

NOTES

The pieces in *Castle Escape 3: Invasion* are all at a Late Elementary standard. This is Grade One level for Australia and the UK.

Storyline

Kingsguard: You've been promoted to the Kingsguard as a reward for years of loyal service.

In the Shadows: A hidden danger lurks in the shadows.

Ambushed: Oh no! You've been ambushed!

Invasion: The ambush was just a small taste of what was to come. It's a full scale invasion!

Battle March: Defend against the invaders!

Victory: The country is safe again!

Rhythm Builders

These are a great way to introduce students to the rhythm of each piece. Try clapping along with the backing tracks.

Maestro Worksheets

These sheets encourage students to explore the pieces more fully and also feature a composition task.

Backing Tracks

You can play along with the backing tracks online for free here:

<https://supersonicsplus.com/tab/collection/book/supersonic-adventures>

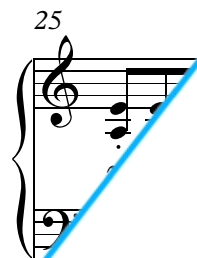
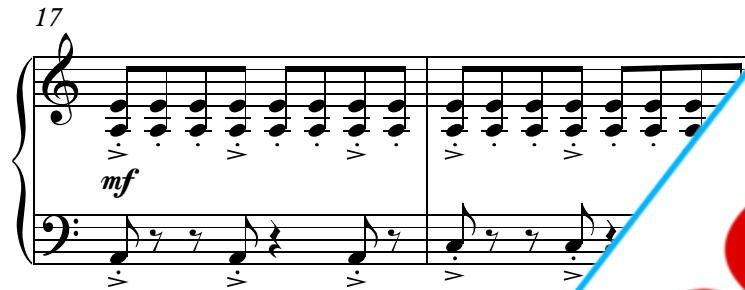
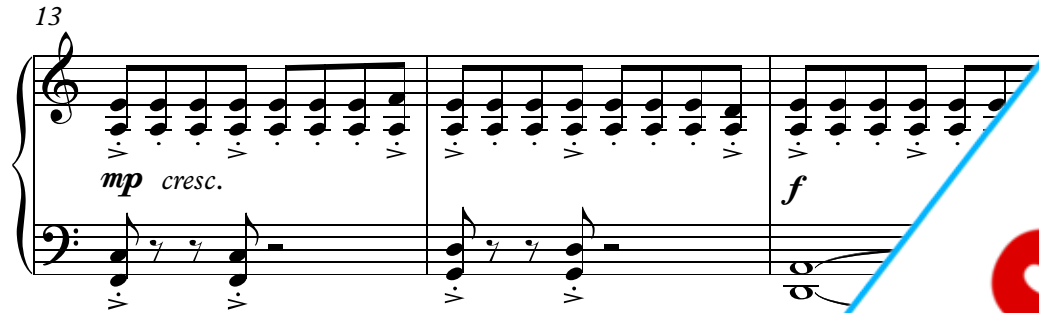
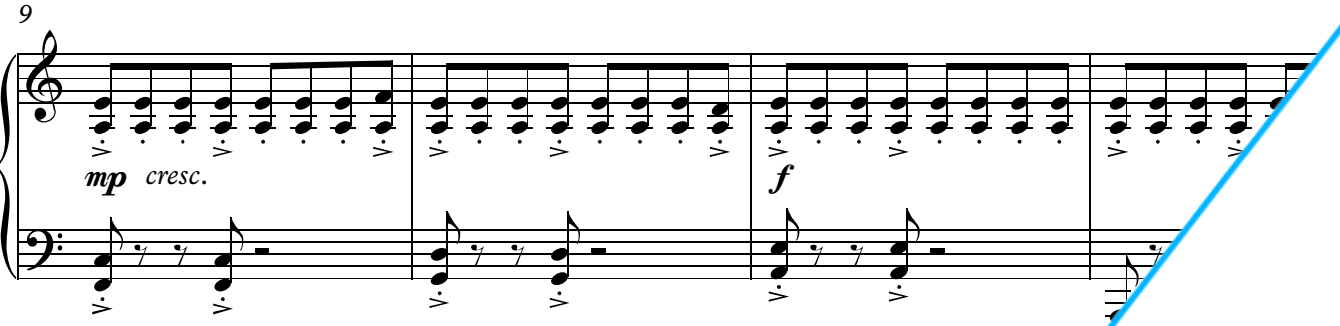
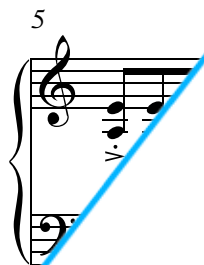
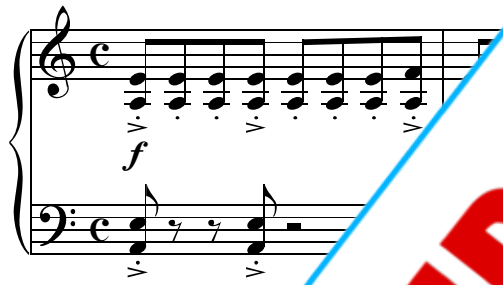
KINGSGUARD



