



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



10

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

Come to play, Join

Musical score for measures 10-12. The key signature has one sharp (F#). The first staff (treble clef) contains a melody starting with a quarter note D4, followed by eighth notes E4, F#4, G4, A4, B4, C5, and D5. There are two 'V' marks above the first and fourth measures. The second staff (treble clef) has whole rests for measures 10 and 11, and a melody starting with a quarter note D4 in measure 12. The third staff (treble clef) has whole rests for measures 10, 11, and 12.

13

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

Musical score for measures 13-15. The key signature has one sharp (F#). The first staff (treble clef) has whole rests for measures 13, 14, and 15. The second staff (treble clef) contains a melody: a half note D4 in measure 13, a half note E4 in measure 14, and a half note F#4 in measure 15. The third staff (treble clef) has whole rests for measures 13, 14, and 15.

16

song Come to play, Join

Come to play, Join

Musical score for measures 16-18. The key signature has one sharp (F#). The first staff (treble clef) has whole rests for measures 16, 17, and 18. The second staff (treble clef) contains a melody: a half note D4 in measure 16, a half note E4 in measure 17, and a half note F#4 in measure 18. The third staff (treble clef) has whole rests for measures 16 and 17, and a melody starting with a quarter note D4 in measure 18. There are 'V' marks above the first and fourth measures of the third staff.

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

song with song What do you do__ with time__

25

AUDIENCE

Make it groove make it move make it rhyme

LEADER

Make it groove make it move make it rhyme What do you do__ with song

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

8

8

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

mf

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!



Tracks 7-10

The Blue Danube



Recorder Notes Needed:

