# GUITSR 

## Method Book I

## with Chord Buddy



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Thanks to generous donations, Lead Guitar students play Yamaha guitars with D'Addario strings.

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## Parts of the Guitar



## Reading Music on the Guitar

## The Staff

Music is written on a staff using notes placed on the lines and spaces of the staff. This is a standard blank staff. It has four spaces and five lines.

## Treble Clef

A clef determines the range of pitches found on a staff. Guitar music is written on a treble clef staff like this one:


## Note Values

A whole rest equals 4 beats of silence.
O A whole note equals four beats (in 4/4 time).

$\delta$
A half note equals two beats.

quarter rests
A quarter note equals one beat.

eighth rests
An eighth note equals half of one beat.


## Getting Ready to Play

## Sitting Position



There are two steps to prepare your body to help hold the guitar:

1. Sit at the front edge of your chair
2. Put your left foot on a woodblock or footstool

In order to keep the guitar stable as you play, there are four places that the guitar comes in contact with your body:

1. Rest the waist of the guitar on your left leg.
2. Rest the lower bout of the guitar against your inner right leg.
3. Lean the upper bout of the guitar to your chest.
4. Rest your right forearm on the top edge of the guitar, directly above the bridge.

Finally, raise the neck of the guitar so that the head is eye-level.
Let's practice getting into this position a few times to remember what it feels like.

## Right Hand



Your Right Hand is in charge of strumming the strings. You can choose to strum in two ways:

1. with the end of your thumb or


To strum the strings, glide your thumb or index finger quickly and lightly downward through all six strings.

## Left Hand



Your Left Hand is in charge of holding down the colored buttons on your "Chord Buddy" to form chords

1. Each button makes a different chord
2. We can use those chords to accompany ourselves as we sing or fellow guitarists as they play a melody
3. We will start with the Blue Button

Press and hold the Blue button on your Chord Buddy with the 3 rd (ring) finger of your Left Hand.

## Daily Warm Up Routine \#1

It is important to always start with a warm-up. This gives you time to focus on the particular jobs of each hand and to relax your mind and body to get ready to make beautiful music. Repeat each exercise for two to three minutes.

## 1. Sitting Position

- Sit at the front of your chair
- Put your left foot on a woodblock or footstool
- Establish the points of contact between your body and the guitar
- Raise the head of the guitar to eye-level


## 2. Right Hand

- Practice strumming the 'open' strings with either your Right Hand thumb or the back of your index fingernail following the exercise below.

Count out loud as you strum!

Right Hand Exercise \#1


## Right Hand Exercise \#2



## 3. Left Hand

- Practice pushing down the Blue button with your 3rd finger and holding it for several seconds at a time.


## 4. Both Hands Together

- Combine both hands together to play the following exercises.


## Exercise \#3



## Exercise \#4


*These four exercises can be performed in tandem with Warm-up Routine I in LG Method Book I.

## Words to Play By:

"Anyone who has never made a mistake has never tried anything new." -Albert Einstein

## One, Two, Buckle My Shoe

Learning One, Two, Buckle My Shoe and other nursery rhymes is an effective way for students of any age to begin learning an instrument. Because the songs are familiar, we are able to concentrate on other important elements: sitting and hand positions, finger movement and strumming through all of the strings. We will also introduce one new element, playing and singing at the same time.

Let's play these songs in a few different ways:

1. Clap the whole notes while counting out loud
2. Clap the quarter notes while counting out loud
3. Clap the quarter notes while singing along

## One, Two Buckle My Shoe \#1



One, Two Buckle My Shoe \#2 and \#3


## Playing on the Guitar

Next we will play these rhythms on our guitars.
4. Strum the rhythm on whole notes while counting out loud
5. Strum the rhythm on whole notes while singing along
6. Strum the rhythm on quarter notes while counting out loud
7. Strum the rhythm on quarter notes while singing along

## One, Two Buckle My Shoe \#4 and \#5



One, Two Buckle My Shoe \#6 and \#7


## Star Light, Star Bright

Now let's learn Star Light, Star Bright the same way we learned One, Two, Buckle My Shoe, starting with the rhythm and then playing it on the guitar.