PIANO

SUPERSONICS

As fast as you can!



PIANO

SUPERSONICS

29

p

Musical notation for measures 29-32, starting with a piano (*p*) dynamic. The right hand plays a steady eighth-note accompaniment, while the left hand plays a simple bass line.

33

Musical notation for measures 33-36, continuing the eighth-note accompaniment in the right hand and the bass line in the left hand.

37

Musical notation for measures 37-40, continuing the eighth-note accompaniment in the right hand and the bass line in the left hand.

41

Musical notation for measures 41-44, continuing the eighth-note accompaniment in the right hand and the bass line in the left hand.

45

Musical notation for measures 45-48, continuing the eighth-note accompaniment in the right hand and the bass line in the left hand.


PIANO
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In the Shadows

Daniel

Mysteriously
Play the R.H. one octave higher

p

Musical notation for measures 1-4, starting with a piano (*p*) dynamic. The right hand plays a melodic line with a slur and fingerings 5 and 2. The left hand plays a bass line with a pedal point marked *8^{vb} Ped.*

5

Musical notation for measures 5-8, continuing the melodic line in the right hand and the bass line in the left hand.

9

Musical notation for measures 9-12, starting with a mezzo-piano (*mp*) dynamic. The right hand continues the melodic line, and the left hand continues the bass line.

13

Musical notation for measures 13-16, continuing the melodic line in the right hand and the bass line in the left hand.

17

Musical notation for measures 17-20, continuing the melodic line in the right hand and the bass line in the left hand.


PIANO
SUPERSONICS

21

25

29

33

37

SUPERSONICS
PIANO

41

45

49

53

57

SUPERSONICS
PIANO

Ambushed

As fast as you can!

mf

5

3

5

Play both hands one octave lower

5

3

9

4



SUPERSONICS

13

4

17

f

4

21

25

mf

29



SUPERSONICS

33

37

41

45

48



PIANO

SUPERSONICS



PIANO

SUPERSONICS

INVASION

In a panic! Da

sempre f

Play both hands one octave lower

5

9

13

17

21 8^{va}

25 (8)

29 (8)

33 15^{ma}

36

PIANO 
SUPERSONICS

PIANO 
SUPERSONICS

BATTLE MARCH

Relentlessly

f

Play L.H. one octave lower

5

9

PIANO 
SUPERSONICS

13

17

21

25

sub. mp

29

PIANO 
SUPERSONICS

33

mf

Musical notation for measures 33-36, featuring a bass clef and a key signature of one sharp (F#). The music consists of a steady eighth-note accompaniment in the left hand and a melody in the right hand.

37

Musical notation for measures 37-40, continuing the eighth-note accompaniment and melody.

41

Musical notation for measures 41-44, continuing the eighth-note accompaniment and melody.

45

cresc

Musical notation for measures 45-47, continuing the eighth-note accompaniment and melody.

48

Musical notation for measure 48, showing the beginning of a new section.

PIANO 
SUPERSONICS

PIANO 
SUPERSONICS

VICTORY

A joyful march tempo

Musical notation for measures 1-4. The right hand has a melodic line with a fingering sequence of 1, 4, 3, 2, 1. The left hand provides a steady accompaniment. The dynamic marking is *mf*.

Play the L.H. one octave lower



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Musical notation for measures 5-8. The right hand continues the melodic line, and the left hand accompaniment remains consistent.

Musical notation for measures 9-12. The right hand has a rhythmic pattern, and the left hand accompaniment continues.

