

The background features a light purple-to-blue gradient. Scattered across the surface are numerous realistic water droplets of various sizes, some with highlights and shadows. A large, faint, light-colored circular graphic is centered behind the text.

IMPROVISATION IN ENSEMBLE LESSONS

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IMPORTANCE OF IMPROVISATION

- FUN
- CREATIVITY
 - ACCEPTING IMPULSES
 - FOLLOWING IMPULSES
 - GIVING IMPULSES
- IMPROVED LISTENING
 - MORE IN TUNE
 - MORE TOGETHER
 - MORE COMMUNICATION
- SELF-ESTEEM



WHERE TO START?

- START FROM SOUND, TONALITY WILL COME LATER
- NO SOUND, NOTE OR COUGH CAN BE WRONG, THEY ARE ALL PART OF THE MUSIC
- STIMULATE LISTENING, RESPONDING AND SILENCE
- HAVE A STARTING POINT, RULES IF YOU WISH, BUT DON'T BE AFRAID TO BREAK THEM
- HAVE FUN

THE ONE WITH ONLY THREE NOTES

- PUT A TIMER ON 1 MINUTE
- EVERY PLAYER CAN PLAY 3 NOTES.
- REFLECT ON WHAT YOU HAVE HEARD AND DO IT AGAIN

XL PACKAGE: USE ALL RECORDERS AVAILABLE, CHOOSE A THEME

- DEVELOPS LISTENING, TIMING, CREATIVITY, IMPORTANCE OF SILENCE

THE ONE WITH THE LOOOOOOOOONG NOTE

- PLAYERS CHOOSE A LOWER NOTE ON THE RECORDER AND PLAY IT IN UNISON.
- ONE BY ONE, THE PLAYERS “GO FOR A MUSICAL WALK.”
- WHEN THEY COME BACK TO THE GROUND NOTE, THE NEXT PLAYER CAN IMPROVISE.

XL PACKAGE: MORE THEN TWO PLAYERS, FIND DIFFERENT LONG NOTES THAT FIT TOGETHER

- DEVELOPS TUNING, SCALES, RECOGNIZING CONSONANT AND DISSONANT

THE ONE THAT SOUNDS LIKE A MACHINE

- ONE PLAYER STARTS TO MAKE A “MACHINE-LIKE SOUND”, KEEP REPEATING TO MAKE A PULSE
- ANOTHER PLAYER JOINS IN AND ALSO KEEPS REPEATING THEIR SOUND, AFTER A WHILE THE NEXT PLAYER JOINS IN...
- WHEN ALL PLAYERS ARE IN, LET THE MACHINE GO LOUDER AND FASTER UNTIL IT EXPLODES!

XL PACKAGE: CHOOSE A MACHINE, HAVE AN EMERGENCY BREAK HALF WAY, LET THE BATTERY DIE

- DEVELOPS RHYTHM, TOGETHERNESS, RESPONDING TO EACH OTHER, LEARNING “MODERN TECHNIQUES”

THE ONE THAT SOUNDS LIKE “ARVO PÄRT”

- CHOOSE A SLOW PULSE
- PLAYERS ALL ENTER WITH A RANDOM NOTE, EVERYONE ON THEIR OWN BEAT, PLAYS 4 BEAT NOTES
- AFTER 4 BEATS THE PLAYER MOVES A HALF OR FULL NOTE UP OR DOWN.

XL PACKAGE: WHEN 2 PEOPLE HAVE THE SAME NOTE, THEY NEED TO JUMP; WHEN YOU HEAR A PERFECT CHORD, YOU NEED TO STOP; WHEN YOU HEAR A DOMINANT, YOU NEED TO SOLVE ETC

- DEVELOPS RHYTHM, PULSE, TUNING, HARMONIC FEELING

THE ONE WITH THE POEM

- FIND A POEM
- READ A STROPHE OR SENTENCE, PLAYERS IMPROVISE ON WHAT THEY HAVE HEARD
- READ THE NEXT PART AND CONTINUE

XL PACKAGE: IMPROVISE THE POEM!, HAVE DIFFERENT LENGTHS IN IMPROVISATION, READ THE POEM AND IMPROVISE AT THE SAME TIME

- DEVELOPS USING IMAGINATION, RESPONDING TO EACH OTHER, ACCEPTING IMPULSES

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ANY QUESTIONS?

ANNEKE HOEKMAN

THANK YOU TEAM ORDA!