C#, D, E, F#, G, G#, A, B, High D

Johann Strauss II

Andante

21

p

A beau - ti - ful

stream so clear and blue A

beau - ti - ful dream of me and

you The stars seem to float a -

bove the sky With us as we

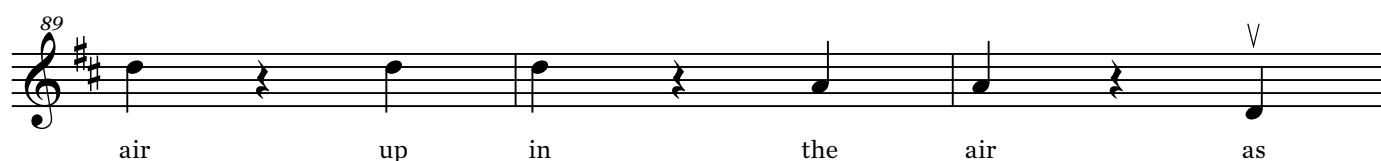
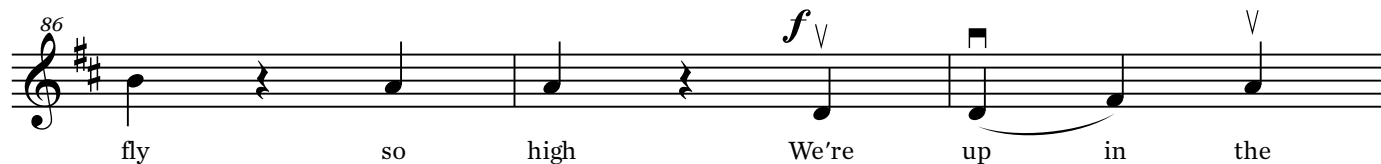
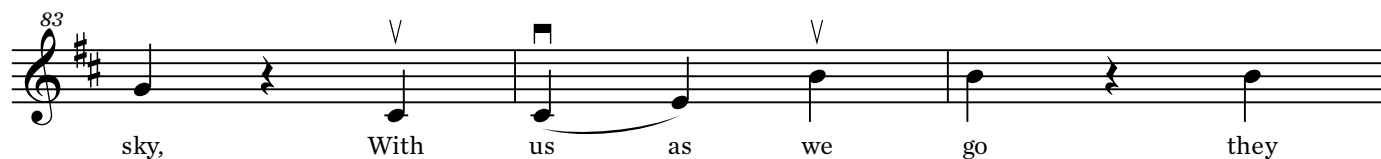
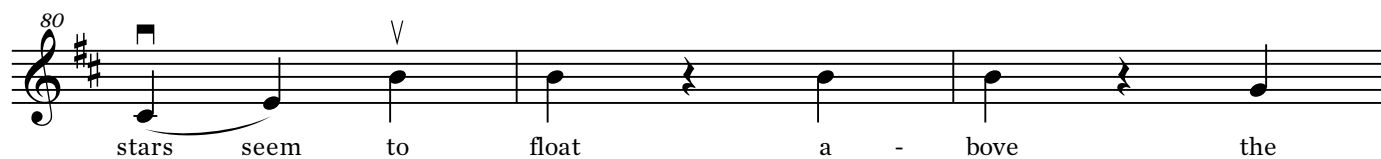
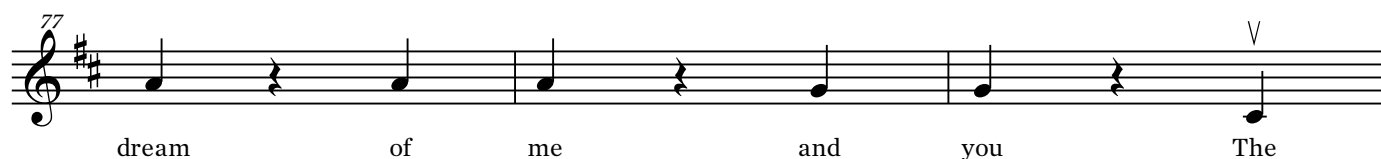
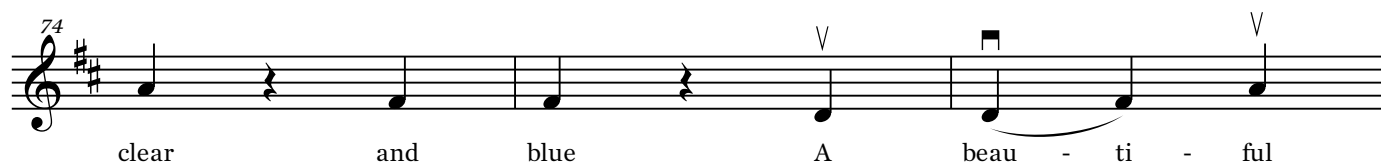
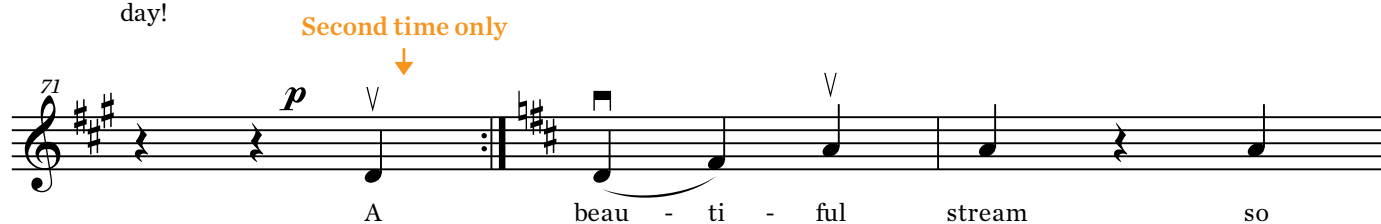
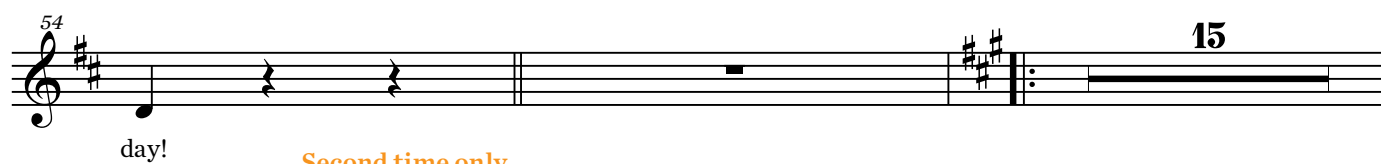
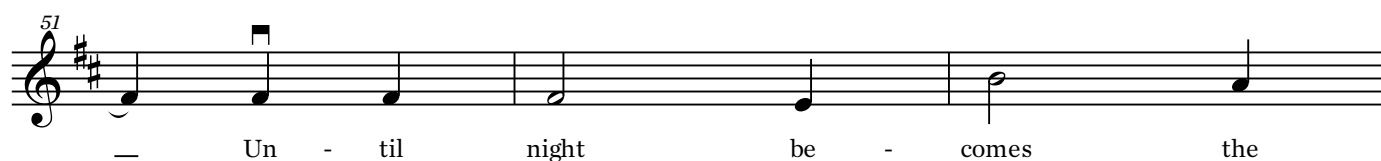
go they fly so high. *f* We're

