

## Music 109: Fluencies (Timed Skills Quizzes)

For theory to make real sense, it is not enough to understand the fundamentals in the abstract: you must be able to read and write music **fluently**. Success in the fluency quizzes will make all your music study more rewarding, leading to faster, less laborious work with better results.

For each fluency quiz you will have two attempts ("a" and "b") as shown in the schedule below. Additionally, you will have a third opportunity to make up **one** fluency of your choice during the final exam. Scoring is as follows:

	<i>six-item quizzes</i>	<i>ten-item quizzes</i>	
# correct:	6/6	10/10	10 points
# correct:	5/6	9/10	8 points
# correct:	4/6	7-8/10	5 points
# correct:	< 4	<7	0 points

Your best score for any quiz will always be counted, even if you score lower on the second attempt. Absence for any fluency quiz, other than an official medical or other instructor-approved absence, yields a zero for that attempt.

Each quiz is described below, with samples attached. Each quiz will contain six items and last for exactly two minutes, except as noted. **It is your responsibility to keep track of upcoming fluency quizzes and to drill as necessary;** we will not devote much class time to them.

1. **ID** Identify the quality (major or minor) of thirds.  
(one minute, 6 examples)
2. **Construct** Write the indicated third (major or minor) above the given pitch.  
(one minute, 6 examples)
3. **ID** Identify the size and quality of intervals. All intervals up to a M10<sup>th</sup> possible.
4. **Construct** Write intervals above a given pitch. All intervals up to a M10<sup>th</sup> possible.
5. **Construct** Write the requested major or minor key signatures. (grand staff)
6. **Construct** Write intervals below a given pitch. All intervals up to a M10<sup>th</sup> possible.
7. **Construct** Write triads of requested quality over a given pitch as root.
8. **ID** Identify the quality of triads (M, m, o, +) in close, root position.
9. **ID** Identify the quality (major or minor) of thirds.  
(one minute, ten examples)
10. **Construct** Write the indicated third (major or minor) above the given pitch.  
(one minute, ten examples)
11. **Construct** Write seventh chords of the indicated quality over a given pitch as root.

Fluency quizzes will be given each Wednesday during class:

9/7	1a
9/14	2a
9/21	3a, 1b
9/28	4a, 2b
10/5	5a, 3b
10/12	6a, 4b
10/19	7a, 5b
10/26	8a, 6b
11/2	9a, 7b
11/9	10a, 8b
11/16	11a, 9b
11/31	10b
12/7	11b

see reverse for information on drilling fluency skills

## Online drills

**www.teoria.com** Interactive site that can be set to any of the skills on the fluency quizzes, with a few qualifications: In drilling thirds alone (fluencies #1, 2, 9, and 10), there are no double-sharps or double-flats; in constructing key signatures (fluency #5), the program will prompt you if you try to enter accidentals out of order, and will choose the correct octave automatically.

**<http://www.dolmetsch.com/musictheory43.htm>** Good list of online tutorial and drill sites; the site itself is an interesting and thorough music theory text.

## MacGAMUT

MacGAMUT is primarily an ear-training program, but can also be set to create custom notation drills that match the content of all the **construction** (but not the ID) fluency quizzes. If you do not own your own registered copy of MacGAMUT, you can use it in the Music Technology Lab (Southwick 200D). Your CatCard will get you into the lab. To use MacGAMUT as a non-registered user, double-click on the file **UVM\_Students startMG6.mgs** which should be in the Documents folder. The program is easy to use and learn, and there is good on-screen help. Of course, music is about sound, so take advantage of MacGAMUT's primary function as an aural skills program, learning to identify intervals and chord qualities by ear as well as by sight.

## Keyboard practice

Playing keyboard is very helpful in developing quick visual and kinesthetic recognition. When you play, regardless of whether you're reading, improvising, playing by ear, playing from memory, or whatever, think about the intervals and chords you're playing. This is one of the most meaningful ways of internalizing music theory knowledge. If you want outside structure to help you in acquiring basic keyboard skills, consider one of the group piano classes MU 041-043 and MU 024-025.

## Other instruments

Whatever your instrument, think about intervals and chords as you read and play them. For pitch structures, nothing is as good as the keyboard in building a visually consistent, logical musical map, but all body-ear mappings are useful. Hear, feel, and own your musical fundamentals!

## Lab courses

Consider taking the Aural/Keyboard skills component of the theory offerings here (the lab courses MU 54, 56, 154, and 156). These are required of all music majors, but great use to minors and general students too.