Playground Games

By Cooper Ford



PROGRAM NOTES

Playgrounds are full of children having fun together. No matter their background, their laughter and shrieks of joy are the same as they run around playing games until it's time to go. *Playground Games*, by Cooper Ford, is a playful musical portrait of this experience. In the first section, we hear the children gathering for their game, as the melody is passed, while other players provide rhythmic energy. The second section depicts another game in a round. Finally, it's time to go home, but not before one quick moment to finish up!

NOTES TO THE CONDUCTOR

When my children were younger, I noticed that no matter what playground we went to, whether in our hometown or far away, they always made new friends and immediately started playing. No matter the differences, everyone that wanted to play was always included in the fun. That was the inspiration for this piece. In introducing this piece, students may benefit from an opportunity to share about their own experiences, especially as they listen to the piece.

The piece itself is divided into three sections, reflective of an ABA form. The first section is based on call and response, while the second is a round. Each section has distinct rhythmic patterns, which are common to every instrument (for example, measures 5 and 9). Helping students to recognize these patterns, along with the relevant bow techniques, can go a long way. Additionally, performers should be aware of when they have melodic material (especially since it tends to move around) and utilize dynamics accordingly. Have fun!



NOTE FROM THE EDITOR

In orchestral music, there are many editorial markings that are open for interpretation. In an effort to maintain consistency and clarity you may find some of these markings in this piece. In general, markings for fingerings, bowing patterns, and other items will only be marked with their initial appearance. For a more detailed explanation of our editorial markings, please download the free PDF at www.alfred.com/stringeditorial.

X extended position shift 9 bow lift/reset

(b), (t), (t)
high or low fingerings

□ or \/ \/
 hooked bowings





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FULL SCORE
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