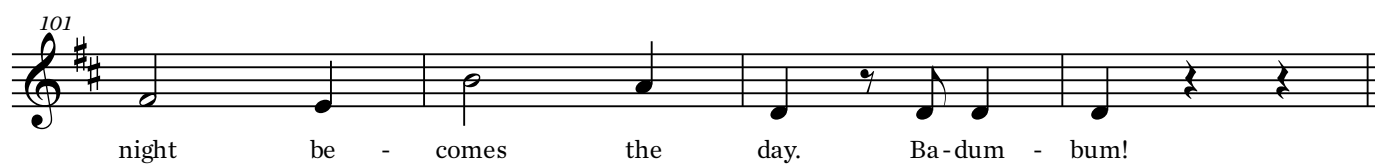
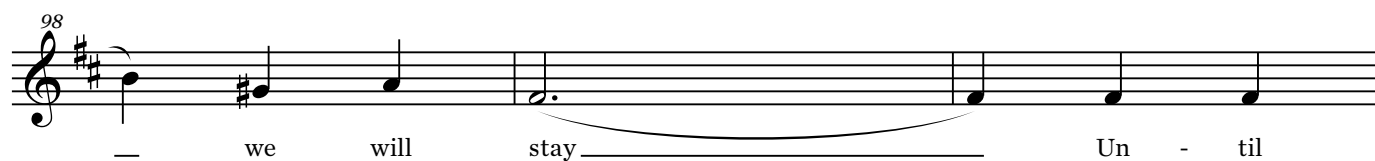
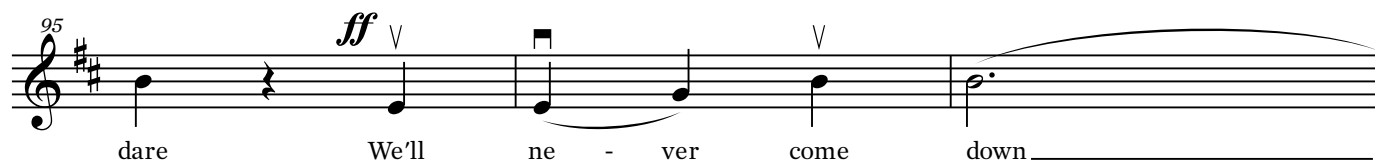
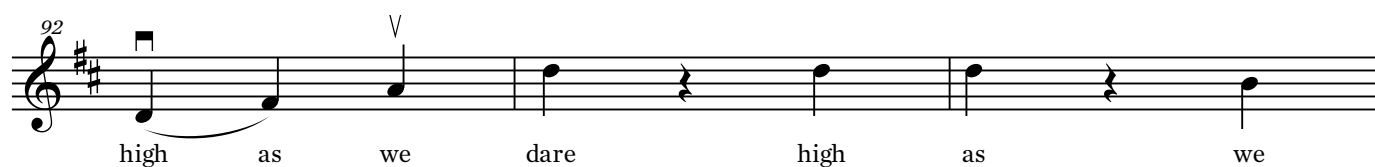
up in the air up in the

air As high as we dare high

as we dare *ff* We'll ne - ver come

down _____ we will stay _____







Tracks 7-10

The Blue Danube



Recorder Notes Needed:

