, E4, D4, C4. The first staff has a treble clef and a 4/4 time signature. The second staff has a treble clef. The third staff has a treble clef. The fourth staff has a treble clef and ends with a double bar line. Below the staves, there is a text prompt: 'Press  to hear this song.'

Some melodies, which are longer, take up the entire screen and do not have the conductor for you to follow. Those melodies (often familiar tunes) have two activities.

1. The computer will play the melody for you. Listen carefully and watch the music.
2. The computer will ask you to play along with it.

If you enjoy playing familiar folk tunes, you will like **FANTASTIC FAMILIAR FOLK SONGS**. It is a book that goes along with Alfred's **BASIC BAND METHOD** and contains 24 folk songs and duets that use only the first six notes you have learned. There is also an accompaniment record available, so you can play along with a jazz/rock band. All Alfred publications are available at your local music store.

DUETS

Which part do you want to play (1/2)?

Throughout the disk, there are many duets. They are really fun to play.

1. The computer will ask you which part you want to play. Enter either 1 or 2.
2. The computer will then ask which part you want the computer to play.
Enter either 1 or 2.

You may wish to first practice each part in unison with the computer. If so press 1 both times and then 2 both times. After that, play 1 while the computer plays 2 and then play 2 while the computer plays 1. Duets can provide hours of enjoyable playing. Remember you can go back to the Menu ("ESC" or "f1") and press "S" to change the speed and play the duets at a different tempo.

If you enjoy playing duets, you will like Alfred's SOLO AND ENSEMBLE book. It goes along with Alfred's BASIC BAND METHOD and contains solos, duets, and trios in all styles.

COUNT AND PLAY

Count along as I play the melody.

Press [F1] [F2] [F3] [F4] [F5] [F6]

1 & 2 & 3 & 4 & 1 & 2 & 3 & 4 & 1 & 2 & 3 & 4 &

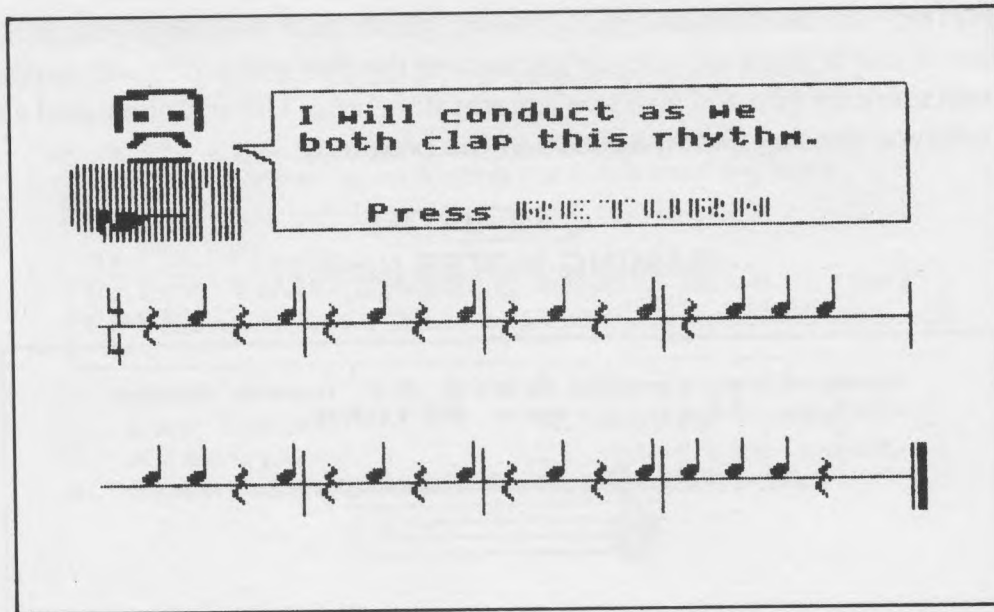
1 & 2 & 3 & 4 & 1 & 2 & 3 & 4 & 1 & 2 & 3 & 4 &

Count and play pieces are similar to melodies, except that while listening the first time, you count out loud while the computer plays the melody.

