SYMPHONY FIELD TRIP

TEACHER GUIDE

Act One
<table>
<thead>
<tr>
<th><strong>Symphony</strong></th>
<th><strong>Orchestra</strong></th>
<th><strong>Composition</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>A musical composition played by an orchestra</td>
<td>A large group of musicians who work together to play a composition</td>
<td>A piece of music written to include many different types of instruments</td>
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</tbody>
</table>
CONDUCTOR

- A person who conducts an orchestra or other musical group
- Some conductors use a baton to keep the rhythmic beat while others use only their hand movements
FIRST VIOLIN OR CONCERTMASTER

• Leader of the first violin section of an orchestra
• Sits in the first chair, next to the conductor’s podium
• Leads the orchestra in tuning before the concert begins
• Typically plays all of the violin solos in a piece
The orchestra is divided into groups for different kinds of instruments.
SYMPOPHY HALL ETIQUETTE

It is very important to be on your best behavior and demonstrate good etiquette on your field trip. Etiquette is the appropriate way to behave in a social setting or acceptable conduct in certain situations. Basically practicing good etiquette equals having good behavior!

- Arrive on time.
- Use the restroom and water fountain when you arrive.
- No gum, candy, food or drinks.
- No shoving or running in the lobby or concert hall.
- Do not kick or prop your feet up on the seat in front of you.
- No talking during the performance.
- Turn off or silence your cell phones.
- Dress appropriately. No hats.
- Stay with your group.
WHEN TO APPLAUD

• When the first violin/concertmaster enters to tune the orchestra
• When the conductor enters the stage
• Do not yell or whistle at the musicians during the performance, unless the conductor instructs the audience to participate
• Clapping loudly and yelling Bravo! or Brava! is appropriate
GLOSSARY OF TERMS

• **Beat**: a unit of measure in rhythmic time
• **Composers**: a person that writes music
• **Cue**: a signal or gesture from the conductor that tells the musicians how or when to play
• **Dynamics**: how loud or soft the music is played
• **Harmony**: the simultaneous sounding of two or more tones of relative tone
• **Mood**: the general feeling that the music gives you
• **Pitch**: the location of a note related to its highness or lowness
• **Rhythm**: ordered flow of music through time
• **Tempo**: how fast or slow the music is going
Music expresses that which cannot be put into words and that which cannot remain silent.

Victor Hugo