

Martina Belković

KAJDANKA VJEŽBANKA

za *solfeggio* za 4. razred osnovne glazbene škole

hdgt

Biblioteka Hrvatskoga društva glazbenih teoretičara

Knjiga XXVII

Martina Belković

Kajdanka vježbanka

za *solfeggio* za 4. razred osnovne glazbene škole

Urednik:

Tihomir Petrović

Recenzentice:

Ana Grbac Galić, Gorana Vidnjević Fabijanić

Urednica za strukovno nazivlje:

Sanja Kiš Žuvela

Lektorica:

Daria Lazić

Notografija:

Martina Belković

Grafički urednik:

Slavko Križnjak

Izdavač:

Hrvatsko društvo glazbenih teoretičara
Palmotićeva 2, 10000 Zagreb, www.hdgt.hr

ISMN 979-0-801339-10-2

1. Notni sustav

Zadatak 1. Imenuj note!

The image shows four staves of musical notation. Each staff contains a sequence of notes with various accidentals (sharps, flats, double flats, and naturals) and some notes are underlined. The notes are: Staff 1: C4, D4, E4, F4, G4, A4, B4, C5, D5, E5, F5, G5, A5, B5, C6. Staff 2: C#4, D#4, E#4, F#4, G#4, A#4, B#4, C#5, D#5, E#5, F#5, G#5, A#5, B#5, C#6. Staff 3: Cb4, Db4, Eb4, Fb4, Gb4, Ab4, Bb4, Cb5, Db5, Eb5, Fb5, Gb5, Ab5, Bb5, Cb6. Staff 4: Cx4, Dx4, Ex4, Fbx4, Gbx4, Abx4, Bbx4, Cbx4, Dbx4, Ebx4, Fbx4, Gbx4, Abx4, Bbx4, Cbx4.

3

2. Ljestvice

Zadatak 1. Napiši sve povisilice u violinskome i basovskome ključu četiri puta!

The image shows a single staff of musical notation in treble clef. The key signature consists of three sharps (F#, C#, G#). The staff is empty, intended for the student to write four ascending scales.

The image shows a single staff of musical notation in bass clef. The key signature consists of three sharps (F#, C#, G#). The staff is empty, intended for the student to write four ascending scales.

Zadatak 2. Imenuj durove određene napisanim predznacima!

The image shows a single staff of musical notation in treble clef. It contains six groups of key signatures: 1. one sharp (F#), 2. two sharps (F#, C#), 3. three sharps (F#, C#, G#), 4. four sharps (F#, C#, G#, D#), 5. five sharps (F#, C#, G#, D#, A#), 6. six sharps (F#, C#, G#, D#, A#, E#).

The image shows a single staff of musical notation in bass clef. It contains six groups of key signatures: 1. one sharp (F#), 2. two sharps (F#, C#), 3. three sharps (F#, C#, G#), 4. four sharps (F#, C#, G#, D#), 5. five sharps (F#, C#, G#, D#, A#), 6. six sharps (F#, C#, G#, D#, A#, E#).

9

4. Kvintakordi

Zadatak 1. Odredi kakav je kvintakord napisan (*D* = durski, *M* = molski)!

Task 1 shows eight chords written on a grand staff (treble and bass clefs). The chords are: 1. D major (D, F#, A), 2. E minor (E, G, Bb), 3. F major (F, A, C), 4. G major (G, B, D), 5. A major (A, C#, E), 6. Bb minor (Bb, D, F), 7. C major (C, E, G), 8. D major (D, F#, A).

Zadatak 2. Napiši durski kvintakord na zadanoj noti!

Task 2 shows a sequence of notes on a grand staff. Treble clef notes: F#, G, A, Bb, C, D, E, F. Bass clef notes: G, A, B, C, D, E, F#, G.

32

6. Vježbanje cijeloga gradiva

Vježba A

Zadatak 1. Napiši sve snizilice u obama ključevima!

Task 1 shows two empty musical staves, one in treble clef and one in bass clef, for writing scale descenders.

Zadatak 2. Odredi durove i molove prema napisanim predznacima!

Task 2 shows four bass clef staves with the following accidentals: 1. Bb, 2. Bb, Bb, 3. Bb, 4. Bb, Bb, Bb.