Musical notation for measures 13-16. The right hand has a rhythmic pattern, and the left hand accompaniment continues.

Musical notation for measures 17-20. The right hand has a rhythmic pattern, and the left hand accompaniment continues.

Musical notation for measures 21-23. The right hand has a rhythmic pattern, and the left hand accompaniment continues.

Musical notation for measures 24-27. The right hand has a melodic line, and the left hand accompaniment continues.

Musical notation for measures 28-31. The right hand has a melodic line, and the left hand accompaniment continues.

Musical notation for measures 32-35. The right hand has a melodic line, and the left hand accompaniment continues.

Musical notation for measures 36-39. The right hand has a melodic line, and the left hand accompaniment continues.



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Composition Task

CASTLE ESCAPE 3

As part of this adventure you will need to compose a piece (to show that you've found your way around the castle!). Follow these steps:

- Start by experimenting with various note sets. You might like to start with white note sets. You create these by putting your fingers on groups of 5 notes (C, D, E, F, G). Try adding different combinations of black notes to these groups to help give you ideas for note sets.
- Identify a theme or story for your piece. How will this piece be different from the other pieces in this series? Once you have an idea match it with a suitable key signature in step 1.
- Choose an appropriate time signature; for example, 3/4 for a march or 5/4 for an "unbalanced" feel.
- Work out a melodic and/or rhythmic motif. This motif will be the starting point for your piece; for example, in *In the Shadows* the first 4 measures serves as the motif and the main melody. In *Castle Escape 3* bar/measure 3 serves as the motif and the main melody.
- Work out the first 8 bars/measure of your piece (including any harmonies (if appropriate)). This section will be the opening section or it may be quite different and you'll have to fit into the piece.
- Repeat the first 8 bars/measure of your piece (if appropriate).
- Now work on a contrasting 8 bars/measure section. This section will be the opening section or it may be quite different and you'll have to fit into the piece.
- Repeat the first section of your piece. This section will follow the form AABA.
- Write out your piece! Remember to indicate dynamics (louds and softs). You will need to write out the first 8 bars/measure of your piece.



PIANO

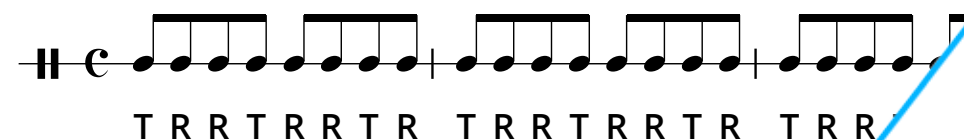
SUPERSONICS

KINGSGUARD

MAESTRO WORKSHEET

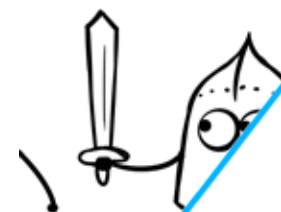
RHYTHM CHALLENGE

Tap this rhythm on your lap.
T = Together, R = Right Hand, L = Left Hand



MUSICAL KNOWLEDGE

- What is the "kingsguard"?
- Which key are we in? How do we know that?
- How many beats are in each bar/measure?
- How do you need to play the left hand?
- Explain *cresc.*
- Name and explain the curved line.
- Choose any line from the piece.



SUPERSONICS

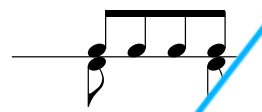
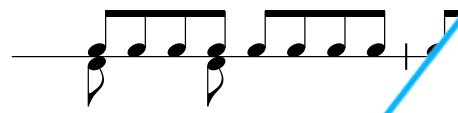
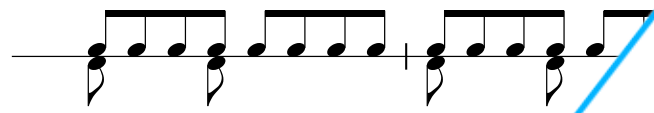
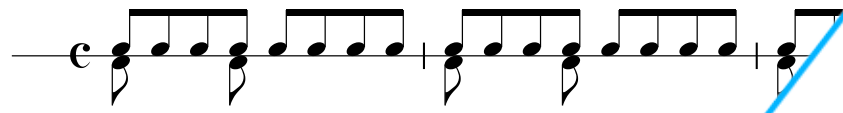


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KINGSGUARD

Rhythm Builder

As fast as you can!



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