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The File menu provides a command for closing an open topic window and exiting the application.

Exit

Close

## **File Menu Exit Command**

The File|Exit command exits the Theory program.

## **File Menu Close Command**

The File|Close command closes an open topic window.

The Topics menu provides commands to choose a Theory topic over which you wish to be drilled.

<u>Tuning</u>	Practice tuning pitches.
<u>Clefs</u>	Practice identifying clefs.
<u>Keys</u>	Practice identifying keys.
<u>Rhythms</u>	Practice playing and aural identification of rhythms
<u>Notes</u>	Practice notating and identifying pitches.
<u>Scales</u>	Practice notating and identifying scales.
<u>Intervals</u>	Practice notating and identifying intervals.
<u>Triads</u>	Practice notating and identifying triads.
<u>Seventh Chords</u>	Practice notating and identifying seventh chords.
<u>Chord Doubling</u>	Practice notating and identifying four note chords.
<u>Cadences</u>	Practice notating and identifying cadences.

The Options menu provides commands to customize the practice session within each topic. This menu is only available when a topic is selected.

Below are listed all possible options.

<u>Intervals</u>	Choose the intervals over which you wish to be tested.
<u>Range</u>	Set the range for pitches.
<u>Melodic</u>	Set the drill for melodic or harmonic practice.
<u>Clefs</u>	Set the clefs over which you wish to be tested.
<u>Keys</u>	Set the key signatures over which you wish to be tested.
<u>Notes</u>	Set the notes over which you wish to be tested.
<u>Scales</u>	Set the scales over which you wish to be tested.
<u>Inversions</u>	Set the inversions over which you wish to be tested.
<u>Triads</u>	Set the triads over which you wish to be tested.
<u>Sevenths</u>	Set the seventh chords over which you wish to be tested.
<u>Cadences</u>	Set the cadences over which you wish to be tested.
<u>Rhythms</u>	Set the rhythms over which you wish to be tested.
<u>Time Signatures</u>	Set the time signatures over which you wish to be tested.

## Clefs Window

The Options|Clefs command opens the Clefs Window.  
The Clefs Window has these two radio buttons:

Traditional  
Pitches

If the Traditional button is down, the program will use the most common designations of Treble, Alto, Tenor, and Bass clefs for identifying the clefs. If the Pitches button is down, the program will use the less common way of designating clefs: G Clef, F Clef, C Clef.

The Boxes checked under the selected radio button will determine which clefs you will be asked to identify.

The OK button closes the Clefs Window and sets the clefs to the clefs that are currently checked.

The CANCEL button closes the window without changing the settings.

The HELP button opens this help window.

## Options Menu Melodic Command

The Options|Melodic Command toggles between melodic and harmonic intervals.

When the menu command is checked all intervals and chords will be melodic. If the menu command is not checked all intervals and chords will be harmonic.

A melodic interval or chord is when the pitches are played one after another in time. A harmonic interval or chord is when the pitches are played at the same time.

This command affects only what you hear. It does not affect how the notes are written.



# Range Window

The Options|Range command opens the Range Window.  
The Range Window has these eight check boxes:

- Octave 1
- Octave 2
- Octave 3
- Octave 4
- Octave 5
- Octave 6
- Octave 7
- Octave 8

The Boxes checked in this window will determine the octaves in which pitches will be played. The default octaves are octaves 4 and 5. Depending upon what instrument you have selected for the main instrument , it is best to avoid the extremes.

The OK button closes the Range Window and sets the range to the ranges that are currently checked.

The CANCEL button closes the window without changing the settings.

The HELP button opens this help window.

# Intervals Window

The Options|Intervals command opens the Intervals Window.

The boxes checked in this window determine the intervals that will be used for the current drill. For more information on intervals see [Topics Menu Intervals Command](#) .

If you open this window while in the [Intervals Practice Window](#) there will be two sets of check boxes. The ones under the label 'Sound' will only be used if the Sound box is checked in the Intervals Practice Window and not the staff box. If the Staff box is checked in the [Intervals Practice Window](#) then the check boxes under the label 'Staff' will be used.

**WARNING:** When selecting intervals for the [Tuning Practice Window](#) most intervals will be tempered intervals rather than perfect intervals, therefore the unison and octave are the recommended intervals. Also the actual tuning will depend on the instrument selected in the [main instrument](#) window. If you choose an instrument that has a large vibrato or is detuned you may find it very difficult to tune the pitches.

The OK button closes the Intervals Window and sets the intervals to the intervals that are currently checked.

The CANCEL button closes the window without changing the settings.

The HELP button opens this help window.

# Key Signature Window

The Options|Keys command opens the Key Signature Window.

The Key Signature Window has these two check boxes at the top:

Major

Minor

These two check boxes determine whether you will be tested over major keys, minor keys or both.

Beneath these check boxes are check boxes for all the major and minor keys. The boxes checked here will determine which keys will be used for testing.

The OK button closes the Key Signatures Window and sets the Key Signatures to the keys that are currently checked.

The CANCEL button closes the window without changing the settings.

The HELP button opens this help window.

# Notes Window

The Options|Notes command opens the Notes Window.

The Notes Window has two sets of check boxes: Pitches and Staff.

The Pitches check boxes set what pitches you will be tested over when Sound button is checked in the Notes Practice Window and the Staff check box is not checked. The Staff check boxes set what pitches you will be tested over when the staff button is set in the Notes Practice Window .

When a Staff check box is set, you will be tested over the checked note and its flat and sharp. For example, if you checked C you would be tested over C Flat, C Natural and C Sharp.

Remember, the Pitches check boxes will determine what pitches will be used for your practice time only if the Sound button is set in the Notes Practice Window and **not** the Staff check box.

The OK button closes the Pitches Window and sets the pitches to the pitches that are currently checked.

The CANCEL button closes the window without changing the settings.

The HELP button opens this help window.

# Scales Window

The Options|Scales command opens the Scales Window.

The boxes checked in this window determine the scales that will be used for the Scales Practice Window .  
The OK button closes the Scales Window and sets the scales to the scales that are currently checked.

The CANCEL button closes the window without changing the settings.

The HELP button opens this help window.

# Triads Window

The Options|Triads command opens the Triads Window.

The boxes checked in this window determine the triads that will be used for the Triads Practice Window and the Chord Doubling Practice Window .

The OK button closes the Triads Window and sets the triads to the triads that are currently checked.

The CANCEL button closes the window without changing the settings.

The HELP button opens this help window.

## **Inversions Window**

The Options|Inversions command opens the Inversions Window.

The boxes checked in this window determine the inversions that will be used for drills.

The OK button closes the Inversions Window and sets the inversions to the scales that are currently checked.

The CANCEL button closes the window without changing the settings.