D, E, F#, G, A, B, High D

Johann Strauss II

Andante

1 23 V p

26 V

29

32 V

35 V

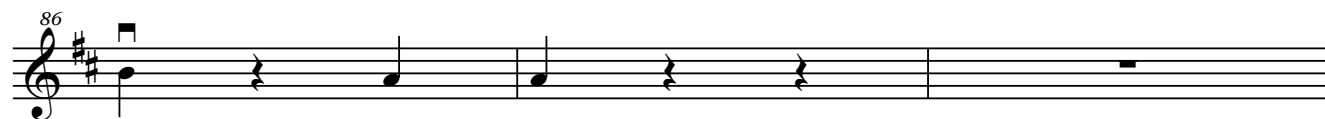
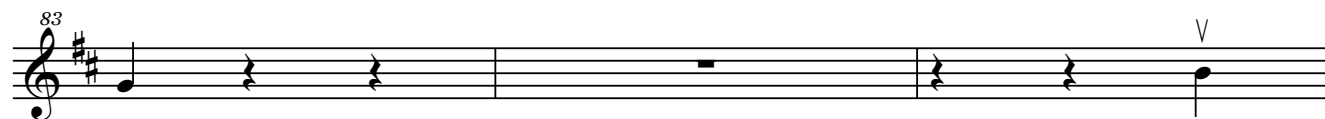
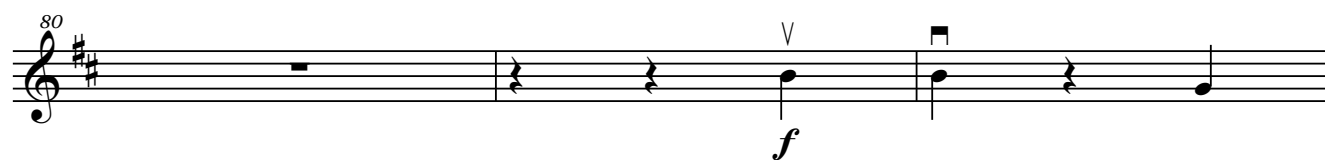
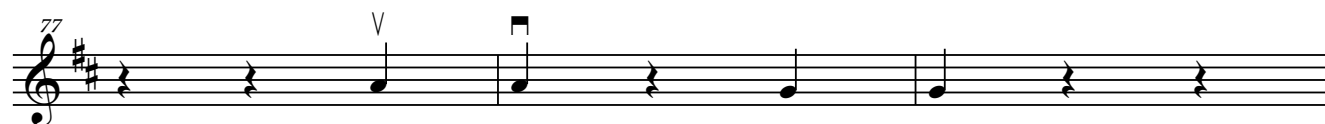
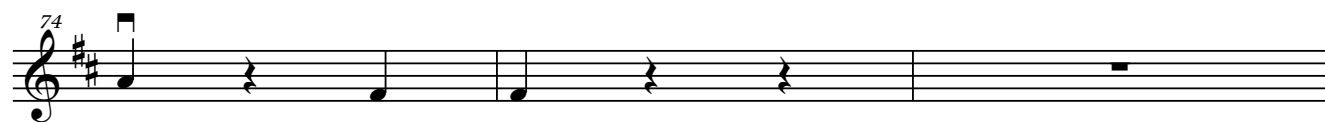
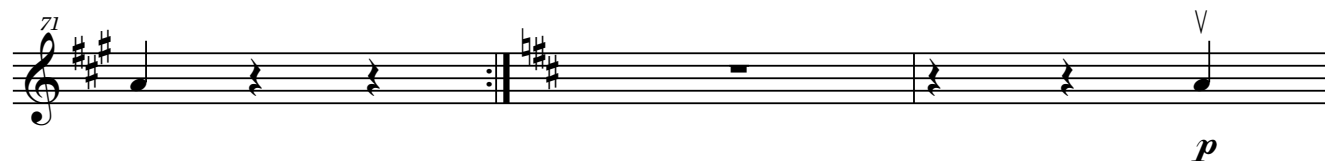
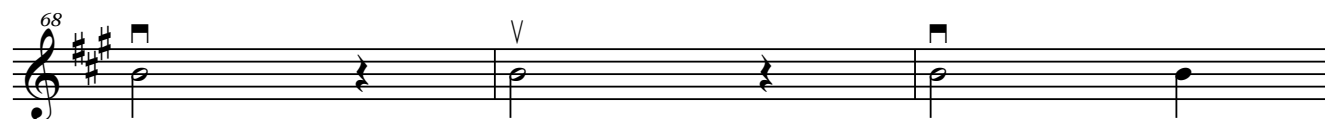
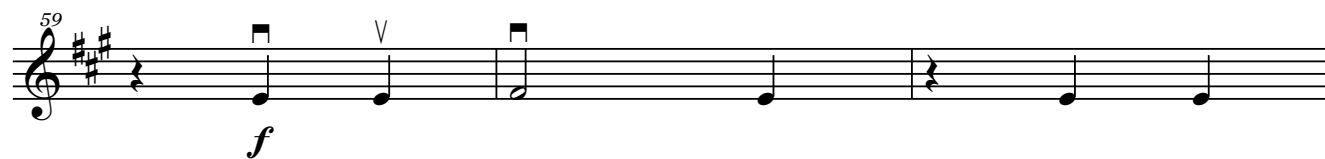
38 V f

