

Cat and Bird Story

Class 4, St Peter and St John Primary School, Salford

[SLEEPING CAT 1]

$\text{♩} = 72$ paper scrunch

Kids

Flute

Trumpet in B♭

Violin

Violoncello

con sord. sul tasto (snoring)

p

pp

SLEEPING CAT 2

5 ► creaking tree branch

Perc.

Fl.

Tpt.

Vln.

Vc.

1 only: miaow

pp

6

Perc.

Fl.

Tpt.

Vln.

Vc.

6

7

Perc.

Fl. low farty noise to sound like cat purring

Tpt. *pp*

Vln.

Vc. *mf*

jet

p

harm. gliss.

CAT TRIES TO CATCH BIRD 1

9 **Piu mosso**

Perc.

Fl. *p*

Tpt.

Vln.

Vc.

p

CAT TRIES TO CATCH BIRD 2

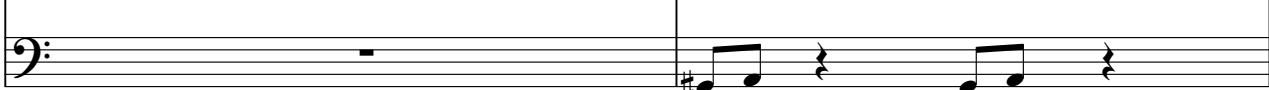
11 Percussion (footsteps of bird) -----

Perc. 

Fl. 

Tpt. 

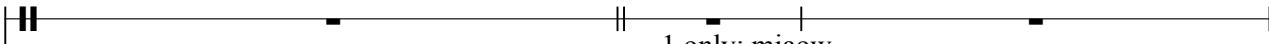
Vln. 

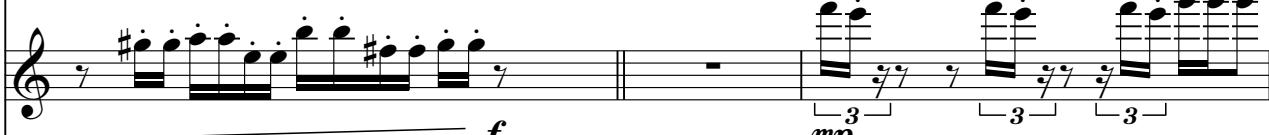
Vc. 

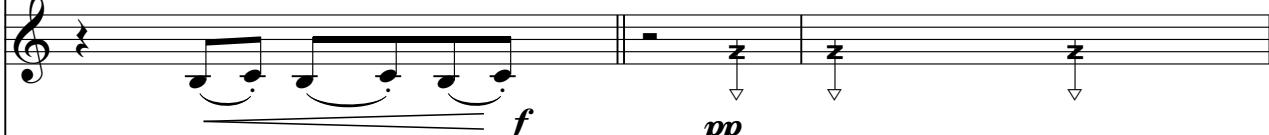
p

CAT USES SEED IN A CUP TO ATTRACT BIRD

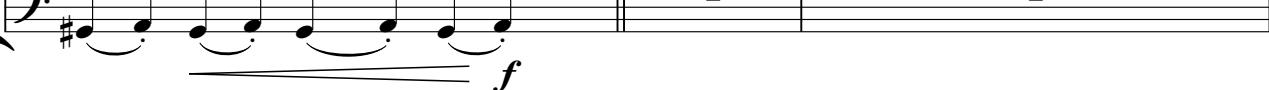
13 ----->

Perc.  ||  1 only: miaow

Fl. 

Tpt. 

Vln. 

Vc. 

16

Perc.

Fl.

Tpt.

Vln.

Vc.

growl

mp

This musical score page contains two staves of music. The top staff includes Percussion (two black squares), Flute (with grace notes and sixteenth-note patterns), Trumpet (silence), and Violin (with eighth-note pairs and sixteenth-note patterns). The bottom staff includes Violin (with eighth-note pairs and sixteenth-note patterns) and Cello (with sixteenth-note patterns and dynamic *mp*). Measure 16 concludes with a fermata over the Violin's sixteenth-note pattern. Measure 17 begins with a rest for all instruments except the Cello, which continues its sixteenth-note pattern.

18

Perc.

Fl.

Tpt.

Vln.

Vc.

f

f

f

=f

This musical score page contains four staves of music. The top staff includes Percussion (two black squares), Flute (with eighth-note pairs and sixteenth-note patterns), Trumpet (with eighth-note pairs and sixteenth-note patterns), and Violin (with eighth-note pairs and sixteenth-note patterns). The bottom staff includes Violin (with eighth-note pairs and sixteenth-note patterns) and Cello (with sixteenth-note patterns and dynamic *=f*). Measures 18 and 19 feature eighth-note pairs in the Flute, Trumpet, and Violin, and sixteenth-note patterns in the Cello, all performed at dynamic *f*.