The HELP button opens this help window.

# Seventh Chords Window

The Options|Sevenths command opens the Seventh Chords Window.

The boxes checked in this window determine the triads that will be used for the Seventh Chords Practice Window .

The OK button closes the Seventh Chords Window and sets the chords to the chords that are currently checked.

The CANCEL button closes the window without changing the settings.

The HELP button opens this help window.



# Cadences Window

The Options|Cadences command opens the Cadences Window.

The boxes checked in this window determine the cadences that will be used for the Cadences Practice Window .

The OK button closes the Cadences Window and sets the cadences to the cadences that are currently checked.

The CANCEL button closes the window without changing the settings.

The HELP button opens this help window.

# Rhythms Window

The Options|Rhythms command opens the Rhythms Window.

The boxes checked in this window determine the rhythms that will be used for the Rhythms Practice Window .

The OK button closes the Rhythms Window and sets the rhythms to the rhythms that are currently checked.

The CANCEL button closes the window without changing the settings.

The HELP button opens this help window.

# Time Signatures Window

The Options|Time Signatures command opens the Time Signatures Window.

The boxes checked in this window determine the time signatures that will be used for the Rhythms Practice Window .

The OK button closes the Time Signatures Window and sets the time signatures to the time signatures that are currently checked.

The CANCEL button closes the window without changing the settings.

The HELP button opens this help window.

The Sound menu provides commands to change the MIDI sound set up.

<u>MIDI Out</u>	Set the MIDI out device.
<u>Volume</u>	Set the volume of the MIDI sound.
<u>Instrument</u>	Set the main MIDI instrument.
<u>Tempo</u>	Set the speed at which a note is played.

## MIDI Out Window

The Sound|MIDI Out Command opens the MIDI Out Window.

The MIDI Out Window list box displays all the MIDI Out devices available on your computer.

In order to select a device double click on a device name in the list box or press the OK button while a device is highlighted.

The TEST button plays the main instrument using the device highlighted in the list box. Use this button to make sure the device will work with this program or to compare devices.

The OK button closes the MIDI Out Window and sets the MIDI Out device to the device that is currently highlighted.

The CANCEL button closes the window without changing the setting.

The HELP button opens this help window.

# Volume Window

The Sound|Volume Command opens the Volume Window.

Use the slider in the Volume Window to raise or lower the volume.

The TEST button plays the main instrument at the volume to which you have the volume slider set.

**WARNING:** Some instruments do not respond to volume changes.

The OK button closes the Volume Window and sets the volume to the volume at which the slider bar is currently set.

The CANCEL button closes the window without changing the setting.

The HELP button opens this help window.

## Main Instrument Window

The Sound|Instrument Command opens the Main Instrument Window.

The Main Instrument Window list box displays the instrument numbers available for the main instrument. The names in square brackets are the General MIDI standard names and will only be accurate if the MIDI Out device follows the General MIDI specifications.

The main instrument is the instrument used for playing pitches in the drills. Some drills start out with a default main instrument.

The TEST button plays the instrument highlighted in the list box.

The OK button closes the Instrument Window and sets the main instrument to the instrument that is currently highlighted.

The CANCEL button closes the window without changing the setting.

The HELP button opens this help window.

# Tempo Window

The Sound|Tempo Command opens the Tempo Window.

Use the slider in the Tempo Window to speed up or slow down the volume.

The TEST button plays the main instrument at the tempo at which you have the tempo slider set.

The OK button closes the Tempo Window and sets the tempo to the tempo you have selected.

The CANCEL button closes the window without changing the setting.

The HELP button opens this help window.



The Score menu provides a command to clear the score window.

Clear

## **Score Menu Clear Command**

The Score|Clear command sets the score to all zeros.

The Help menu provides access to the help system and the about dialog window.

<u>Contents</u>	Contents for this help file.
<u>Using help</u>	Help on Help
<u>About</u>	Information about this program

# Help Table of Contents

The Help|Contents command displays the Contents page for this help file.

## Help on Using Help

The Help|Using command displays help on how to use help windows.

## **Help Menu About Command**

The Help|About command displays information about the version and author of this program.

The Tool Bar provides a simple way to access most of the menu commands. Click on the button for more information.



Exits the program.



Opens the Tuning practice window.



Opens the Clefs practice window.



Opens the Keys practice window.



Opens the Rhythms practice window.



Opens the Notes practice window.



Opens the Scales practice window.



Opens the Intervals practice window.



Opens the Triads practice window.



Opens the Seventh Chords practice window.



Opens the Chord Doubling practice window.



Opens the Cadences practice window.



Opens a menu listing the options for the current topic.



Change the main instrument for pitches.



Change the sound volume.



Change the speed at which notes are played.



Clears the current score.

## Options Button

The Options Button on the Tool Bar pops up a menu of the options that are available. Until you open a topic window this button cannot be selected.



This Help file was created with

# MiniHelp Plus v3.21

Written by Paul Arnote  
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Or you may write to:

Paul Arnote  
1208 Randolph  
Leavenworth, Kansas 66048

Send \$30.00 to the address above.

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While this version is not crippled in any way, registration  
removes the nag screen that appears when you first start  
MiniHelp Plus v3.21. Please register  
your copy if you find it useful and support the shareware concept,  
as well as helping to keep me interested enough  
to keep improving on this program.

[Back To What You Were Doing](#)



## **Windows Keys**

Cursor Movement Keys

Dialog Box Keys

Editing Keys

Help Keys

Menu Keys

System Keys

Text Selection Keys

Window Keys

## Cursor Movement Keys

<b>Key(s)</b>	<b>Function</b>
Arrow key	Moves the cursor left, right, up, or down in a field.
End or Ctrl+Right Arrow	Moves to the end of a field.
Home or Ctrl+Left Arrow	Moves to the beginning of a field.
Page Up or Page Down	Moves up or down in a field, one screen at a time.


## Dialog Box Keys

<b>Key(s)</b>	<b>Function</b>
Tab	Moves from field to field (left to right and top to bottom).
Shift+Tab	Moves from field to field in reverse order.
Alt+letter	Moves to the option or group whose underlined letter matches the one you type.
Arrow key	Moves from option to option within a group of options.
Enter	Executes a command button. Or, chooses the selected item in a list box and executes the command.
Esc	Closes a dialog box without completing the command. (Same as Cancel)
Alt+Down Arrow	Opens a drop-down list box.
Alt+Up or Down Arrow	Selects item in a drop-down list box.
Spacebar	Cancel a selection in a list box. Selects or clears a check box.
Ctrl+Slash	Selects all the items in a list box.
Ctrl+Backslash	Cancel all selections except the current selection.
Shift+ Arrow key	Extends selection in a text box.
Shift+ Home	Extends selection to first character in a text box.
Shift+ End	Extends selection to last character in a text box

## Editing Keys

<b>Key(s)</b>	<b>Function</b>
Backspace	Deletes the character to the left of the cursor. Or, deletes selected text.
Delete	Deletes the character to the right of the cursor. Or, deletes selected text.

