

Ocarina Teaching Tips – *In the Hall of the Mountain King, Grieg*

This pack is provided to help Ocarina Players play Grieg's famous orchestral work. They can play along with the orchestra at the original pitch with the Oc[®]. We've included the BBC Ten Pieces mp3 of the full piece and you can also play along with the film (dvd / online). 'In the Hall of the Mountain King' begins about six minutes from the start of the film and lasts just over two minutes.

Tunes and structure

The tune is in B minor (**Section 1**), and repeated in modified form in F sharp major (**Section 2**). The first tune appears again with different last notes (**Section 3**). The whole piece is played three times through (ie. Sections 1, 2, 3; 1, 2, 3; 1, 2, 3...) ending with loud crashing chords.

Harmonies

The tune in Section 1 soars beyond the range of the 'D' ocarina so we include harmony parts. The tune in Section 2 can (incredibly) be played on the ocarina (very difficult on other instruments) so we've included harmony parts and tune for this. You can see how the tune fits with the harmony at the foot of this page. Whilst this tune takes some practice to play accurately, it's fun to see who can play at the slowest speed (first time through) and faster speed (second time). If any can play at the crazily fast speed on the last time, they deserve a medal! For this reason, the harmony parts are best for everyone to learn to play – the tune in Section 2 is a challenging optional extra.

Rhythms

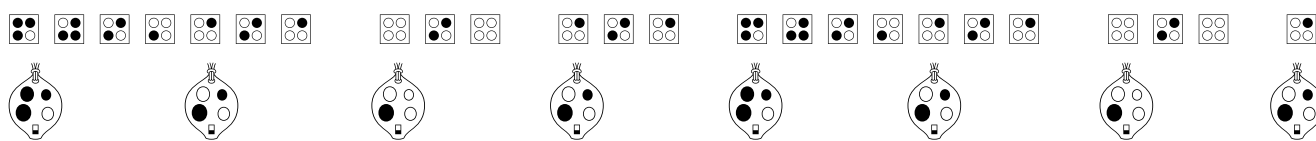
The tune is mainly made up of running quavers (8 per bar); the harmony consists of minims (2 per bar). The pulse of the music is a steady crotchet beat (4 per bar). To help children 'get' the rhythm, 1) listen to the **music mp3** – 'Grieg Section 1', 'Grieg Section 2' and the full work 'Grieg Ocarina'; 2) chant the words of the **Ocarina Rhythms** sheet rhythmically; 3) clap the rhythms.

Use imagination with this sheet – try each rhythm in isolation, then one rhythm against another and eventually all together. Chanting the words to mp3 tracks will help prepare everyone to eventually play along with the whole piece. Once all are happy with the slow minim beats, play the **Ocarina Harmony** parts once through and eventually all the way through with the mp3.

Tempo and dynamics

Ask the class to listen to the **Grieg Differences** mp3. In this, the same tune is played twice. What are the main differences between the two versions? All answers can be correct as children may hear different things to you. However, the main ones are that the tune is quicker and louder the second time round. Quicker means that the music speeds up and the tempo increases. Louder means that the volume increases – this is part of what is known as dynamics. Children may say that "it gets more exciting" – encourage them to think of words to describe these differences.

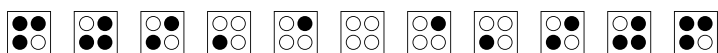
Tune and Harmony: The orchestral tune fits above the harmony in the first line of section 2 like this...



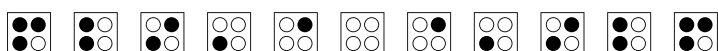
Composing

Play the second tune very slowly – it feels very different to playing any other tune. F sharp major is an unusual key to play in. Composers like playing around with different note patterns to discover new tunes. Ask your children to play the tune for Section 2 very slowly and then play around with either of the following patterns of notes to make up their own tunes, using only the notes given. Once they can repeat their made up tune, encourage them to write it down or record it in some way, give it an imaginative name, and perform it. Try putting different tunes together to make a class piece (like a collage of lots of different colours and designs). Remember the rhythm can be as varied as you like. You could use a word pattern to give you the rhythm. And decide whether it sounds best played slowly, quickly or, as in this piece, speeding up. Be creative and have fun.

Pattern 1



Pattern 2



In the Hall of the Mountain King– Summary of Ocarina Contents

4 Photocopiable pdf A4 sheets

Ocarina Teaching (these two pages)

Ocarina Rhythms

Ocarina Harmony

4 BBC Ten Pieces mp3 sound clips

Grieg Ocarina

Grieg Section 1

Grieg Section 2

Grieg Differences

'Grieg Ocarina' mp3

Points in the recording where each section begins

	Section <u>1</u>	<u>2</u>	<u>3</u>
First time through begins at 0.06 seconds and continues as follows	0.06	0.24	0.42
Second time through begins here	0.58	1.12	1.24
Third time through begins here	1.35	1.45	1.54
Final repeated playing of note B can accompany orchestral chords to end			

BBC Ten Pieces Video – this whole piece begins at 6.08 and ends at 8.24

Ocarina Rhythms – *In the Hall of the Mountain King* – The pulse of the music is...

um cha um cha um cha um cha

Emphasise 'um' every time on beats 1 and 3 – chant the words rhythmically.

