

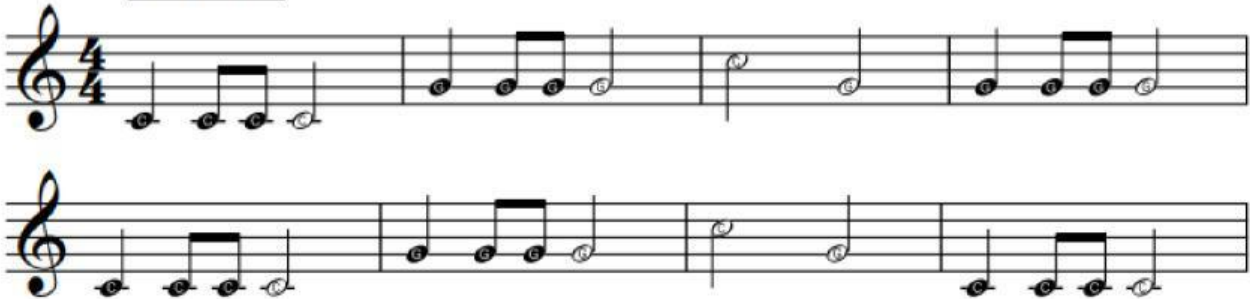
Fanfares to Perform

Perform the following fanfares, all based on the **HARMONIC SERIES**

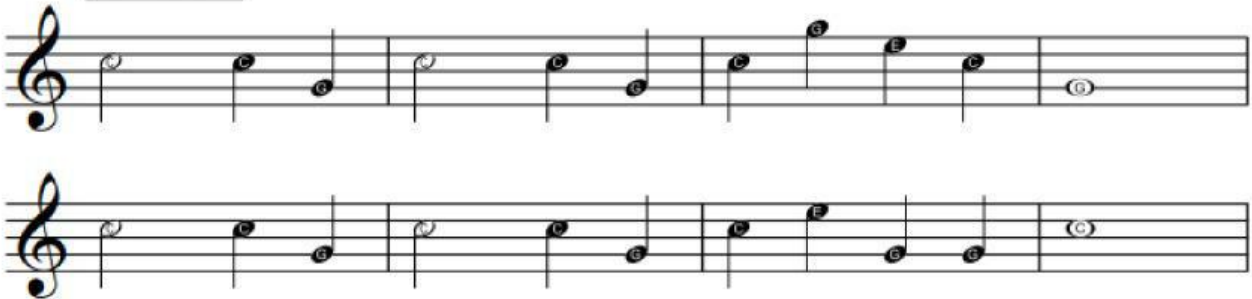
Harmonic series



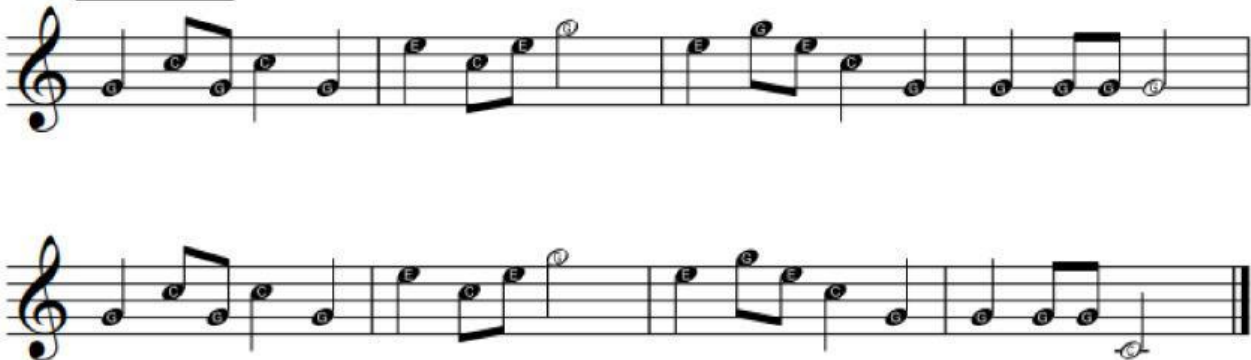
Fanfare 1



Fanfare 2



Fanfare 3



A three-part fanfare with imitation

Perform this three-part fanfare using an appropriate voice, timbre or sonority from your keyboard. Notice how the three parts enter one after each other in **IMITATION**.

Player 1

Player 2

Player 3

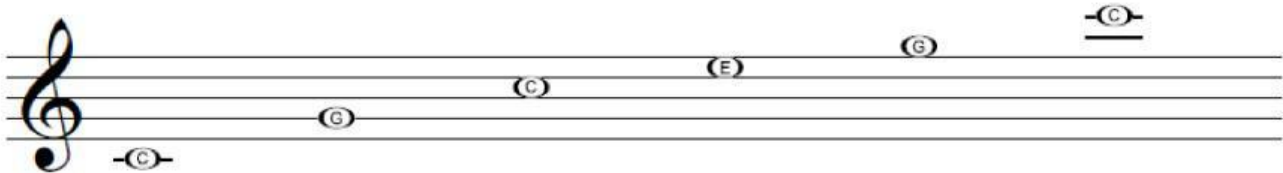
Three staves of music for a three-part fanfare in 4/4 time. The first staff (Player 1) contains four measures: C4 (quarter), G4 (quarter), C5 (quarter), and E5 (quarter). The second staff (Player 2) contains four measures: G4 (quarter), C5 (quarter), E5 (quarter), and G5 (quarter). The third staff (Player 3) contains four measures: C4 (quarter), G4 (quarter), C5 (quarter), and E5 (quarter). The notes are marked with the letter 'C'.

