Session 9 The Talking Bossa Nova

Teaching Points

- Improved articulation both vocal and instrumental
- Performance: high standards with good quality singing and playing

Delivery Suggestions

Classroom Organisation

Class in ensemble playing positions.

Walk-In

Play CD Track 17, or music of a similar genre, on pupils' entry to the classroom. Encourage physical response to the music.

Warm Up

Lead 4 part warm-up using simple Bossa Nova rhythm and solfa (d-s)



Resources:

Groove 'n' Play CD Tracks 16-26 Sessions 7-9 PowerPoint Recorder, rhythm sticks

Session 9 The Talking Bossa Nova

Singing

- Practise parts 3 and 4 of Chorus 3 with solfa hand-signs (see Vocal Score).
- Recap parts 1 and 2 of Chorus 3.
- Rehearse all vocal parts Chorus 3 with and without backing CD Track 19.
- Talk-through overall structure clarifying the singing roles of each group.
- Run the entire song (vocals only), CD Track 16 or 17.

Playing

- Introduce and practise Sticks Pattern Instrumental 1 (2 parts), Animated Slide 19.
- Introduce and practise Recorders Instrumental 1 paying particular attention to the accuracy of crotchet movement. Option: divide recorders into 2 groups to practise the recorder part with call and response phrases, Animated Slide 20.
- Rehearse Full Instrumental 1 (sticks and recorders) note all repeats, Animated Slide 21.
- Rehearse Full Instrumental 2 (sticks and recorders) note the shorter length, Animated Slide 22.

Rehearsal and Performance

- Talk-through the structure of *The Talking Bossa Nova*, and the allocation of parts (vocal and instrumental).
- Rehearse the entire song (vocal and instrumental), CD Track 16 or CD Track 17, Slides 23-32.
- Rehearse and refine sections, as necessary, paying particular attention to articulation and style of delivery, CD Track 16 or 17.
- Evaluate rehearsals (teacher and pupils), and give time to discuss the feedback and put the ideas into practice.
- Perform *The Talking Bossa Nova* giving pupils the opportunity to demonstrate their learning CD Track 16 or 17.