## Help Keys

<b>Key(s)</b>	<b>Function</b>
F1	<p>Gets Help and displays the Help Index for the application. If the Help window is already open, pressing F1 displays the "Using Windows Help" topics.</p> <p>In some Windows applications, pressing F1 displays a Help topic on the selected command, dialog box option, or system message.</p>
Shift+F1	<p>Changes the pointer to  so you can get Help on a specific command, screen region, or key. You can then choose a command, click the screen region, or press a key or key combination you want to know more about.</p> <p>(This feature is not available in all Windows applications.)</p>

## Menu Keys

<b>Key(s)</b>	<b>Function</b>
Alt	Selects the first menu on the menu bar.
Letter key	Chooses the menu, or menu item, whose underlined letter matches the one you type, when a menu has focus.
Alt+Letter key	Pulls down the menu whose underlined letter matches the one you type.
Left or Right Arrow	Moves among menus of the main menu bar.
Up or Down Arrow	Moves among menu items within a drop-down menu.
Enter	Chooses the selected menu item.



## System Keys

The following keys can be used from any window, regardless of the application you are using.

<b>Key(s)</b>	<b>Function</b>
Ctrl+Esc	Switches to the Task List.
Alt+Esc	Switches to the next application window or minimized icon, including full-screen programs.
Alt+Tab	Switches to the next application window, restoring applications that are running as icons.
Alt+PrtSc	Copies the entire screen to Clipboard.
Ctrl+F4	Closes the active window.
F1	Gets Help and displays the Help Index for the application. (See <a href="#">Help Keys</a> )

## Text Selection Keys

<b>Key(s)</b>	<b>Function</b>
Shift+Left or Right Arrow	Selects text one character at a time to the left or right.
Shift+Down or Up	Selects one line of text up or down.
Shift+End	Selects text to the end of the line.
Shift+Home	Selects text to the beginning of the line.
Shift+Page Down	Selects text down one window. Or, cancels the selection if the next window is already selected.
Shift+Page Up	Selects text up one window. Or, cancels the selection if the previous window is already selected.
Ctrl+Shift+Left or Right Arrow	Selects text to the next or previous word.
Ctrl+Shift+Up or Down Arrow	Selects text to the beginning (Up Arrow) or end (Down Arrow) of the paragraph.
Ctrl+Shift+End	Selects text to the end of the document.
Ctrl+Shift+Home	Selects text to the beginning of the document.

## Window Keys


<b>Key(s)</b>	<b>Function</b>
Alt+Spacebar	Opens the Control menu for an application window.
Alt+Hyphen	Opens the Control menu for a document window.
Alt+F4	Closes a window.
Alt+Esc	Switches to the next application window or minimized icon, including full-screen programs.
Alt+Tab	Switches to the next application window, restoring applications that are running as icons.
Alt+Enter	Switches a non-Windows application between running in a window and running full screen.
Arrow key	Moves a window when you have chosen Move from the Control menu. Or, changes the size of a window when you have chosen Size from the Control menu.



# Tuning Topic Window

This topic window will help you become better at tuning unisons and intervals.




To begin your practice session press the  PLAY button located at the top left of the window. The PLAY button sounds two pitches for you to tune. The interval you will be asked to tune will depend on the settings in the [Intervals Option Window](#) .

The text at the bottom of the window will tell you which pitch to tune and to which interval. For example, if the text is "Tune the top pitch to a unison" then use the Pitch Slider to bring the top pitch down until it is a unison with the bottom pitch.


Use the Pitch Slider to move the out of tune pitch up or down until it is in tune with the stationary pitch.



Then press the  TEST button to see if you are correct. The TEST button will compare the two pitches to see if they are in tune.

If you are incorrect the text at the bottom will tell you how far you are from being in tune. If the margin of error is negative than you need to bring the pitch up. If the margin of error is positive than you need to lower the pitch.



The  REPEAT button will repeat the pitches which you are trying to tune. This is helpful if your [main instrument](#) has a quick decay or if you have the [Option|Melodic](#) command checked.

The Score area keeps track of the number of correct and incorrect answers, answers correct in a row, and the percentage score. Only the first attempt is counted. Use the [Score|Clear](#) menu command to reset all scores to zero.

The HELP button opens this help window.

Options available for this topic window:

[Intervals](#)

[Range](#)


[Melodic](#)



# Clefs Topic Window

This topic window will help you become better at identifying clefs.




To begin your practice session press the  PLAY button located at the top left of the window. The PLAY button will display a clef for you to identify. The clef you will be asked to identify will depend on the settings in the [Clefs Option Window](#) .

Use the Answer buttons at the bottom to identify the displayed clef. The answer buttons displayed will depend upon the radio button settings in the [Clefs Option Window](#) . If the Traditional button is pushed, the Answer buttons displayed will be Treble, Alto, Tenor and Bass. If the Pitches button is selected, then the answer buttons will be C Clef, F Clef and C Clef.

If you are incorrect you will be asked to try again.



If you are unable to identify the clef, press the  ANSWER button. This button will identify the clef for you. Use of the ANSWER button counts as an incorrect answer for your score.

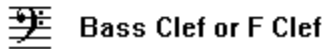
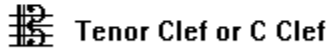
The Score area keeps track of the number of correct and incorrect answers, answers correct in a row, and the percentage score. Only the first attempt is counted. Use the [Score|Clear](#) menu command to reset all scores to zero.

The HELP button opens this help window.

[How to Identify Clefs](#)

# How to Identify Clefs

Below are pictured all four clefs.



Each clef has two names. The first name is the most commonly used name and refers to the voice range that this clef was used for in early music. The second name describes what note this clef is designed to identify.

The Treble Clef curls around the second line from the bottom. This curl circles the line for the G above middle C. The middle of the Alto and Tenor Clefs point to middle C. Notice that both the Alto and Tenor Clefs are C Clefs because they both indicate the location of middle C. The two dots of the Bass Clef are above and below the line for the F below middle C.

[Return to Clefs Topic Window](#)





# Key Signature Topic Window

This window will help you become better at identifying and notating key signatures.

Before beginning your practice session choose the mode in which you wish to be tested. On the left,

under the Score area, are the  IDENTIFY radio button and the



NOTATE radio button. If the IDENTIFY button is down, the program will test you over your ability to recognize and identify key signatures. If the NOTATE button is down, the program will test you over your ability to notate a requested key signature.

