

# Football Game

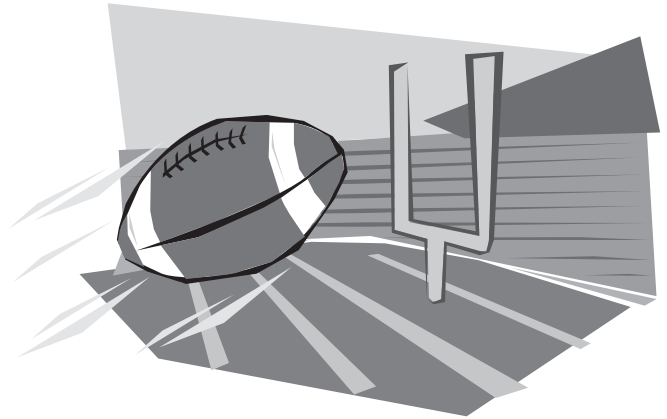
PRIMER LESSON BOOK, page 58

by Nancy and Randall Faber

**FABER**  
PIANO ADVENTURES  
**ENSEMBLE**

## How to Start the Piece

Almost every piece has a *two-measure* introduction played by PART 2 in the low range of the piano. Occasionally, the ensemble does a group count-off. The introduction provides a satisfying musical opening for the piece. It also helps students establish good counting and listening skills.



## Choose Your Ensemble!

### OPTION 1

#### Football Game **DUET**

- Part 1—Piano Mid Range
- Part 2—Piano Low Range

### OPTION 2

#### Football Game **TRIO**

- Part 1—Piano Mid Range
- Part 2—Piano Low Range
- Part 3—Piano High Range

**OR** Part 4—Triangle or Drum

### OPTION 3

#### Football Game **FULL ENSEMBLE**

- Part 1—Piano Mid Range
- Part 2—Piano Low Range
- Part 3—Piano High Range
- Part 4—Triangle or Drum

## Performance Bonus!

### Football Game Story

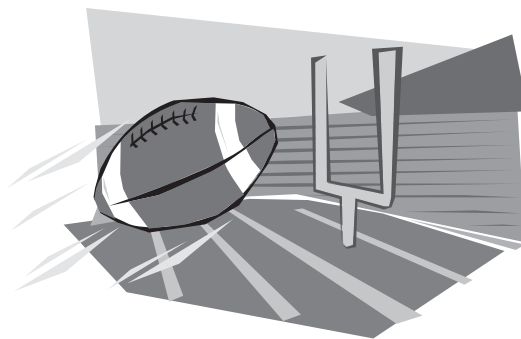
For Recital, Class, and Summer Camps  
by Crystal Bowman

Students may tell the story/poem to the audience before performing the piece. The story is divided into parts offering each student a speaking part.

# Football Game

## PART 1

Piano Mid Range



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- PIANO 2 plays the Intro.
- Follow the notes and feel the beat. Then begin to play!

INTRO : PIANO 2 plays one octave LOWER than written.

Musical notation for the Intro. It consists of two staves. The top staff is a treble clef with a whole rest. The bottom staff is a bass clef with a forte dynamic 'f'. The notes are C-2, D-2, E, F, G-2. Fingerings are indicated below the notes: 5, 4, 3, 2, 1.

*f* (C - 2, D - 2, E F G - 2.)

- Begin PART 1 in the MIDDLE of the piano.  
(This is the original music from the Lesson Book.)

Like a march, with perfect rhythm

Musical notation for the first part of the song. It is in 4/4 time. The top staff has a forte dynamic 'f'. The lyrics are: *f* Team A mar - ches up! Team B mar - ches down!. Fingerings 1 and 5 are shown above the notes for 'Team B'.

*f* Team A mar - ches up! Team B mar - ches down!

5

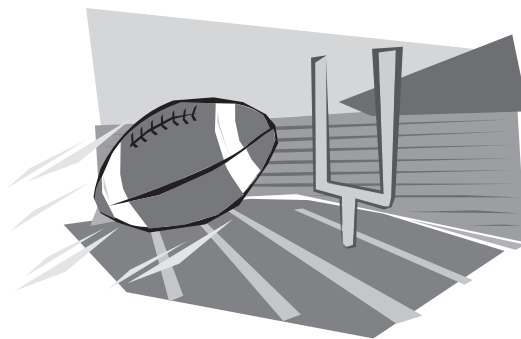
Musical notation for the second part of the song. It is in 4/4 time. The top staff has a mezzo-forte dynamic 'mf'. The lyrics are: *mf* Team A knows more plays. Oh, look, their field goal wins the game! 2 - 3 - 4. Fingerings 5, 1, 5, 3, 1, 3, 5 are shown below the notes.

