



Tracks 1-6

Come to Play



Recorder Notes Needed:

Part 1 (Advanced): D, E, F#, G, A, B, C, High D

Part 2 (Basic+): G, A, B, C, D (opt. High D, E, F#)

Part 3 (Advanced): D, E, F#, G, A, B, C, High D, High E

Thomas Cabaniss

Steadily *mf*

Part 1

1 2 3 4 1 2 3 4 Winds blow _____

Part 2

1 2 3 4 1 2 3 4

Part 3

1 2 3 4 1 2 3 4

4

Trum - pets sound - ing _____

7

Strings sing _____ Drum - mers p p p p p p pound - ing

The musical score is written for three parts (Part 1, Part 2, Part 3) in 4/4 time with a key signature of one sharp (F#). Part 1 includes lyrics: 'Winds blow'. Part 2 includes lyrics: 'Trum - pets sound - ing'. Part 3 includes lyrics: 'Drum - mers p p p p p p pound - ing'. The score is divided into three systems. The first system covers measures 1-4, the second system covers measures 5-8, and the third system covers measures 9-12. Dynamics include 'Steadily' and 'mf'. Performance markings include accents (>) and breath marks (V). The score is for a recording session, as indicated by the computer icon and 'Tracks 1-6' label.



10

Drum - mers p p p p p p pound - ing

Come to play, Join

13

sound with sound , Come to sing we'll shake the ground with

16

song Come to play, Join

Come to play, Join

19

sound with sound Come to sing we'll shake the ground with

sound with sound Come to sing we'll shake the ground with

22

song with song LEADER What do you do with time

25

AUDIENCE: Make it groove make it move make it rhyme

LEADER: What do you do with song

Make it groove make it move make it rhyme

Make it groove make it move make it rhyme



28 **AUDIENCE**

Make it sing make it ring make it strong make it long

Make it sing make it ring make it strong make it long

Make it sing make it ring make it strong make it long

31 **LEADER** **AUDIENCE**

— What do you do with sound Make it cry make it fly

— Make it cry make it fly

— Make it cry make it fly

34

make it gleam Make it your dream

make it gleam Make it your dream

make it gleam Make it your dream



37 **Orchestra interlude** *mf*

8

Winds blow trum - pets sound - ing

47

Strings sing Drum - mers p p p p p p pound-ing Drum - mers p p p p p p pound-ing

50 *mf*

Winds blow trum - pets sound - ing Strings sing

Come to play, Join sound with sound Come to sing we'll



53

Drum-mers p p p p p p pound-ing Drum-mers p p p p p p pound-ing Winds blow
shake the ground with song Come to play, Join
Come to play, Join

56

trum - pets sound - ing Strings sing Drum - mers p p p p p p pound-ing
sound with sound Come to sing we'll shake the ground with
sound with sound Come to sing we'll shake the ground with

59

Drum - mers p p p p p p pound - ing shake the ground with song!
song with song, with song!
song with song, with song!