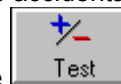


To begin your practice session press the PLAY button located near the top of the window. If the IDENTIFY button is down, the PLAY button will display a key signature for you to identify. If the NOTATE button is down then you will be prompted to notate a key signature. The key you will be asked to identify or notate will depend on the settings in the [Key Signatures Option Window](#).

If the IDENTIFY button is down, use the Answer buttons at the bottom to identify the displayed key signature. First press the letter name of the key and then the accidental that follows the letter. If there is no accidental then press natural. For example, if the answer was the key of C, then press 'C' followed by the natural, if the answer was the key of F Sharp, you would press 'F' followed by the sharp.

To notate a key signature when the NOTATE button is down:

first press on the flat or sharp to the left of where the staff is displayed (the cursor will change to the chosen accidental), then click the mouse where you wish to place the accidental on the staff. Repeat



this process until you have drawn the key signature. Then press the TEST button. If the key signature has no sharps or flats, just press the TEST button. To erase the last accidental press the



ERASE button.

If you are incorrect you will be asked to try again.



If you are unable to identify or notate the key, press the ANSWER button. If the IDENTIFY radio button is pressed, this button will identify the key for you. If the NOTATE radio button is pressed, this button will notate the key for you. Use of the ANSWER button counts as an incorrect answer for your score.

The Score area keeps track of the number of correct and incorrect answers, answers correct in a row, and the percentage score. Only the first attempt is counted. Use the [Score|Clear](#) menu command to reset all scores to zero.

The HELP button opens this help window.

Below are the options available for this topic:

[Clefs](#)

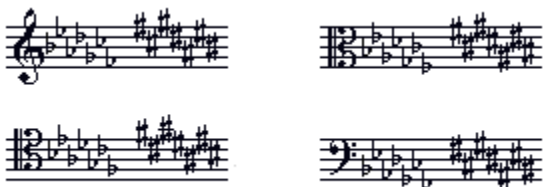
[Key Signatures](#)

[How to Identify and Notate Key Signatures](#)



# How to Identify and Notate Key Signatures

Below is shown the correct placement and order of the flats and sharps in each of the four clefs:



The Major keys are:

C - no sharps or flats	G - 1 sharp (F)
F - 1 flat (B)	D - 2 sharps (F,C)
B Flat - 2 flats (B,E)	A - 3 sharps (F,C,G)
E Flat - 3 flats (B,E,A)	E - 4 sharps (F,C,G,D)
A Flat - 4 flats (B,E,A,D)	B - 5 sharps (F,C,G,D,A)
D Flat - 5 flats (B,E,A,D,G)	F Sharp - 6 sharps (F,C,G,D,A,E)
G Flat - 6 flats (B,E,A,D,G,C)	C Sharp - 7 sharps (F,C,G,D,A,E,B)
C Flat - 7 flats (B,E,A,D,G,C,F)	

HINT: In flat keys, the second to the last flat is the name of the key. In sharp keys, the key name is the note 1/2 step above the last sharp.

The Minor Keys are:

A - no sharps or flats	E - 1 sharp (F)
D - 1 flat (B)	B - 2 sharps (F,C)
G - 2 flats (B,E)	F Sharp - 3 sharps (F,C,G)
C - 3 flats (B,E,A)	C Sharp - 4 sharps (F,C,G,D)
F - 4 flats (B,E,A,D)	G Sharp - 5 sharps (F,C,G,D,A)
B Flat - 5 flats (B,E,A,D,G)	D Sharp - 6 sharps (F,C,G,D,A,E)
E Flat - 6 flats (B,E,A,D,G,C)	A Sharp - 7 sharps (F,C,G,D,A,E,B)
A Flat - 7 flats (B,E,A,D,G,C,F)	

HINT:

The name for the minor key will be a minor 3rd (3 half steps) below the major key with the same key signature.

In sharp keys the the key name is one whole step below the the last sharp.



# Notes Topic Window

This topic will help you become better at identifying and notating Notes.

Before beginning your practice session choose the mode in which you wish to be tested.

On the left under the Score area are the  IDENTIFY radio button and the



NOTATE radio button. If the IDENTIFY button is down, the program will test you over your ability to recognize and identify notes. If the NOTATE button is down, the program will test you over your ability to notate a requested or sounded note.




On the right under the HELP button are the STAFF check box and the



SOUND check box.

If the IDENTIFY button is pressed and the STAFF check box is checked the program will ask you to identify a written note. Which clefs are used will depend on the settings in the [Clefs Option Window](#). If the SOUND check box is checked the note will be played at the same time the note is displayed. If only the SOUND check box is checked the pitch will be played but not displayed on the staff. To identify the note use the Answer buttons at the bottom of the window or play the note on the keyboard at the bottom. To use the Answer buttons first press the letter name of the note and then the accidental that follows the letter. If there is no accidental then press natural. For example, if the answer was C Natural, then press

'C' followed by the  NATURAL Button, if the answer was the F Sharp, you would press 'F' followed by the



SHARP Button. If you use the piano keyboard to identify the note and the Range Sensitive check box next to the keyboard is checked, you must play the pitch in the same octave of the keyboard as it sounded to be correct.

If the NOTATE button is pressed and the STAFF check box is checked, the program will ask you to notate a requested note. If the SOUND check box is also checked, the pitch you are to notate will be sounded. If the SOUND check box is checked and the STAFF check box is not checked you will be asked to notate



the sounding pitch. To hear the pitch again press the REPEAT button.

To notate a note when the NOTATE button is down:

first press on the flat, sharp, or whole note picture to the left of where the staff is displayed (the cursor will change to the chosen accidental or note), then click the mouse where you wish to place the accidental on the staff. If the note is sharp or flat just place the accidental on the staff and the note will be added with the accidental.

If you are incorrect you will be asked to try again.



To begin your practice session press the PLAY button located near the top of the window.



If you are unable to identify or notate the note, press the ANSWER button. If the IDENTIFY

radio button is pressed, this button will identify the note for you. If the NOTATE radio button is pressed, this button will notate the note for you. Use of the ANSWER button counts as an incorrect answer for your score.

The Score area keeps track of the number of correct and incorrect answers, answers correct in a row, and the percentage score. Only the first attempt is counted. Use the Score|Clear menu command to reset all scores to zero.

The HELP button opens this help window.