*mf* Team A knows more plays. Oh, look, their field goal wins the game! 2 - 3 - 4

# Football Game

## PART 2

Piano Low Range



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- PIANO 2, YOU set the beat by playing the Intro.
- Then continue with your part below. (Words are included as a rhythm guide.)

INTRO : PIANO 2 plays one octave LOWER than written.

*f* (C - 2, D - 2, E F G - 2.)

- CONTINUE PART 2!

Like a march, with perfect rhythm

*f* (1 - 2 - 3 - 4, 1 - 2 - 3 - 4, 1 - 2 - 3 - 4, G - 2, G - 2.)

5 1 1

*mf* C - 2, G - 2, C - 2, G - 2, 1 - 2 - 3 - 4, C - 2, Score!)

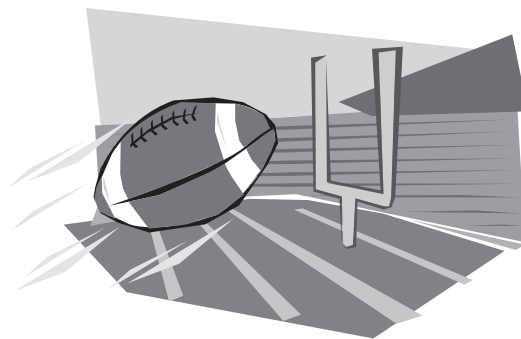
5 1 1 5 5

*f* <sup>3</sup> Play the lowest C.

# Football Game

## PART 3

Piano High Range



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- PIANO 2 plays the Intro.
- Listen and follow the notes. Then begin to play! (Words are included as a rhythm guide.)

INTRO : PIANO 2 plays one octave LOWER than written.

*f* (C - 2, D - 2, E F G - 2.)

5 4 3 2 1

- Begin PART 3: Play 1 octave HIGHER than written.

Like a march, with perfect rhythm

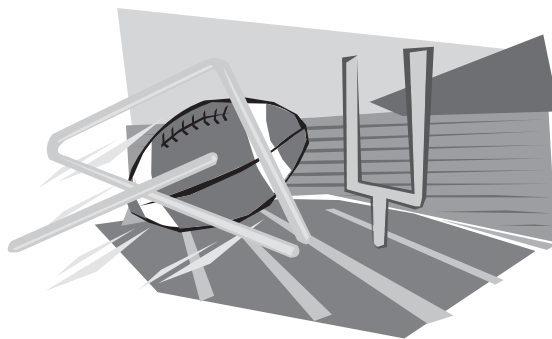
*f* (1 - 2, 1 - 2, C D E - 2, 1 - 2, 1 - 2, D E F - 2.)

*mf* E D C D E F G - 2, 1 - 2, 1 - 2, 1 - 2 - 3 - 4.)

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## PART 4

Triangle or Drum



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- PIANO 2 plays the Intro.
- Listen and follow the notes. Then strike the **triangle** or **drum** on the *circled* notes! (Words are included as a rhythm guide.)

INTRO : PIANO 2 plays one octave LOWER than written.

*f* (C - 2, D - 2, E F G - 2.)

5 4 3 2 1

- Begin TRIANGLE or DRUM playing the *circled* notes.

Like a march, with perfect rhythm

*f* (Team A marches up! Team B marches down!)

5

*mf* Team A knows more plays. Oh, look, their field goal wins the game! 2 - 3 - 4.)

# Ensemble Story

# Football Game

*by Crystal Bowman*

**FABER**  
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## **PART 1**

We need to have a mascot  
for our brand-new football team.  
We want a really good one,  
so the fans will cheer and scream.

## **PART 2**

How about a lion  
with a loud and mighty roar?  
The mascot will excite the crowd  
each time the players score.

## **PART 3**

How about a tiger  
or a big brown grizzly bear?  
Every time we play a game,  
our mascot will be there.

## **PART 4**

The mascot will be lots of fun  
and here's the reason why—  
he'll lead our team to victory  
and lift our spirits high!

## **ALL TOGETHER**

A mascot is important  
so we need one right away.  
But first we have a football song  
that we would like to play.

**Note:** For a performance with only two or three players, assign multiple speaking parts.