BRANCH BREAKS - SPLASH

19

perc. snap!

Perc.

make creaking noise

Fl.



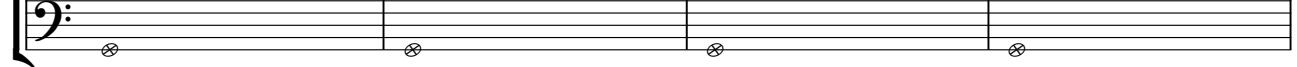
Tpt.



Vln.



Vc.



23

perc. splash!

Perc.

voices. splash!

jet

f

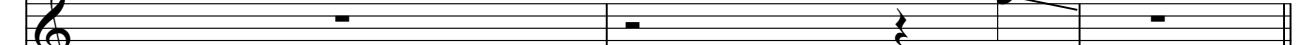
tr... flz.

fff

Fl.



Tpt.



Vln.



Vc.



POTS AND PANS CHASE

26 Faster

Perc.

Fl.

Tpt.

Vln.

Vc.

The score consists of two systems of music. The first system (measures 26-27) includes parts for Percussion, Flute, Trumpet, Violin, and Cello. The Percussion part has a single note. The Flute part starts with rests and then plays eighth-note patterns. The Trumpet part starts with rests and then plays eighth-note patterns. The Violin part starts with rests and then plays eighth-note patterns with a 'gliss.' instruction. The Cello part starts with rests and then plays eighth-note patterns. Dynamics include *mf* for Flute and Cello. Measure 27 begins with a vertical bar line. The second system (measures 28-29) continues with the same instruments. The Flute and Trumpet parts play eighth-note patterns with a 'poco cresc.' instruction. The Violin and Cello parts play eighth-note patterns with a 'poco cresc.' instruction. The Cello part ends with a rest.

28

Perc.

Fl.

Tpt.

Vln.

Vc.

The score consists of two systems of music. The first system (measures 28-29) includes parts for Percussion, Flute, Trumpet, Violin, and Cello. The Flute and Trumpet parts play eighth-note patterns with a 'poco cresc.' instruction. The Violin and Cello parts play eighth-note patterns with a 'poco cresc.' instruction. The Cello part ends with a rest. The second system (measures 29-30) continues with the same instruments. The Flute and Trumpet parts play eighth-note patterns with a 'poco cresc.' instruction. The Violin and Cello parts play eighth-note patterns with a 'poco cresc.' instruction. The Cello part ends with a rest.

29

Perc. | Perc. pots and pans → GLUE, CAT GETS STUCK 1
A bit slower

Fl. jet f p

Tpt. f p

Vln. f p

Vc. f p

33

Bubbles → GLUE, CAT GETS STUCK 2

Perc. |

Fl. jet f

Tpt. play random pops and smacks →

Vln. trill, gliss.

Vc. popping sounds pizz. f

38 [BIRD FLIES AWAY]

Perc.

Fl. *pp* *p*

Tpt. straight mute *pp*

Vln. *tr* *mp*

Vc.

39

Perc.

Fl. *pp* *p*

Tpt.

Vln. *tr* *pp* *tr*

Vc. arco

10

40

Perc.

Percussion part: Two vertical bars on a staff.

Flute (Fl.): Playing eighth-note patterns. Dynamics: ***pp***, ***p***.

Trombone (Tpt.): Playing eighth-note patterns.

Violin (Vln.): Playing eighth-note patterns. Dynamics: ***molto leggiero***.

Cello (Vc.): Playing eighth-note patterns. Dynamics: ***pp***. Measure number: 40.

41

Perc.

Percussion part: Two vertical bars on a staff.

Flute (Fl.): Playing eighth-note patterns. Dynamics: ***pp***, ***p***.

Trombone (Tpt.): Playing eighth-note patterns. Dynamics: ***pp***.

Violin (Vln.): Playing eighth-note patterns. Dynamics: ***tr***.

Cello (Vc.): Playing eighth-note patterns. Measure number: 41.

42

voices/whistles: bird sounds

Musical score for orchestra and percussion, page 11, measure 42. The score includes parts for Perc., Flute (Fl.), Trumpet (Tpt.), Violin (Vln.), and Cello/Bass (Vc.).
Percussion (Perc.): A single vertical bar on the first staff.
Flute (Fl.): Playing eighth-note patterns with dynamic markings *pp* and *PPP*.
Trumpet (Tpt.): Playing eighth-note patterns with dynamic marking *PPP*.
Violin (Vln.): Playing sixteenth-note patterns with trills and dynamic marking *tr*.
Cello/Bass (Vc.): Playing eighth-note patterns with dynamic marking *PPP*.
Text "sul pont." is written above the Vc. staff.