Below are the options available for this topic:

[Range](#)

[Clefs](#)

[Notes](#)

[How to Identify and Notate Notes](#)

# How to Identify and Notate Notes

Below are shown the names of the notes in each of the four clefs:



Hint:

Notice that the Treble Clef (G Clef) circles the line where G is located, the Middle of the Alto and Tenor Clefs (C Clefs) points to where C is located, and the two dots on the Bass Clef (F Clef) are on each side of the line where F is located. One way to remember the notes for the spaces of the treble clef is to notice that they spell FACE from the bottom space to the top space. The lines can be remembered by using the phrase "Every Good Boy Deserves Fudge" (EGBDF). The spaces for the Bass Clef can be remembered by using the phrase "All Cows Eat Grass" (ACEG) and the lines by using the phrase "Good Boys Deserve Fudge Always" (GBDFA).





# Intervals Topic Window

This window will help you become better at identifying, notating and playing intervals.

On the left under the Score area are the  IDENTIFY radio button and the



NOTATE radio button. If the IDENTIFY button is down, the program will test your ability to recognize and identify intervals. If the NOTATE button is down, the program will test your ability to notate or play requested or sounded intervals.



On the right under the Help button are the STAFF check box and the



SOUND check box.

If the IDENTIFY button is pressed and the STAFF check box is checked the program will ask you to identify a written interval. Which clefs are used will depend on the settings in the Clefs Option Window. If the SOUND check box is checked the interval will sound at the same time the interval is displayed. If only the SOUND check box is checked the interval will sound but not be displayed on the staff. To hear



the interval again press the REPEAT button. To identify the interval use the Answer buttons at the bottom of the window. To use the Answer buttons first press the type of interval (diminished, minor, etc.) and then the size of the interval (second, third, etc.). For example, if the answer was Minor Second, then press 'Minor' followed by 'Second'.

If the NOTATE button is pressed and the STAFF check box is checked, the program will ask you to notate or play a requested interval. If the SOUND check box is also checked, the interval you are to notate will be sounded. If the SOUND check box is checked and the STAFF check box is not checked you will be asked to notate or play the sounding interval.

To notate an interval when the NOTATE button is down: first press on the accidental or whole note picture to the left of where the staff is displayed (the cursor will change to the chosen accidental or note), then click the mouse where you wish to place the accidental on the staff. If the note has an accidental just place the accidental on the staff and the note will be added with the accidental.

If you are incorrect you will be asked to try again.



To begin your practice session press the PLAY button.



If you are unable to identify or notate the interval, press the ANSWER button. If the IDENTIFY radio button is pressed, this button will identify the interval for you. If the NOTATE radio button is pressed, this button will notate the interval for you. Use of the ANSWER button counts as an incorrect answer for your score.

The Score area keeps track of the number of correct and incorrect answers, answers correct in a row, and the percentage score. Only the first attempt is counted. Use the Score|Clear menu command to reset all scores to zero.

The HELP button opens this help window.

Below are the options available for this topic:

[Intervals](#)

[Range](#)

[Melodic](#)

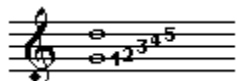
[Clefs](#)

[How to Identify and Notate Intervals](#)

# How to Identify and Notate Intervals

To determine the size of an interval count the lines and spaces starting with the bottom and including the top note.

This interval is a 5th:



There is more than one way to determine the type of interval. First check to see if the interval is major or perfect.

## Method 1:

Check to see if the top note is part of the major scale built upon the bottom note (or fits in the key signature of the bottom note). If it does then it is major or perfect. If it is a unison, 4th, 5th or octave then it is perfect. All other intervals would be major.

## Method 2:

- Count the number of half steps.
- Perfect Unison = both pitches are the same.
- Major Second = two half steps.
- Major Third = four half steps.
- Perfect Fourth = five half steps.
- Perfect Fifth = seven half steps.
- Major Sixth = nine half steps.
- Major Seventh = eleven half steps.
- Perfect Octave = same note (twelve half steps).

If the note is not major or perfect then you must determine how many half steps it is lower or higher than the major or perfect interval.

Two half steps lower - major becomes diminished, perfect becomes doubly diminished.

One half step lower - major becomes minor, perfect becomes diminished.

One half step higher - major and perfect become augmented.

It is very important to notice that the perfect intervals (unison, 4th, 5th, octave) are handled differently than the major interval.

Examples:



One of the best ways to become familiar with the sound of an interval is to find a tune which you know that begins with the interval you are trying to remember.

For example:

The Major 2nd is the first interval in the major scale.

The Minor 3rd is the first interval in Brahms's Lullaby.

The Perfect 4th is the first interval in "Here Comes the Bride".

The Perfect 5th is the first interval in "Twinkle, Twinkle, Little Star".



# Scales Topic Window

This window will help you become better at identifying, notating and playing scales.

On the left under the Score area are the  IDENTIFY radio button and the



NOTATE radio button. If the IDENTIFY button is down, the program will test you over your ability to recognize and identify scales. If the NOTATE button is down, the program will test you over your ability to notate or play requested or sounded scales.



On the right under the HELP button are the STAFF check box and the



SOUND check box.

If the IDENTIFY button is pressed and the STAFF check box is checked the program will ask you to identify a written scale. Which clefs are used will depend on the settings in the [Clefs Option Window](#). If the SOUND check box is checked the scale will be played at the same time the note is displayed. If only the SOUND check box is checked the scale will be played but not displayed on the staff. To hear the

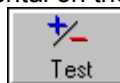


scale again press the REPEAT button. To identify the scale use the Answer buttons at the bottom of the window.

If the NOTATE button is pressed and the STAFF check box is checked, the program will ask you to notate or play a requested scale. If the SOUND check box is also checked, the scale you are to notate will be sounded. If the SOUND check box is checked and the STAFF check box is not checked you will be asked to notate or play the sounding scale.

To notate a scale when the NOTATE button is down:

First press on the accidental or whole note picture to the left of where the staff is displayed (the cursor will change to the chosen accidental or note), then click the mouse where you wish to place the accidental on the staff. If the note has an accidental just place the accidental on the staff and the note will be added



with the accidental. When the scale is complete, press the TEST button. With the exception of the Melodic Minor scale (which is different on the way down), you may press the TEST button after drawing the scale up a complete octave. For example: if you were requested to draw a C Major scale, you would draw the notes C, D, E, F, G, A, B, and C, then press Test. If you were requested to draw a C Melodic Minor Scale you would also have to complete the scale back down to the lower C.

If you are incorrect you will be asked to try again.



To begin your practice session press the PLAY button located near the top of the window.



If you are unable to identify or notate the scale, press the ANSWER button. If the IDENTIFY radio button is pressed, this button will identify the scale for you. If the NOTATE radio button is pressed, this button will notate the scale for you. Use of the ANSWER button counts as an incorrect answer for your score.

The Score area keeps track of the number of correct and incorrect answers, answers correct in a row, and the percentage score. Only the first attempt is counted. Use the Score|Clear menu command to reset all scores to zero.