1. The computer will play the melody for you. Count along as you watch the music and listen to the computer.
2. The computer will ask you to play along with it. The conductor will conduct as you and the computer play the melody.
3. You play with the conductor...the computer will not play with you.

If you enjoy playing with the band you'll love Alfred's BASIC BAND METHOD CASSETTE. It includes all of the music in your method book recorded by a concert band. The pop and rock tunes are recorded by a jazz/rock band and are lots of fun to play.

ROCK TIME



ROCK TIME, as well as other rock pieces, involve two parts. One clapping and one playing.

1. The computer will write out the clapping part and you and the computer will play it while the conductor keeps time.
2. The computer will play the melody (you won't see it on the screen) while you play the clapping part. The conductor will conduct.
3. Now it is time for you to play the melody. The computer will write it out and you and the computer play it together. The conductor will conduct.
4. The last time, you play the melody while the computer plays the clapping part. The conductor will conduct.

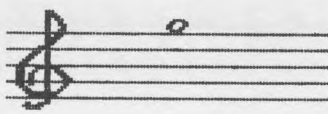
These pieces are lots of fun to play. They do take a little longer to "boot up", so be patient. You may want to practice long tones, scale studies, or other exercises from memory while the computer is practicing it's part.

THEORY GAMES

The COMPUTER TUTOR contains many theory games that will help you understand how music is written. Some of them will appear throughout the disk and others will appear only once. Many even keep score for you and give you a grade at the end. The unit indicated after the name of the game tells you the first time it appears in the program.

NAMING NOTES (Unit 2)

Use the arrow keys to name this note, then press RETURN.




| | | | | | | | | | | | |
|---|----|---|----|---|---|----|---|----|---|----|---|
| C | C# | D | E♭ | E | F | F# | G | A♭ | A | B♭ | B |
|---|----|---|----|---|---|----|---|----|---|----|---|

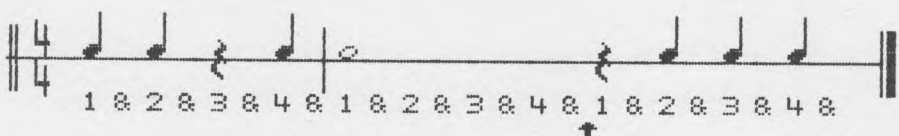
Number tried: 0
Your rating : 0%
Number to go: 12

The computer will draw a note on the staff. Move the arrow under the name of the note and press RETURN. The game will only include those notes you have learned in Alfred's BASIC BAND METHOD. This type of game is used for naming accidentals in Unit 10.

ADDING BAR LINES (Unit 2)



Use the arrow keys to move the pointer and press B to place a bar line.



1 & 2 & 3 & 4 & 1 & 2 & 3 & 4 & 1 & 2 & 3 & 4 &

This game helps you to understand rhythm. You move the arrow to the correct place and enter B for bar line. The computer will draw the line for you.

VERBAL MATCHING (Unit 2)

VERBAL MATCHING

Match the definition with the correct term. Type a number, then press RETURN.

8 TO GO

Definition:

Space that divides music into equal parts.

- | | |
|-------------------|-----------------|
| 1. staff | 5. quarter note |
| 2. bar line | 6. whole note |
| 3. measure | 7. quarter rest |
| 4. time signature | 8. double bar |

>

This game reviews your understanding of musical terms and symbols. The computer writes the definition and you find the word or words that match the meaning. Type in its number and press RETURN.

STEM DIRECTION (Unit 3)

Identify correct note stems.