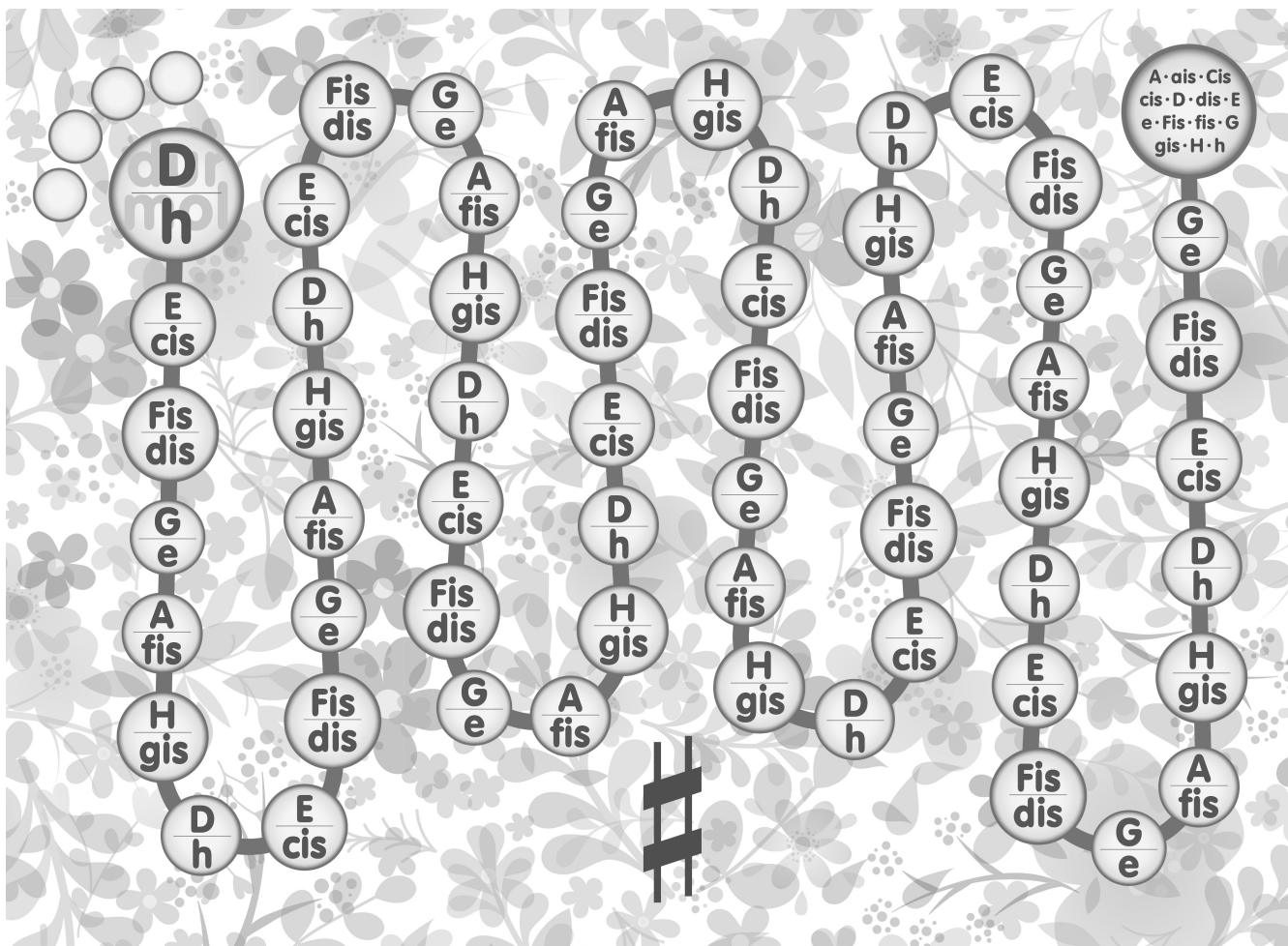
Zadatak 3. Napiši predznake zadanih durova i molova!

Task 3 shows a treble clef staff with four empty staves. Below the staves are the labels: Des, Es, as, c.

Zadatak 4. Napiši Es-dursku ljestvicu u basovskome ključu!

Task 4 shows four empty bass clef staves for writing the E major scale.

44



Sadržaj

1. Notni sustav	3
2. Ljestvice	9
3. Intervali	18
4. Kvintakordi	32
5. Ritam i mjera	38
6. Vježbanje cijeloga gradiva	44

Pravila za igre s predznacima tonaliteta

Igru započinje igrač koji prvi dobije “šesticu” bacanjem kocke. Kad igra počne, broj na kocki određuje broj predznaka dura i njemu paralelnoga mola. Igrač baca kocku i stavlja figuru na prvo sljedeće polje s oznakom tonaliteta koji ima toliko predznaka. Stigne li igrač na polje na kojemu već stoji figura drugoga igrača, svoju figuru stavlja na prvo sljedeće polje. Pobjednik je igrač koji prvi dođe do cilja.