The HELP button opens this help window.

Below are the options available for this topic:

Range

Clefs

Scales

How to Identify and Notate Scales:



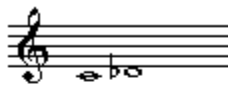
# How to Identify and Notate Scales

Each scale consists of a unique sequence of intervals. The five intervals used for the scales in this program are the Augmented Unison (A1), Minor Second (m2), Major Second (M2), Augmented Second (A2) and Minor Third (m3). An Augmented Unison and Minor Second are both the smallest interval on the piano. The only difference is the way they are notated. A Major Second is two Minor Seconds, an Augmented Second and Minor Third are both three Minor Seconds combined. The difference between an Augmented Second and a Minor Third is in the way they are notated.

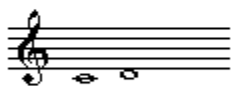
**Augmented Unison**



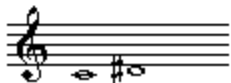
**Minor Second**



**Major Second**



**Augmented Second**



**Minor Third**



For more information on Intervals see [Intervals Practice Window](#).

Below is listed all the scales used in this program and their sequence of intervals. (Notice Melodic Minor is the only scale with a different sequence of intervals when descending the scale.)

Major: M2,M2,m2,M2,M2,M2,m2 - reverse order for descending

Natural Minor: M2,m2,M2,M2,m2,M2,M2 - reverse order for descending

Harmonic Minor: M2,m2,M2,M2,m2,A2,m2 - reverse order for descending

Melodic Minor: M2,m2,M2,M2,M2,M2,m2, M2,M2,m2,M2,M2,m2,M2  
(Descending the Melodic Minor scale is the same as the Natural Minor Scale.)

Blues: m3,M2,A1,m2,m3,M2 - reverse order for descending

Dorian: M2,m2,M2,M2,M2,m2,M2 - reverse order for descending

Phrygian: m2,M2,M2,M2,m2,M2,M2 - reverse order for descending

Lydian: M2,M2,M2,m2,M2,M2,m2 - reverse order for descending

Mixolydian: M2,M2,m2,M2,M2,m2,M2 - reverse order for descending

Whole Tone: M2,M2,M2,M2,M2,M2 - reverse order for descending



# Triads Topic Window

This window will help you become better at identifying, notating and playing triads.

On the left under the Score area are the  IDENTIFY radio button and the



NOTATE radio button. If the IDENTIFY button is down, the program will test your ability to recognize and identify triads. If the NOTATE button is down, the program will test your ability to notate or play requested or sounded triads.



On the right under the Help button are the STAFF check box and the




SOUND check box.

If the IDENTIFY button is pressed and the STAFF check box is checked you will be asked to identify a written triad. The clefs used will depend on the settings in the Clefs Option Window. If the SOUND check box is checked the triad will sound at the same time the triad is displayed. If only the SOUND check box is checked the triad will sound but not be displayed on the staff. When using sound alone, you may wish to either limit the inversions to one type or not include augmented chords. The reason for this suggestion is: it is impossible to identify the inversion of an augmented chord by ear -- all the



intervals sound the same regardless of the inversion. To hear the triad again press the REPEAT button. To identify the triad use the Answer buttons at the bottom of the window.

If the NOTATE button is pressed and the STAFF check box is checked, you will be asked to notate or play a requested triad. If the SOUND check box is also checked, the triad you are to notate will be sounded. If the SOUND check box is checked and the STAFF check box is not checked you will be asked to notate or play the sounding triad.

To notate a triad when the NOTATE button is down: first press on the accidental or whole note to the left of where the staff is displayed (the cursor will change to the chosen accidental or note), then click the mouse where you wish to place the note on the staff. If the note has an accidental just place the accidental on the staff and the note will be added with the accidental. If you wish to erase a note press the  ERASE button.

If the Range Sensitive Check box is checked the notes must be played or notated in the same octave as they were played for you.

If you are incorrect you will be asked to try again.



To begin your practice session press the PLAY button located near the top of the window.



If you are unable to identify or notate the triad, press the ANSWER button. If the IDENTIFY radio button is pressed, the ANSWER button will identify the triad for you. If the NOTATE radio button is pressed, the ANSWER button will notate the triad for you. Use of the ANSWER button counts as an incorrect answer for your score.

The Score area keeps track of the number of correct and incorrect answers, answers correct in a row, and the percentage score. Only the first attempt is counted. Use the Score|Clear menu command to reset all scores to zero.

The HELP button opens this help window.

Below are the options available for this topic:

Range

Melodic

Clefs

Inversions

Triads

How to Identify and Notate Triads

# How to Identify and Notate Triads



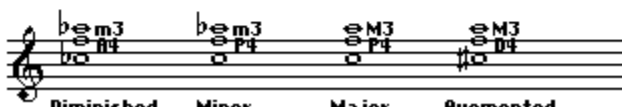
A triad is a three note chord. Each triad consists of a unique sequence of intervals. For more information on Intervals see [Intervals Practice Window](#) .

There are four types of triads used in most music: Diminished, Minor, Major and Augmented. To identify the type of triad you must identify the two intervals which make up the triad.

Each triad can be written in more than one inversion. In root position the notes are as close together as they can be written (both intervals will be either a Major or Minor Third). The bottom note of the triad in root position is called the root, The second note up from the root is called the third (it is the interval of a 3rd up from the root), and the third note up from the bass is called the fifth (it is the interval of a 5th up from the root). The triad is named after the root. For example, a major triad built upon a C root would be called a C major triad.

In first inversion the third of the root position triad is the lowest note. In second inversion the fifth of the root position triad is the lowest note.

below is drawn the four triads, their inversions, and the intervals between the notes.

<b>Root Position</b>	
<b>First Inversion</b>	
<b>Second Inversion</b>	



## Seventh Chords Topic Window

This window will help you become better at identifying, notating and playing seventh chords.

On the left under the Score area are the  IDENTIFY radio button and the



NOTATE radio button. If the Identify button is down, the program will test your ability to recognize and identify seventh chords. If the NOTATE button is down, the program will test your ability to notate or play requested or sounded seventh chords.



On the right under the Help button are the STAFF check box and the




SOUND check box.

If the IDENTIFY button is pressed and the STAFF check box is checked the program will ask you to identify a written seventh chord. The clefs used will depend on the settings in the [Clefs Option Window](#). If the SOUND check box is checked the chord will sound at the same time the triad is displayed. If only the SOUND check box is checked the chord will sound but not be displayed on the staff. When using sound alone, you may wish to either limit the inversions to one type or not include dd7th and D7/flat5 chords. The reason for this suggestion is: it is impossible to identify the inversion of these chords by



ear. To hear the chord again press the REPEAT button. To identify the chord use the Answer buttons at the bottom of the window.