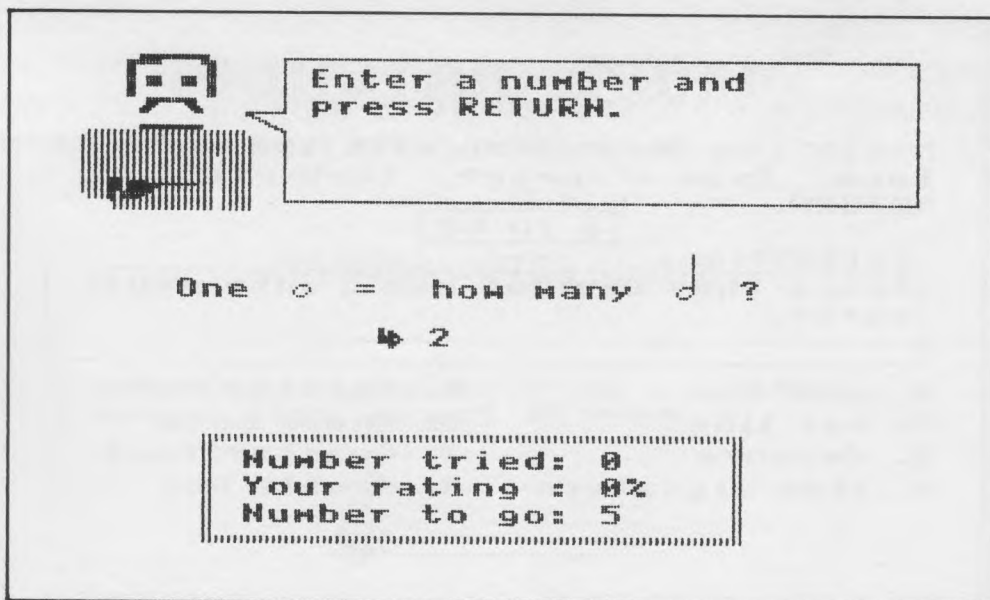
Is this stem correct (y/n)?

```
.....
Number tried: 0
Your rating : 0%
Number to go: 8
.....
```

The computer draws the note and stem. You decide if the stem is in the correct direction and on the correct side of the note head (Y for yes, N for no).

Remember: All notes on the third line or above have their stems on the left side, going down. All notes below the third line have the stems on the right side, going up.

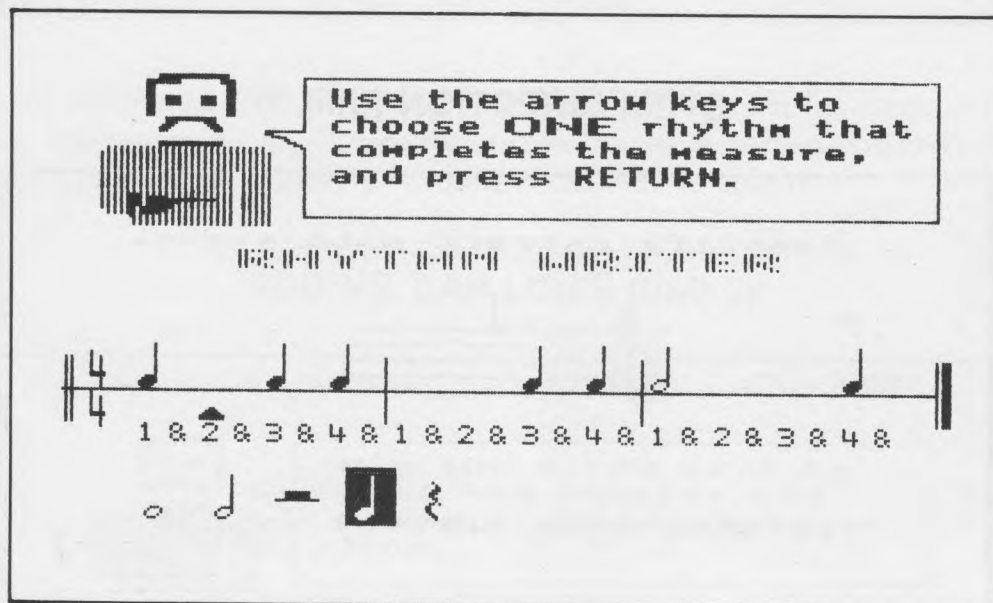
NOTE VALUES (Unit 4)



The computer shows you various note values. You then indicate how many quarter or half notes equal the same rhythmic value.

This type of game is used in Unit 8 when you add note values together, and in Unit 9 when you tie note values together.

RHYTHM WRITER (Unit 4)



The computer writes the rhythm and leaves certain notes out. You choose ONE note or rest that completes each measure.

1. The arrow shows you where the note or rest needs to be placed.
2. Move the box around the note and rest choices with your left and right arrows until you have boxed the one that is correct.
3. Press RETURN, and the computer will say OK or NO. If it is OK, it will draw the note or rest for you. If it is NO, it will help you pick the correct answer. After you complete Rhythm Writer, it's good practice to count and clap the rhythms.

REPEAT SIGNS (Unit 5)

Use the arrow keys to move the pointer to the measure, and press RETURN.

↑

This game is designed to show you how to play music with repeat signs.

1. Use the arrow keys to move the pointer to the first measure you would play and press RETURN. (It will already be at the first measure when you start.)
2. Move the arrow to measure two and press RETURN.
3. Continue in the order you would play each measure in the music.

A similar game is used for first and second endings in Unit 6 and DC AL FINE in Unit 13.

SLURS (Unit 5)

Should this note be tongued? (Y/N)

↑

The arrow will move from note to note. You indicate if the note should be tongued (Y for yes, N for no).

TIME SIGNATURES (Unit 7)

Use the arrow keys to choose the time signature that applies, then press RETURN.
Press RETURN

2/4 3/4 4/4

This is similar to rhythm writer.

1. Move the box around the time signature choices with your left and right arrows until you have boxed the one that is correct for the line of music, then press RETURN.

SLURS AND TIES (Unit 11)

Is this a slur or tie? (S/T)

T S t

The computer moves the arrow to a Slur or Tie. You indicate which is correct (S for Slur, T for Tie). The computer has trouble drawing slurs and ties, so be careful.

THEORY REVIEW (Unit 14)

The theory review is a verbal matching game. It is different from the others in that you can repeat it many times. Each time you will get a new set of words and definitions covering all of the material studied in Alfred's BASIC BAND METHOD Book One.

ALFRED'S

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A carefully paced course of instruction specifically designed for today's young beginner. It combines a rhythmic approach with familiar tunes, rock pieces, classical themes, creative involvement, and many duets. Every new note and concept is systematically reinforced to insure complete understanding.

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Individual selections that have been composed as true performance pieces to give a total band sound with minimal instrumentation. The compositions are of varied styles (folk, classical, jazz-rock) and correlated exactly with various units of the method.

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Contains unaccompanied solos, solos with piano accompaniment, duets, and trios. One of each type correlate exactly with various units of the method. All will work with *any* combination of instruments. This collection also includes mini-bio's of many famous composers.

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Writing exercises for Treble *and* Bass clefs that correlate exactly with *each* unit of the method and uniquely reinforce the entire learning process. Includes matching games, anagrams, fill-ins, musical math, and a cross-word puzzle. A fun book for students — a must book for total musicianship.

- **CASSETTE PRACTICE TAPE**

Contains accompaniments for every exercise and piece in the method. Insures full utilization of the practice period while reinforcing proper pitch and rhythmic understanding.

- **FANTASTIC FAMILIAR FOLKSONGS**

A collection of 25 solos and duets utilizing only six notes. Jazz/Rock accompaniment record available.

- **COMPUTER TUTOR**

A book and disk combination that reinforces the material in Alfred's BASIC BAND METHOD. Rhythms, melodies, duets and familiar songs are demonstrated by the computer. Then you play along with the help of a conductor. Also includes theory games. System Requirements: Commodore 64, one disk drive (no other peripherals needed). Apple II Plus/IIe/IIc, 48K, one disk drive. DOS 3.3 (No other peripherals needed.)

**THE BAND METHOD FOR TODAY'S
BEGINNING BAND STUDENT**

ALFRED PUBLISHING CO., INC.

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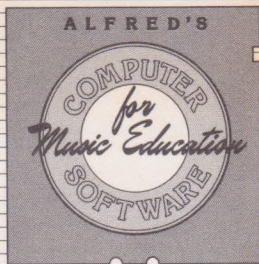
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BY SANDY FELDSTEIN & JOHN O'REILLY

COMMODORE-64
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