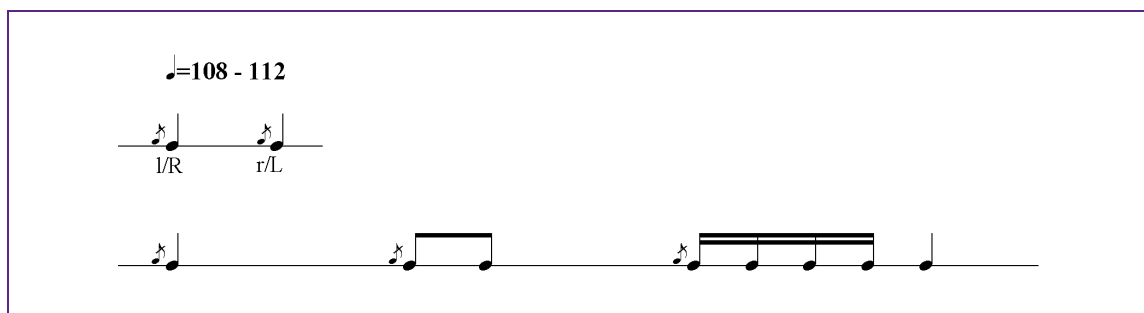


Keuzemodule kleine trom – niveau 2

Technische vaardigheden – voorstellen

De enkelvoudige en viervoudige voorslag staan niet op zichzelf. In de speelstukken zullen ze altijd in een bepaalde technische en muzikale context geplaatst zijn. Een en ander afhankelijk van maatsoort en tempo. Onderstaande voorbeelden zijn indicaties in welke context de voorstellen voor niveau 2 gedacht zijn.

Enkelvoudige voorslag



Tempo: ♩ = 108 - 112

1/R r/L

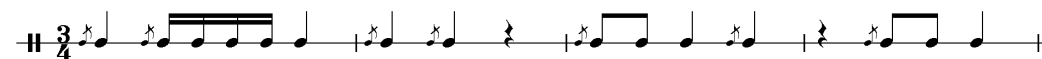
The exercise consists of two staves. The first staff shows two single strokes: one on the right side (labeled '1/R') and one on the left side (labeled 'r/L'). The second staff shows a sequence of strokes: a single stroke on the right, followed by a pair of strokes (right then left), and finally a group of four strokes (right, left, right, left).

Voorbeeld 1

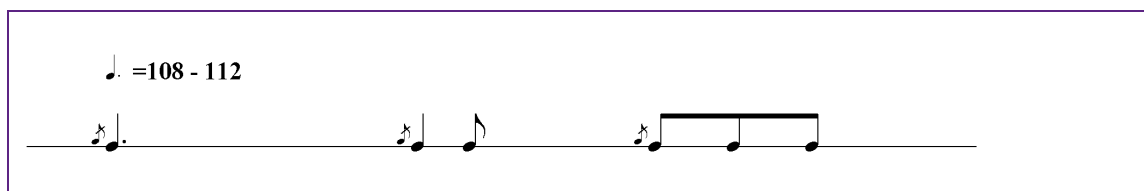


Example 1 is a musical phrase in 4/4 time. It starts with a single stroke on the right, followed by a pair of strokes (right then left), then a group of four strokes (right, left, right, left), and ends with a single stroke on the right.

Voorbeeld 2



Example 2 is a musical phrase in 3/4 time. It starts with a single stroke on the right, followed by a pair of strokes (right then left), then a group of four strokes (right, left, right, left), and ends with a single stroke on the right.



Tempo: ♩ = 108 - 112

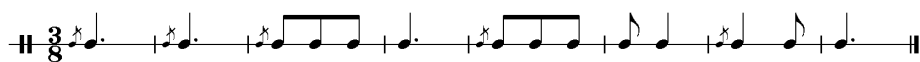
The exercise consists of a single staff showing a sequence of strokes: a single stroke on the right, followed by a pair of strokes (right then left), and finally a group of four strokes (right, left, right, left).

Voorbeeld 3



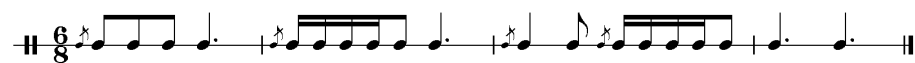
Example 3 is a musical phrase in 6/8 time. It starts with a single stroke on the right, followed by a pair of strokes (right then left), then a group of four strokes (right, left, right, left), and ends with a single stroke on the right.

Voorbeeld 4

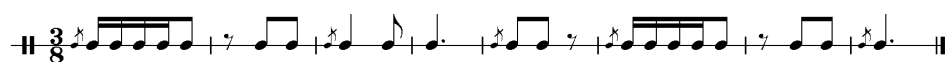


♩. = 72 - 80

Voorbeeld 5



Voorbeeld 6



Viervoudige voorslag

♩=108 - 112

Toepassing in muzikale context van de viervoudige voorslag

Voorbeeld 7



Voorbeeld 8