1. Clap the whole notes while counting out loud
2. Clap the quarter notes while counting out loud
3. Clap the quarter notes while singing along

## Star Light, Star Bright \#1



## Star Light, Star Bright \#2 and \#3



## Star Light, Star Bright

Next, let's play it on our guitars. Make sure to press the Blue button with your Left Hand as you strum.
4. Strum the whole notes while counting out loud
5. Strum the whole notes while singing along
6. Strum the quarter notes while counting out loud
7. Strum the quarter notes while singing along

## Star Light, Star Bright \#4 and \#5



Star Light, Star Bright \#6 and \#7


## Rain, Rain (Go Away)

Let's go through this new song the same way!

1. Clap the whole notes while counting out loud
2. Clap the quarter notes while counting out loud
3. Clap the quarter notes while singing along

## Rain, Rain \#1



## Rain, Rain \#2 and \#3



## Words to Play By:

"I'm a great believer in luck, and I find the harder I work, the more luck I have."
-Thomas Jefferson

## Rain, Rain (Go Away)

Next, let's play it on our guitars. Make sure to press the Blue button with your Left Hand as you strum.
4. Strum the whole notes while counting out loud
5. Strum the whole notes while singing along
6. Strum the quarter notes while counting out loud
7. Strum the quarter notes while singing along

## Rain, Rain \#4 and \#5



Rain, Rain \#6 and \#7


## Fly



## Amazing Animal Facts

- An average housefly carries 2 million bacteria on its body.
- Housefl ies can walk upside down using gluey toe pads.
- Flies must vomit saliva on their food in order to soften it before eating.


## Fly

This next song does not have any words. Instead it represents an animal by using special effect sounds. Your teacher or your classmates will make a sound that represents the irritating buzz of a fly. The sound that you will make (marked with X ) is made by slapping your right hand against all six strings over the sound hole. Can you guess what that sound represents?!

1. Clap the whole notes while counting out loud
2. Clap the quarter notes while counting out loud

Fly \#1


Fly \#2


## Fly

Next, let's play it on our guitars. Make sure to press the Blue button with your Left Hand as you strum. Also, watch out for the special symbol at the end of the piece (X).
3. Strum the whole notes while counting out loud
4. Strum the quarter notes while counting out loud

## Fly \#3



Fly \#4


## Ant and Butterfly



An ant nimbly running about in the sunshine in search of food came across a chrysalis. "Poor, sad animal!" cried the ant, "What a sad life you have! While I can run and climb anywhere I please, you lie trapped in your shell." The chrysalis heard this, but did not try to reply. A few days later, when the ant passed that way again, the shell was empty. As he wondered what had happened, the ant felt himself suddenly shaded and fanned by the wings of a beautiful butterfl y. "Look at how I have changed," said the butterfl y. "Boast now of your powers to run and climb as long as you can get me to listen." Then the butterfl y rose in the air, caught the summer breeze, and was soon lost to the sight of the ant forever.

## Amazing Animal Facts - Ants

- Ants can lift 20 times their own body weight.
- Ants use their antennae not only for touch, but also for their sense of smell.
- The average life expectancy of an ant is 45-60 days.


## Ant

This next song does not have any words either. The sound marked ( $\triangle$ ) is made by scraping a right hand finger down through all six strings just behind the bridge. Ants can remind us of soldiers marching. The sound you make here is like a military snare drum, keeping the ants in rhythm as they march.

This song also uses a new type of note, a half note. Half notes get two counts each.

1. Clap the half notes while counting out loud
2. Clap the quarter notes while counting out loud

Ant \#1


## Ant \#2



## Ant

Next, let's play it on our guitars. Make sure to press the Blue button with your Left Hand as you strum. Also, practice the ants marching sound by itself before you begin.
3. Strum the half notes while counting out loud
4. Strum the quarter notes while counting out loud


## Ant \#4



## Ring around the Rosy

This new song combines quarter notes and half notes.

