

# An Interactive Performance Outline

This outline can be used for various interactive performance presentations with any instrument for the beginning of any type of performance. As a guide, it is only a rough outline. Make your concert your own!



*bringing back the excitement of classical music*

Throughout the program, engage the audience. What is the audience doing?

## I. Introduction

- A. Start with an exciting or easily recognizable piece to capture the attention
- B. Introduce the name of your ensemble and welcome your audience
  - 1. Say hello to everyone and introduce yourselves.
  - 2. Be energetic! This is the first time your audience hears you speak.

## II. Instrument Intros/Demos

- A. Introduce the name of instruments
  - 1. Ask what family does each instrument come from? (strings, brass, etc)
    - a. Shape
    - b. Material
    - c. Size
  - 2. Lead the audience through each function in music by singing, and having them sing back
    - a. Melody
    - b. Harmony
    - c. Accompaniment
    - d. Bass Line
  - 3. Play a brief excerpt showcasing each instrument and/or its function. This can be done as a solo or as part of the group (encourage interaction where possible - have them sing, or, for a younger audience, use simple hand gestures or percussion to keep them engaged)
    - a. Twinkle Twinkle for melody/harmony
    - b. Pachelbels Canon for bass line
- B. Range of the instrument: ask the audience to listen and vote on which instrument is higher
  - 1. The bigger the instrument, the lower the sound!
  - 2. Violin vs. bass
  - 3. Violin vs viola etc.
- C. Demonstrate many different sounds. Ask your audience how each sound makes them feel. What does the sound make them think of? If you will use any of these techniques later in your program, then prepare your audience for what they might want to listen for
  - 1. Pizzicato vs. Arco (slap pizz is always popular)
  - 2. mutes
  - 3. glissando
  - 4. nature sounds
  - 5. funny sounds
  - 6. jaws theme

### **III. Musical Terms**

A. Terms: Don't be afraid of using musical terms. Simply relate them to your listener. Ask if anyone already knows those terms or techniques.

1. A composer is like an author
2. A symphony is like a book
3. A movement is like a chapter
4. Definition of duo, trio, quartet, quintet, etc
5. Parts of the instrument- frog, tip, scroll, fingerboard, strings, etc

B. Emotions and expression: Ask your audience how each demonstration makes them feel. What does it make them think of?

1. Happy = major, sad = minor
2. Tempo doesn't necessarily mean fast=happy, slow=sad

C. History

1. Give brief and relevant background about a piece. Try to relate the music or story to something current.
2. Show how the music was affected by the historical environment

D. Themed program

1. Feature music from around the world
2. Provide musical narration for a children's book
3. Feature a popular songwriter/composer's works.
4. Use the music of a famous composer such as Bach, Beethoven, or Mozart to describe your instruments and various families.

### **IV. Conclusion**

A. Play a flashy piece to end the show

B. Leave plenty of time for questions

C. If possible, provide 'petting zoo' or give people the opportunity to hear and touch instrument up close