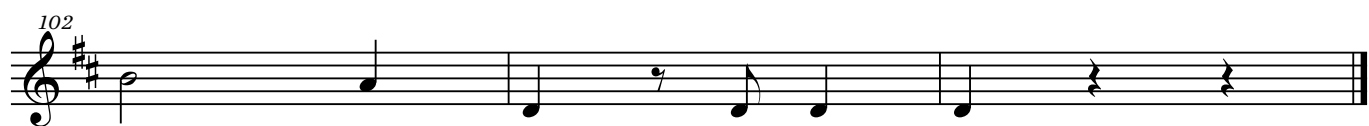
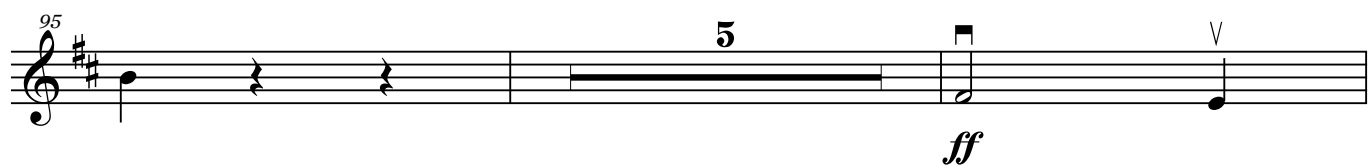
41

44 V

47 5 ff

54 3 pp







Tracks 11–14

Barcarolle

from *The Tales of Hoffmann*



Recorder Notes Needed:
G, A, B

Jacques Offenbach

Moderato

2

5

8

11

14

17

13

32

35

38

21



Tracks 11–14

Barcarolle

from *The Tales of Hoffmann*



Recorder Notes Needed:
E, F#, G, A, B, C#, High D

Jacques Offenbach

Moderato

2

5

8

11

14

17

13

32

35

38

21



Tracks 15–17

Toreador

from *Carmen*



Georges Bizet

A soloist will sing two verses during the culminating concert.
Students will sing along on the chorus below.

CHORUS

p

To - re - a-dor, on gu - - - - ard!

3

To - re - a-dor! To - re - a-dor!

5

And, as you fight just think that from a - bove

7 *mf*

Dark eyes send their re - gard__

9 *p*

With prom - is - es of love, To - re - a - dor,

11 *pp*

with prom - is - es of love!



Tracks 18–20

Cidade Maravilhosa



The chorus below repeats three times.

André Filho

Allegro

mf



Pronunciation: Ci - da - de ma - ra - vi - lho - sa
See dah jee mah - rah - vee - lyoh - suh



chei - a deen - can - tos mil, Ci - da - de ma - ra - vi -
shay - ah jeein kan - toos meeyoo See dah jee mah - rah - vee -



lho - sa co - ra - cao do meu Bra - sil. Ci -
lyoh - suh ko - ra - sowhn doo mayoo brah - seeoo See

mp



da - de ma - ra - vi - lho - sa chei - a deen - can - tos
dah jee mah - rah - vee - lyoh - suh shay - ah jeein kan - toos



mil, Ci - da - de ma - ra - vi - lho - sa
meeyoo See dah jee mah - rah - vee - lyoh - suh

mf



co - ra - cao do meu Bra - sil.
ko - ra sowhn doo mayoo brah - seeoo.

“Un, dos, tres”



“Un, dos, tres” is a piece by Angélica Negrón that was composed specifically for Link Up students. The piece was inspired by a clapping game she played as a child growing up in Puerto Rico. It has three sections in which students can perform alongside the orchestra.

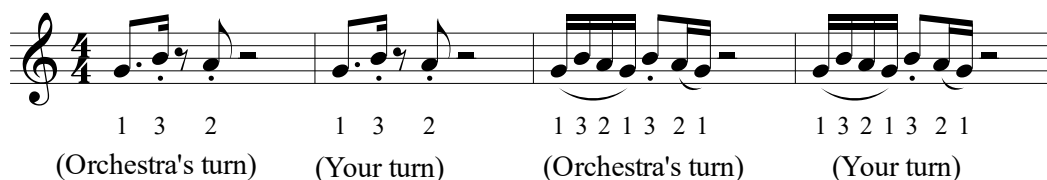
Singing Section

As the piece is performed, the lyrics below will be projected and you will be invited to sing or play the melody with the orchestra.



Call and Response

You will hear members of the orchestra play short melodies using three notes: G, A, and B. These notes will be represented by the numbers 1 (G), 2 (A), and 3 (B). Your goal is to echo these melodies using your recorder or your voice by listening and following the numbers as they appear on the screen.



Recorder Extended Technique

You will hear the orchestra making fluttery, wind-like sounds with their instruments. You can join in by making a special sound on your recorder: Hold it sideways, blow into the thumb hole, and wiggle your fingers over the holes.