1. Clap the half notes while counting out loud
2. Clap the half notes while singing along
3. Clap the half and quarter note rhythm while counting out loud
4. Clap the half and quarter note rhythm while singing along

## Ring around the Rosy \#1 and \#2



## Ring around the Rosy \#3 and \#4



## Ring around the Rosy

Next, let's play it on our guitars. Make sure to press the Blue button with your Left Hand as you strum.
5. Strum the whole notes while counting out loud

6 . Strum the whole notes while singing along
7. Strum the quarter notes while counting out loud
8. Strum the quarter notes while singing along

## Ring around the Rosy \#5 and \#6



Ring around the Rosy \#7 and \#8


## Daily Warm Up Routine \#2

## 1. Left Hand

We are going to start working on the Green Button

- Practice pushing down the Blue button with your 3rd finger for several seconds
- Next, push down the Green button with your 1st finger for several seconds
- Change back and forth between the Blue and Green buttons



## 2. Right Hand

- Practice strumming the 'open' strings with either your Right Hand thumb or the back of your index fingernail following the exercise below. This is the same exercise from the first Daily Warm Up Routine.

Count out loud as you strum!

## Right Hand Exercise \#1



## Right Hand Exercise \#2



## 3. Both Hands Together

- Combine both hands together to play the following exercises.


## Exercise \#3



## Exercise \#4


*These four exercises can be performed in tandem with Warm-up Routine II in LG Method Book I.

## Praying Mantis



Amazing Animal Facts

- The female mantis is among the biggest insects
in the world.
- The mantis can attack and eat frogs, spiders, mice, lizards and small birds.
- The female mantis sometimes eats the male.


## Praying Mantis

This song combines quarter notes and half notes, just like Ring around the Rosy. This is also the first song the Green button is introduced.

1. Clap the half notes while counting out loud
2. Clap the half and quarter note rhythm while counting out loud

## Praying Mantis \#1



## Praying Mantis \#2



## Words to Play By:

"Be who you are and say how you feel because those who mind don't matter and those who matter don't mind." -Dr. Seuss

## Praying Mantis

Next, let's play it on our guitars. First, review the Green to Blue shift with the Left Hand.
3. Strum the half notes while counting out loud
4. Strum the half and quarter notes while counting out loud

## Praying Mantis \#3



## Praying Mantis \#4



Words to Play By:
"Our greatest weakness lies in giving up. The most certain way to succeed is always to try just one more time.
-Thomas A. Edison

## Twinkle, Twinkle Little Star

1. Clap the half notes while counting out loud
2. Clap the half notes while singing along
3. Strum the half notes while counting out loud
4. Strum the half notes while singing along

Twinkle, Twinkle \#1, \#2, \#3 and \#4

little star, how I wonder what you are.

## Twinkle, Twinkle Little Star

7. Strum the half and quarter note rhythm while counting out loud
8. Strum the half and quarter note rhythm while singing along

Twinkle, Twinkle \#7 and \#8


## Mouse and Lion



A lion was awakened by a mouse running over his face. Rising up angrily, he caught him and was about to kill him, when the mouse begged: "If you would only spare my life, I promise to repay your kindness." The lion laughed at the thought but let him go. Shortly after this, the lion was caught by some hunters, who bound him by ropes to the ground. The mouse, re-cognizing his roar, came and gnawed the rope with his teeth, setting him free. "You ridiculed the idea of my ever being able to help you," said the mouse, "not expecting to receive from me any repayment of your favor. Now you know that it is possible for even a mouse to help a lion."

## Amazing Animal Facts

- Mice have tails that are as long as their bodies.
- Mice see best in dim light.
- Their whiskers are used to sense smooth and rough surfaces, temperature changes and breezes.


## Mouse

1. Clap the half notes while counting out loud
2. Strum the half notes while counting out loud

## Mouse \#1 and \#2



## Mouse

3. Clap the half and quarter note rhythm while counting out loud
4. Strum the half and quarter note rhythm while counting out loud

## Mouse \#3 and \#4



## Ode to Joy

1. Clap the half notes while counting out loud
2. Strum the half notes while counting out loud

Ode to Joy \#1 and \#2


## Ode to Joy

3. Clap the half and quarter note rhythm while counting out loud
4. Strum the half and quarter note rhythm while counting out loud

Ode to Joy \#3 and \#4


## Grasshopper



## Amazing Animal Facts

- Grasshoppers have five eyes.
- There are 18,000 different kinds of grasshoppers.
- Some grasshoppers can rub their wings together to make music!


## Grasshopper

1. Clap the half notes while counting out loud
2. Strum the half notes while counting out loud

Grasshopper \#1 and \#2


## Grasshopper

3. Clap the half and quarter note rhythm while counting out loud
4. Strum the half and quarter note rhythm while counting out loud

Grasshopper \#3 and \#4


Words to Play By:
"Don't let what you cannot do interfere with what you can do." -John Wooden

## Crossroad Blues

## 1. Left Hand

The next song introduces the Red button. We will use the 2nd finger to push down the Red button.