In sections 1, 2 and 3 the Ocarina harmony notes change on beats 1 and 3 – the 'um'.

To practise, chant the words below and emphasise the underlined syllables:

Sections 1 and 3

Looking for the mountain king we can play we can sing
1 2 3 4 1 2 3 4

Looking for the mountain king un - til we find him there
1 2 3 4 1 2 3 4

Looking for the mountain king we can play we can sing
1 2 3 4 1 2 3 4

Looking for the mountain king up - on a mountain bare
1 2 3 4 1 2 3 4

Section 2

Looking for the mountain king we can play we can sing
1 2 3 4 1 2 3 4

Looking for the mountain king see if he's there
1 2 3 4 1 2 3 4

Looking for the mountain king we can play we can sing
1 2 3 4 1 2 3 4

Looking for the mountain king look if you dare
1 2 3 4 1 2 3 4

Now, chant and clap the following rhythms solo, in groups and along with the orchestra:

Quaver rhythm of the tune – chant/clap all words rhythmically – emphasise 'look' each time

Look-ing for the, look-ing for the, look-ing for the, look-ing for the,

Crotchet pulse for the whole piece – chant/clap words rhythmically – (other words) silently

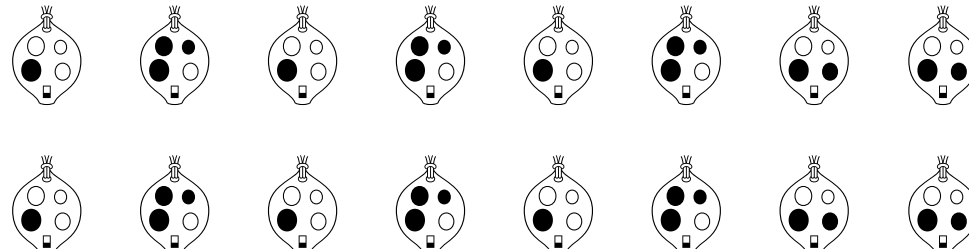
Look (ing) for (the) look (ing) for (the) look (ing) for (the) look (ing) for (the)

Minim rhythm for Ocarina Harmonies – chant/clap steadily – think (other words) silently

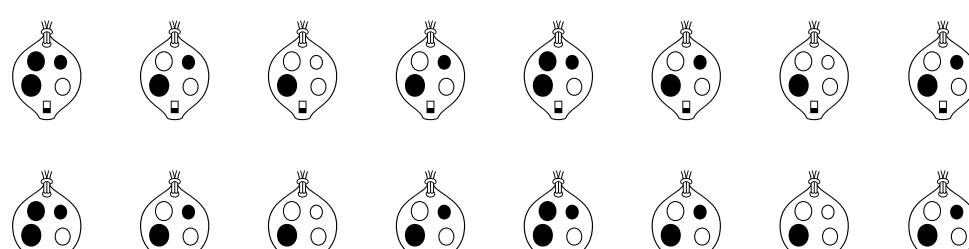
Look (ing for the) mount (ain king) Look (ing for the) mount (ain king)

Ocarina Harmony – *In the Hall of the Mountain King* – play three times through to the end

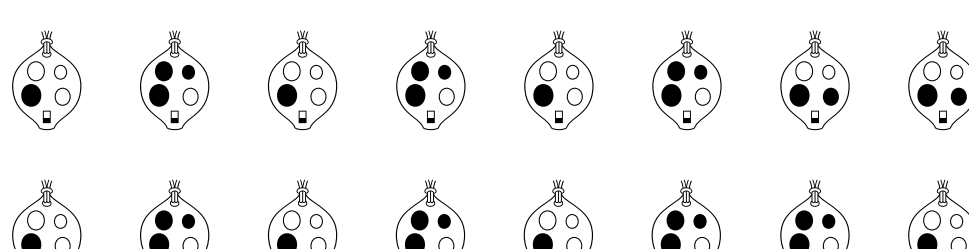
1



2
























































3



Repeat the note B  several times rhythmically with the orchestra to finish

Here is the **tune** for section 2 with words to help you find the rhythm. Try it slowly at first and then speed up!

2

														
Looking for the mountain king							we can play			we can sing				
														
Looking for the mountain king							see if he's			there				
														
Looking for the mountain king							we can play			we can sing				
														
Looking for the mountain king							look if you			dare				