

## Scale Game

It is not enough to play simple scales occasionally. Scales form the foundation of the Western classical music that we study. It is not just important to know our scales, but to internalize them. Through the study of the Scale Game, we build flute technique.

The Scale Game should be played every day. It takes between 30-40 minutes to play, depending on your experience.

Play the attached articulation patterns with Taffanel and Gaubert's Exercise no. 4 from *17 Daily Exercises*. On your first day, start with C major on articulation pattern #1, then move to A minor on articulation pattern #2 and so on. On your second day, start with A minor on articulation pattern #1 and move to F major on articulation pattern #2. Move around the circle of fifths. When you arrive at E minor, come back again to C major. It is a continuous circle. Every scale should be played every day.

Work towards playing the scales from memory with the articulation patterns. It is not important to memorize the articulation patterns – keep the page with your music at all times.

Play these scales and their patterns as expressively as possible – make music.

## Scale Jury

The Scale Jury will occur during the last week of classes every fall semester. You will play two major scales and two minor scales from memory, chosen at random. Articulation patterns are your choice. Taffanel and Gaubert's Exercise no. 6 (3rds and 6ths) from *17 Daily Exercises* will be performed from memory and all-slurred, with a key signature chosen at random. A memorized three-octave chromatic scale (C-C) is also required.

Music business and non-music majors are not required to perform the sixth exercise.

The Scale Jury is worth three lesson grades and will be averaged together with your lessons for a final semester grade.

## Scale Game – Blatchford version, revised 5/2015

1. All slurred, mf – medium tempo
2. All slurred, p – medium tempo
3. All slurred, ff – as fast as possible
4. Single tongued, mf – medium tempo
5. Single tongued, mf – as fast as possible
  
6. Double tongued, mf – comfortable tempo
7. Double tongued (all notes doubled), ff – comfortable tempo
8. Triple tongued (all notes tripled), ff – comfortable tempo
9. Double tongued (all notes back to single), f – as fast as possible
  
10. Slur every two, mp – medium tempo
11. Displaced slur every two, mf – medium tempo
12. Slur two, single tongue two, f – medium tempo
13. Slur two, double tongue two, p – medium tempo
14. Single tongue two, slur two, f – medium tempo
15. Double tongue two, slur two, p – medium tempo
16. Tongue one, slur three, mf – medium tempo
17. Slur three, tongue one, mf – medium tempo
18. Slur every four, ff – as fast as possible
  
19. Slurred: Concerto Scale: quarters, eighths, sixteenths, 32nds, f – slow
20. Tongued: Concerto Scale: quarters, eighths, sixteenths, 32nds, f – slow
21. Slurred: Two eighths plus sextuplet, mf – comfortable tempo
22. Tongued: Two eighths plus sextuplet, mf – comfortable tempo
23. Slurred: one quarter note plus septuplet, mf – comfortable tempo
24. Tongued: one quarter note plus septuplet, mf – comfortable tempo

Chromatic scale

TG 6