If the NOTATE button is pressed and the STAFF check box is checked, the program will ask you to notate or play a requested seventh chord. If the SOUND check box is also checked, the chord you are to notate will be sounded. If the SOUND check box is checked and the STAFF check box is not checked you will be asked to notate or play the sounding chord.

To notate a seventh chord when the NOTATE button is down: first press on the accidental or whole note to the left of where the staff is displayed (the cursor will change to the chosen accidental or note), then click the mouse where you wish to place the note on the staff. If the note has an accidental just place the accidental on the staff and the note will be added with the accidental. If you wish to erase a note press the  ERASE button.

If the Range Sensitive Check box is checked the notes must be played or notated in the same octave as they were played for you.

If you are incorrect you will be asked to try again.



To begin your practice session press the PLAY button located near the top of the window.



If you are unable to identify or notate the chord, press the ANSWER button. If the IDENTIFY radio button is pressed, the ANSWER button will identify the chord for you. If the NOTATE radio button is pressed, the ANSWER button will notate the chord for you. Use of the ANSWER button counts as an incorrect answer for your score.

The Score area keeps track of the number of correct and incorrect answers, answers correct in a row, and the percentage score. Only the first attempt is counted. Use the Score|Clear menu command to reset all scores to zero.

The HELP button opens this help window.

Below are the options available for this topic:

Range

Melodic

Clefs

Inversions

Seventh Chords

How to Identify and Notate Seventh Chords



# How to Identify and Notate Seventh Chords

A seventh chord is a four note chord. Each seventh chord consists of a triad plus the interval of a seventh from the bass.

For more information on Triads see [Triads Practice Window](#)

For more information on Intervals see [Intervals Practice Window](#) .

To identify the type of seventh chord you must identify the triad and then the interval of the seventh.

Each seventh chord can be written in more than one inversion. In root position the notes are stacked so that there is an interval of a third between each note. The bottom note of the triad in root position is called the root, The second note up from the root is called the third (it is the interval of a 3rd up from the root), and the third note up from the bass is called the root (it is the interval of a 5th up from the root), and the fourth note up from the root is called the seventh (it is the interval of a 7th up from the root). The chord is named by giving the root note followed by the type of triad followed by the type of seventh. For example, a Major triad built upon a C root with a Major seventh would be called a C major/major seventh chord.

In first inversion the third of the root position triad is the lowest note. In second inversion the fifth of the root position triad is the lowest note. In third inversion the seventh of the root position triad is the lowest note.



# Chord Doublings Practice Window


This window will help you become better at identifying, notating and playing four note chords with proper doublings and spacing.

On the left under the Score area are the  IDENTIFY radio button and the



NOTATE radio button. If the IDENTIFY button is down, the program will test your ability to recognize and identify chords. If the NOTATE button is down, the program will test your ability to notate or play requested or sounded chords.



On the right under the Help button are the  STAFF check box and the




SOUND check box.

If the IDENTIFY button is pressed and the STAFF check box is checked the program will ask you to identify a written chord. The clefs used will depend on the settings in the [Clefs Option Window](#). If the SOUND check box is checked the chord will sound at the same time the chord is displayed. If only the SOUND check box is checked the chord will sound but not be displayed on the staff. When using sound alone, you may wish to either limit the inversions to one type or not include augmented chords. The reason for this suggestion is: it is impossible to identify the inversion of an augmented chord by ear -- all



the intervals sound the same regardless of the inversion. To hear the chord again press the REPEAT button. To identify the chord use the Answer buttons at the bottom of the window.

If the NOTATE button is pressed and the STAFF check box is checked, the program will ask you to notate or play a requested chord. If the SOUND check box is also checked, the chord you are to notate will be sounded. If the SOUND check box is checked and the STAFF check box is not checked you will be asked to notate or play the sounding chord.

To notate a chord when the NOTATE button is down: first press on the accidental or whole note to the left of where the staff is displayed (the cursor will change to the chosen accidental or note), then click the mouse where you wish to place the note on the staff. If the note has an accidental just place the accidental on the staff and the note will be added with the accidental. If you wish to erase a note press the  ERASE button.


If the Range Sensitive Check box is checked the notes must be played or notated in the same octave as they were played for you.

If you are incorrect you will be asked to try again.



To begin your practice session press the  PLAY button located near the top of the window.



If you are unable to identify or notate the chord, press the  ANSWER button. If the IDENTIFY radio button is pressed, the ANSWER button will identify the chord for you. If the NOTATE radio button is pressed, the ANSWER button will notate the chord for you. Use of the ANSWER button counts as an

incorrect answer for your score.

The Score area keeps track of the number of correct and incorrect answers, answers correct in a row, and the percentage score. Only the first attempt is counted. Use the Score|Clear menu command to reset all scores to zero.

The HELP button opens this help window.

Below are the options available for this topic:

Range

Melodic

Inversions

Triads

How to Identify and Notate Chords

# How to Identify and Notate Chords

The chords used in this practice window are all four note chords created by doubling one of the notes in a triad.

For more information on Triads and Inversions see [Triads Practice Window](#) .

Below are the rules used for determining which note of the chord to double.

## DIMINISHED TRIADS:

1. Double the third
2. If the fifth is in the soprano double the fifth

## MAJOR AND MINOR TRIADS:

1. Root Position -- double the bass
2. First Inversion -- double the soprano
3. Second Inversion -- double the bass

## AUGMENTED TRIADS:

Double the bass

## Other Rules:

1. Each staff is limited to two notes. The top note in the treble clef is called the Soprano and the bottom note in the treble clef is called the Alto. The top note in the bass clef is called the Tenor and the bottom note in the bass clef is called the Bass.
2. Limit the distance between the Soprano and Alto, and Alto and Tenor, to no more than an octave.



# Cadences Topic Window


This window will help you become better at identifying, notating and playing cadences with proper doublings, spacing and voice leading.

On the left under the Score area are the  IDENTIFY radio button and the



NOTATE radio button. If the IDENTIFY button is down, the program will test your ability to recognize and identify cadences. If the NOTATE button is down, the program will test your ability to notate or play requested or sounded cadences.




On the right under the Help button are the  STAFF check box and the




SOUND check box.

If the IDENTIFY button is pressed and the STAFF check box is checked the program will ask you to identify a written cadence. If the SOUND check box is checked the cadence will sound at the same time the cadence is displayed. If only the SOUND check box is checked the cadence will sound but not



displayed on the staff. To hear the cadence again press the  REPEAT button. To identify the cadence use the Answer buttons at the bottom of the window.