- Practice pushing down the Red button with your 2nd finger for several seconds
- Change back and forth with your Left Hand between the Red, Blue and Green buttons



## 2. Putting Both Hands Together

- Let's try strumming the following exercise.
- Remember to push down the correct button before you strum



## Crossroad Blues

This new song introduces the Red chord. Practice switching between the Blue, Green and Red chords.

1. Clap the half notes while counting out loud
2. Strum the half notes while counting out loud

Crossroad Blues \#1 and \#2


## Crossroad Blues

3. Clap the quarter notes while counting out loud
4. Strum the quarter notes while counting out loud

## Crossroad Blues \#3 and \#4



## Time Signatures

Our next song introduces a new time signature. Many of the songs so far have been in 4/4 time.
4 - The top number indicates the number of beats in each measure
4 - The bottom number indicates the value of each beat
$4 / 4=$ four beats per measure
$3 / 4=$ three beats per measure


2/4=two beats per measure

$6 / 8=$ six eighth note beats per measure


## English Dance

Our next song has a new time signature. In a $3 / 4$ time signature, we count to 3 in each measure.

1. Clap the quarter notes while counting out loud
2. Strum the quarter notes while counting out loud

## English Dance \#1 and \#2



## Eine Kleine Nachtmusik

Our new song mixes quarter notes and half notes, as well as Blue and Green chords.

1. Clap the rhythm while counting out loud
2. Strum the rhythm while counting out loud

Eine Kleine Nachtmusik \#1 and \#2


## Irish Jig

This next song uses a new time signature 6/8.
In 6/8 time each measure has six 8th notes. Each eighth note equals one beat.
The most important part of $6 / 8$ time is the six short beats are split into two groups of three.


## The Entertainer




## Minuet in G



## Minuet in G

Now try this different rhythm.


## De Colores

Just like the past few songs, this song uses our Blue, Green and Red buttons. It is our longest song so far!



## Daily Warm Up Routine \#3

## 1. Left Hand

We are going to start working on the Yellow Button. We use the 1st finger to push down the Yellow Button.

- Practice pushing down the Yellow button and holding it for several seconds



## 2. Right Hand

We are also going to play open strings in addition to the buttons.
Practice the following open strings, play them with your thumb.

## Right Hand Exercise \#1

This is an open A note
Play this on the 5th string

This is an open E note
Play this on the 6th string



1

2
3
4


2
3
4

## Right Hand Exercise \#2



## 3. Playing Notes with Chords

Now we will play bass notes and strum chords in the same exercise. This will help us prepare for our next song.

## Notes and Chords Exercise \#1



Notes and Chords Exercise \#2


## Greensleeves

This song uses the bass notes A and E just like the exercise that we just played.

1. Only play one time per measure



## Spider and Silkworm

This song incorporates the percussion sound that we used on Fly, which looks like this (X).


## Leyenda (Theme)

This song has a new time signature, $6 / 4$. Like $6 / 8$ time, we count to 6 in each measure.


## Raven and Swan

This song changes between notes and chords even faster.


## Leyenda

This song uses the bass notes A and E just like the exercise that we just played.

1. Only play one time per measure


## Coyote

This song uses a scraping sound that looks like this ( ).


## Glossary

## A

ACCOMPANY: Play background music for singing and playing.
A-STRING: $5^{\text {th }}$ string (metal-wound nylon string, $5^{\text {th }}$ from the bottom)
ARPEGGIO: Tones of a chord played one after another

## B

BARLINES: Barlines divide the staff into measures of equal beat values.
BASS: A low-pitched sound or tone or the bottom voice of multiple musical lines

## C

CHORDS: Groups of three or more notes played at the same time.
CHROMATIC SCALE: Musical scale made up entirely of half steps
CRESCENDO or CRESC.: Grow gradually louder.
D
D-STRING: $4^{\text {th }}$ string (metal-wound nylon string, $4^{\text {th }}$ from the bottom)
DECRESCENDO or DECRESC.: Grow gradually more quiet.