Composing a Fanfare for a special occasion

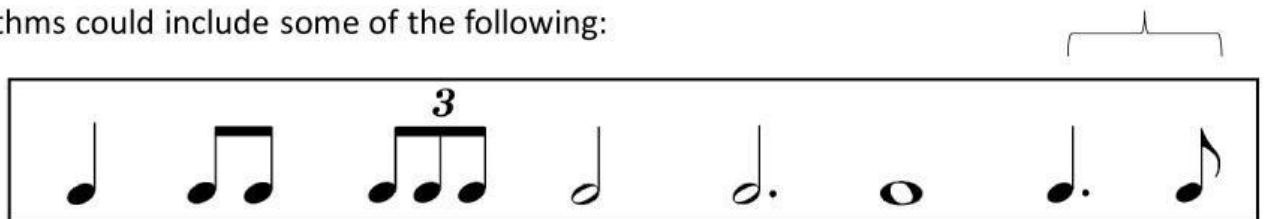
You have been asked to create a fanfare to mark the opening of a special occasion or event. First, think about what type of event or occasion you are composing your fanfare for.

Special event or occasion _____

The fanfare should be based only on the notes of the harmonic series.



Rhythms could include some of the following:



=1 beat =1 beat =1 beat =2 beats =3 beats =4 beats =2 beats (combined)

1. Write ideas for your fanfare here. Start with a rhythm, then add notes on the staff.

Write your rhythm here



Write your tune here - use only C-G-C'-E'-G'-C''



2. Try playing your fanfare melody. Does it sound like a fanfare? If not, what can you do to change it? Remember you can use repeated notes.
3. When you are happy, input this melody into flat.io. Add suitable dynamics, remembering that this will be performed in a large open space.
4. Add two other brass parts in flat.io. Fanfares use IMITATION so try and use some of this – e.g. each part comes in 2 beats apart to create a musical echo or ‘round’. Alternatively, you could have all the instruments starting together in HARMONY. Remember to use only the notes of the harmonic series.
5. Add a simple bass drum part and any other percussion you choose.
6. When you are finished, check the balance of all parts and export the audio as an mp3.

Fanfare for the Common Man

Probably one of the best-known modern fanfares is “**Fanfare for the Common Man**” written by the American composer Aaron Copland. In the middle of World War II, an English conductor called Eugene Goossens asked Copland to compose a fanfare, premiered in Cincinnati on 12th March 1943 and it has remained the most famous fanfare ever since. Listen to it and answer the questions below:

1. The fanfare starts with an introduction before the melody begins. What instruments are playing in the introduction and which family of the orchestra do they come from?

2. What is the first brass instrument that we hear that plays the melody?

3. Does the pitch of the opening three notes of the melody get **higher** or **lower** in pitch?

4. What other brass instruments do we hear playing in the fanfare?

5. What happens to the **dynamics** in the fanfare?

6. What about the **texture**

Now listen again to ‘Fanfare for the Common Man’, following the score below. Complete the answers underneath:

1. Time signature

3. Notes in harmonic series

2. Dynamic mark

4

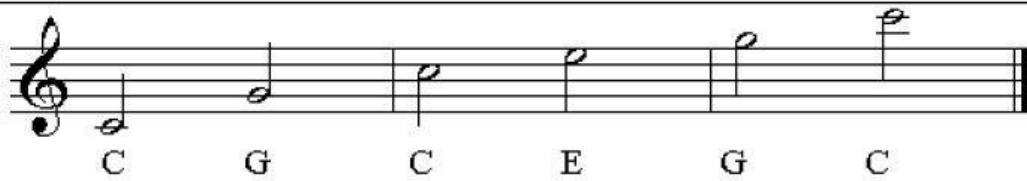
5. Insert correct rest

6. Symbol meaning?

4. How many beats?

1. Put an appropriate time signature at the start of the music.
2. Put the symbol for ‘loud’ under the first note.
3. Circle all the notes that form the harmonic series on the trumpet.
4. How many beats does the last note last for?
5. There is a rest missing from the last bar. Insert the correct rest
6. What does **>** under the notes mean?

In groups of 3, practise and perform the **Last Post**. Decide who will play player 1,2 and 3 and then practise together, making sure you keep in time. If you have time, swap parts. The last post only uses the notes from the harmonic series.



Player 1



4 Player 2



7 Player 3



11 Player 2



14



17 Player 3



Player 1