If the NOTATE button is pressed and the STAFF check box is checked, the program will ask you to notate or play a requested cadence. If the SOUND check box is also checked, the cadence you are to notate will be sounded. If the SOUND check box is checked and the STAFF check box is not checked you will be asked to notate the sounding cadence.

To notate a cadence when the NOTATE button is down: first press on the accidental or whole note to the left of where the staff is displayed (the cursor will change to the chosen accidental or note), then click the mouse where you wish to place the accidental on the staff. If the note has an accidental just place the accidental on the staff and the note will be added with the accidental. You can also play the note on the keyboard and it will be notated for you. If you wish to erase a note press the  ERASE button.


If the Range Sensitive Check box is checked the notes must be played or notated in the same octave as they were played for you.

If you are incorrect you will be asked to try again.



To begin your practice session press the  PLAY button located near the top of the window.



If you are unable to identify or notate the cadence, press the  ANSWER button. If the IDENTIFY radio button is pressed, the ANSWER button will identify the cadence for you. If the NOTATE radio button is pressed, the ANSWER button will notate the cadence for you. Use of the ANSWER button counts as an incorrect answer for your score.

The Score area keeps track of the number of correct and incorrect answers, answers correct in a row, and

the percentage score. Only the first attempt is counted. Use the Score|Clear menu command to reset all scores to zero.

The HELP button opens this help window.

Below are the options available for this topic:

Keys

Cadences

How to Identify and Notate Cadences



# How to Identify and Notate Cadences

There are five common cadences:

1. Authentic
2. Deceptive
3. Half
4. Phrygian
5. Plagal

Each cadence is made up of two chords. In describing chords within a key it is common to label each chord within a key according to the position of the root of the chord within the scale for that key.

The scale for that key is the major or natural minor scale built from the note that is the same as the name of the key. For instance, the key with no sharps or flats is C Major or A Minor. The scale for that key would be the C Major Scale, if you are in major, or the C Minor scale, if you are in minor.

There are two types of labels used for describing the chords built upon the notes of the scale: Names or Roman Numerals. When using roman numerals it is common to use upper case for major chords, lower case for minor chords, upper case followed by a superscript "+" sign for augmented chords, and lower case followed by a superscript "o" for diminished chords.

Below are listed the notes of the scale followed by the name of the chord built upon it and its roman numeral. Because the case of the numeral would be different depending upon the key, this example will use all upper case.

- Note 1: Tonic or I
- Note 2: Supertonic or II
- Note 3: Median or III
- Note 4: Subdominant or IV
- Note 5: Dominant or V
- Note 6: Submedian or VI
- Note 7: Leading Tone/Subtonic or VII

The V chord (Dominant Chord) in a minor cadence has a raised third so that it is a major chord.

Voice leading between chords in common practice music must follow certain rules:



1. Do not allow voices to cross over (go higher or lower than) the note above or below it in the previous chord.
2. Do not allow the voices to make too large of leaps. For purposes of this exercise we will limit the Soprano to leaps of a third, the Alto and Tenor to leaps of a fourth, and the Bass to leaps of a fifth.
3. Do not make leaps of an augmented second or augmented fourth.
4. If the leading tone (seventh of the scale) is in the soprano, it must resolve up to the tonic (first note of the scale).
5. Do not allow two voices to move in parallel fifths, octaves or unisons. This means that if the interval between two voices in the first chord is a fifth, octave or unison, the interval between those same two voices in the second chord cannot be the same interval. The intervals are determined without consideration given to extra octaves. If the interval is an octave and a fifth it is still considered a fifth.
6. Do not allow two voices to move in hidden fifths or octaves. Hidden fifths happen when two voices move in opposite directions but maintain the interval of the fifth or octave. Octaves and unisons are the same for purposes of hidden octaves.






# Rhythms Topic Window

This window will help you become better at notating and playing rhythms.

On the right under the HELP button are the  TAP radio button and the  NOTATE radio button.


If the TAP button is down, the program will test your ability to tap rhythms you see. To begin your

practice session press the PLAY  button located near the middle of the window. The top staff will display a rhythm. To tap this rhythm, press the




RECORD button. You will hear a count off equal to the number of beats in a measure (this will change depending upon the time signature). After the count off (be careful to keep the beat steady), tap the rhythm either by clicking the left mouse button while the cursor is over the Rhythm pad or tapping the space bar on the keyboard. The second staff down will now display the rhythm that you tapped.

If the NOTATE button is down, the program will test your ability to notate rhythms you hear. To begin


your practice session press the PLAY  button located near the middle of the window. You will hear a count off followed by a rhythm. Then you will be asked to notate the sounding rhythm.

To notate a rhythm when the NOTATE button is down:

Press on rhythm note just below top staff. The note will appear on the screen. Continue to add rhythm notes until you have notated the complete rhythm. When using the tie, press the tie before the first note of the tie. Example: If you want to notate a quarter tied to a quarter, press tie - quarter - quarter. This

program never places two rests in a row. So always use only one rest. Use the  REPEAT button to hear the rhythm again if you wish.

If you are incorrect you will be asked to try again.

If you are unable to tap or notate the rhythm, press the  ANSWER button. If the TAP radio button is pressed, this button will play the rhythm for you. If the NOTATE radio button is pressed, this button will notate the rhythm for you. Use of the ANSWER button counts as an incorrect answer for your score.

The Score area keeps track of the number of correct and incorrect answers, answers correct in a row, and the percentage score. Only the first attempt is counted. Use the Score|Clear menu command to reset all scores to zero.

The HELP button opens this help window.

Below are the options available for this topic:

Rhythms  
Time Signatures


How to Tap and Notate Rhythms:

# How to Tap and Notate Rhythms

There are eight note values used in this program. Each note is equal to a number of beats or fractions of a beat. In this program the beat is set by the count off. For each note value there is a rest of equal length. During a rest you do not play (or tap). Below are the seven note values and their rests:

- Whole Note
- Whole Rest -- 4 beats
- ♩ Dotted Half Note
- Dotted Half Rest -- 3 beats
- ♩ Half Note
- half Rest -- 2 beats
- ♩ Dotted Quarter Note
- ⋈ Dotted Quarter Rest -- 1 1/2 beats
- ♩ Quarter Note
- ⋈ Quarter Rest -- 1 beat
- ♩ Dotted Eighth Note
- ⋈ Dotted Eighth Rest -- 3/4 of a beat
- ♩ Sixteenth Note
- ⋈ Sixteenth Rest -- 1/4 of a beat

Note: A dot after a note adds half of the original note value. For example, a half note is equal to 2 beats. If you add a dot, it is now equal to 3 beats -- 2 beats for its original value + 1 beat for the dot.

In addition to these notes there is the  tie. The tie connects two notes together so that you only tap the first note.