## E

E-STRINGS: A guitar has two E strings, a low E-string and a high E-string. The high E-string is the $1^{\text {st }}$ string (nylon, $1^{\text {st }}$ from the bottom) and the low E-string is the $6^{\text {th }}$ string (nylon, but metal-wound, $6^{\text {th }}$ string from the bottom)
EADGBE: The names of the open guitar strings
EIGHTH NOTE: An eighth note is equal to one-half of one beat in common time.
EIGHTH REST: An eighth rest means that no sound should be made for one-half of one beat.

## F

FORTE: To play loudly or forcefully.

## G

G-STRING: $3^{\text {th }}$ string (nylon string, $3^{\text {rd }}$ from the bottom)
GLISSANDO or GLISS.: To slide the left hand finger up or down the string.

## H

HALF NOTE: A half note is equal to two beats in common time.
HALF REST: No sound should be made for two quarter note beats.

## I

i: indice (fore/index finger)
L
LH: Left hand
LEDGER LINE: A short line which extends the range of notes above or below the staff.
LEGATO: Playing in a smooth connected style. Opposite of Staccato.
$\mathbf{m}$ : medio (middle finger)
MEASURE: Division of a piece of music with a fixed number of beats in each unit.
MELODY: A linear succession of musical tones.

P
p: pulgar (thumb)
PIANO: To play soft or quietly.
PICK-UP MEASURE: An incomplete measure at the beginning of a music piece

## Q

QUARTER NOTE: A quarter note is equal to one beat in common time.
QUARTER REST: No sound should be made for one beat.

## R

RH: Right hand
RHYTHM: The division of music into metric portions that create a defined pattern. The controlled movement of music in time.

## S

SIXTEENTH NOTE: A sixteenth note divides a quarter note into fourths.
SIXTEENTH REST: No sound should be made for one quarter of a quarter note.
STACCATO: Playing notes in a short, separated style. Opposite of Legato.
STAFF: A set of five lines and four spaces on which music is written.
STEM (NOTE STEM): A line attached to the note head.
STRUM: Brushing the fingers of the right hand over the strings.
SYNCOPATION: A rhythm which emphasizes notes between the beats or beats that are normally not accented.

## T

TACTILE MEMORY: Tactile memory or touch memory is the memory that one's muscles subconsciously retain from repeating the same action multiple times in the same way.
TECHNIQUE: The physical aspect of making music.
TIE: A tie is an arched line that connects and combines the rhythmic values of two notes of the same pitch.
TIME SIGNATURE: Indication of the value and the number of beats in each measure.
TREBLE CLEF: Guitar music is written on this clef (also called the g-clef).
TRIPLET: A grouping of three notes.

## V

VOICE: A single melody or a line of music.

## W

WHOLE NOTE: A whole note is equal to four beats in common time.
WHOLE REST: No sound should be made for four beats.

## NUMERICAL ABBREVIATIONS IN GUITAR PLAYING:

1: Abbreviation for right hand fore/index finger
2: Abbreviation for right hand middle finger
3: Abbreviation for right hand ring finger
4: Abbreviation for right hand little finger/ pinkie

## NOTE VALUES:

WHOLE NOTE: A whole note is equal to four beats in common time.
HALF NOTE: A half note is equal to two beats in common time.
QUARTER NOTE: A quarter note is equal to one beat in common time. EIGHTH
NOTE: An eighth note is equal to one-half of one beat in common time. SIXTEENTH
NOTE: A sixteenth note divides a quarter note into fourths.

## REST VALUES:

WHOLE REST: A whole rest means that no sound should be made for four beats.
HALF REST: A half rest means that no sound should be made for two beats.
QUARTER REST: A quarter rest means that no sound should be made for one beat.
EIGHTH REST: An eighth rest means that no sound should be made for one-half of one beat. SIXTEENTH
REST: A sixteenth rest means that no sound should be made for one quarter of a quarter note.

## DYNAMICS:

CRESCENDO or CRESC.: To grow gradually louder.
DECRESCENDO or DECRESC.: To grow gradually more quiet.
FORTE: Play loudly or forcefully.
PIANO: Play softly or quietly.

MUSICAL EXPRESSION MARKS:
ACCELERANDO or ACCEL.: To gradually speed up.
RITARDANDO or RIT.: To gradually slow down.
LEGATO: Playing in a smooth connected style.
STACCATO or STAC.: Playing notes in a short, separated style.

