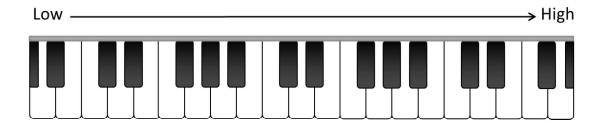
MUSIC STAFF, CLEFS AND NOTES

THE KEYBOARD

The sounds on the keyboard go from low to high as the keys are played from left to right.

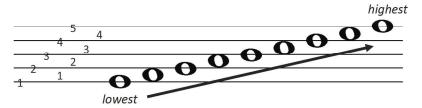


The first seven letters of the alphabet, A B C D E F G, are used to name the white keys.



THE STAFF

Music is written by placing notes on a STAFF. The music staff consists of five lines and four spaces. Notes are placed on the staff according to their pitch. The higher the note is on the staff, the higher the sound.

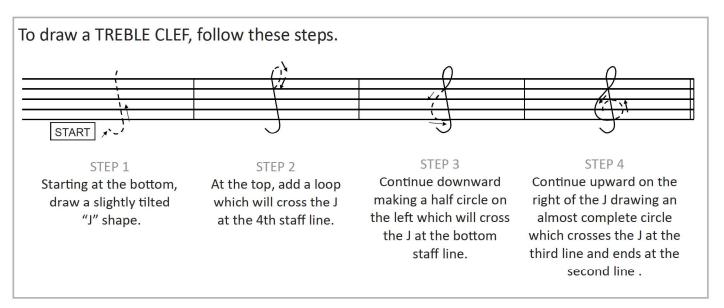


CLEFS

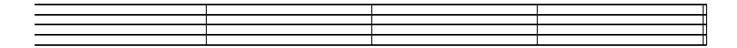
Clefs placed at the beginning of the staff tell us the pitch of one of the staff lines. The most commonly used clefs are the treble and bass clefs.







1. Draw four treble clefs.



To draw a BASS CLEF, follow these steps.

STEP 1

Draw and fill in a small circle on the fourth staff line.

STEP 2

STEP 3

Draw two small circles, one in the third space and one in the fourth space.

STEP 4

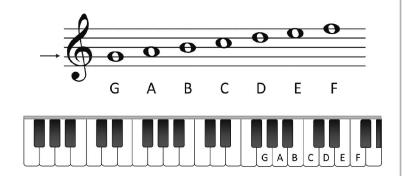
Fill in the circles.

2. Draw four bass clefs.

TREBLE AND BASS NOTES

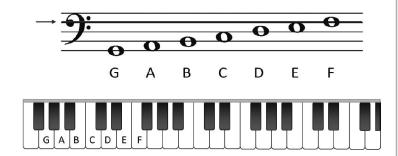
The treble clef is sometimes called the **G Clef** because it curls around the G line to show the position of G.

Using this marker we can name other treble staff notes.



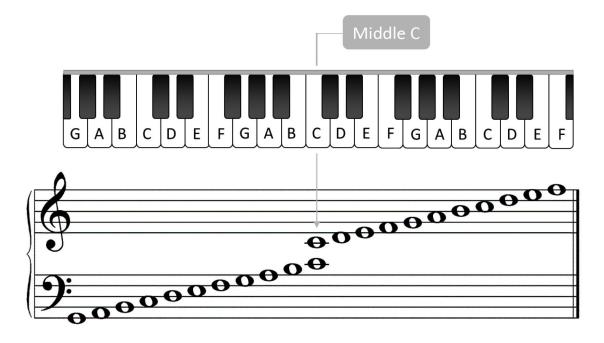
The bass clef is sometimes called the **F Clef** because its two dots are placed on either side of the F line to show the position of F.

Using this marker we can name other bass staff notes.



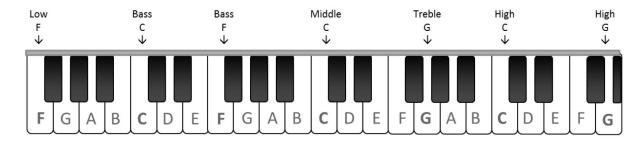
THE GRAND STAFF

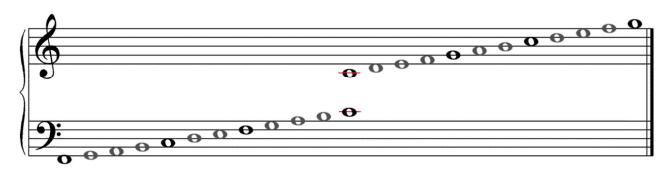
The treble staff and the bass staff combine to form the Grand Staff. Middle C is the midpoint between the two staves.



GUIDE NOTES

Memorizing guide notes is a helpful tool for learning the notes of the staff. The C and G notes are learned for the treble staff and the C and F notes for the bass staff.





3. Name these guide notes.







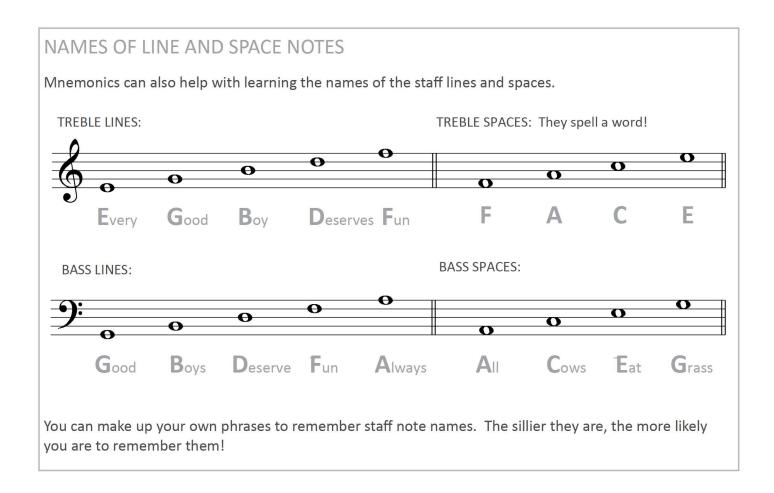




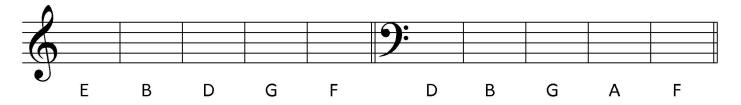








4. Write the following line notes.

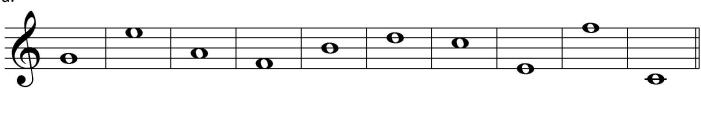


5. Write the following space notes.

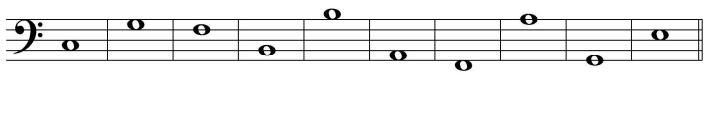


6. Write the letter names for the following notes.

a.



b.



d.

