

Takeaways Arrange Yourself (ARY)- Hip Harp Academy (HHA):

(did mod.1, 2, 3, 6)

playing ideas, not notes

5 part Structure:--play through without stopping:

1. intro with glissando or arpeggio on the dominant always works –character – something’s about to happen
2. melody – its character is clear/lucid/ringing
3. exploration—variations
4. (cadenza-exploration’s exploration if appropriate to include, on the dominant & holding tension not resolving)
5. melody restated clearly
6. coda/ending—can use 3 part turnaround—usually 2-4 measures (mine are often 3!)

How to Vary:

vary where you play melody

vary character of the sound

building blocks of melody: fenceposts/above, below; scales, sequences, repeated notes, leaps, ornaments/embellishment, arpeggios, passing notes

change rhythm

change harmony- add 3rds/6ths in r.h., or clusters under thumb

-l.h. – 1 note, octave, 1-5-1(8), 1-5-10, break apart for more rhythm

LISTEN***** do you like it or not?

Strong beats & medium beats-play a big letter chord note on those, not on the weak beats

Leave things out! **Simplify** for fluidity! Play one hand at a time if need to

Follow the arc of song sometimes to end **as if you can play it well**

“whatever you need to do to deeply experience the feeling of fluency” – DHC

roles/areas on harp with different character –bass/accomp/melody

“perform” mindset – do it for your stuffed animals if nothing else!

Protect your emotions!

Next: mod 4 –****cadenzas (read it but not tried yet)

mod 7 – ****modulations (read it but not tried yet but really eager about this one***): ii-V, 7-V7, diversions, faux modulation

mod 5—read it once – have not engaged with it yet

Others Takeaways: