

Leyenda

Learning Targets

After completing this lesson, you will be able to:

- Read and play D on the 4th string and A on the 1st string
- Shift to second position to play A on the 1st string
- Read and play flat accidentals

What's New?

- Alternating between thumb and fingers every note

What's Challenging?

- Accurately reading and playing the bass melody notes
- Learning the phrase structure
- Adding dynamics to your performance to create direction and excitement

Component Practice Suggestions

- To perform Leyenda, it is crucial that you spend time getting comfortable playing all of the thumb and finger combinations found in the Daily Warm-up Routine IV found on pg. 60 of Method Book I.
- As you work on each phrase of Leyenda, first practice the bass melody only (played with the right-hand thumb). Only add the i/m fingers on the 1st string to each phrase after you can confidently perform the bass melody on its own.
- At first glance, the music for Leyenda can appear quite intimidating due to the length of the piece and the number of notes. Upon closer inspection, you'll find that there are patterns that are repeated frequently. Just as you did with the Theme from Leyenda, it is very important to break the music down into separate phrases. Leyenda is made up of four phrases, each one being four measures in length.
 - Phrase 1 (mm. 1-4)
 - Phrase 2 (mm. 5-8)
 - Phrase 3 (mm. 9-12)
 - Phrase 4 (mm. 13-16)
- When you look closer yet, you'll find that there are repeating patterns within the phrases. Phrases 1 and 2 begin with three measures of repeated material followed by one measure of something different (just as you learned in Theme from Leyenda). Phrases 3 and 4 begin with two measures of repeated material followed by two measures of something different. The following diagram illustrates the architecture of the phrases. Each measure is represented by a letter. When measures have repeated material, they share the same letter. When there is new material, a new letter is introduced. This can be a helpful visualization but note that the letters are simply identifiers and don't represent the pitches to be played.
 - Phrase 1 (mm. 1-4): **A A A B**
 - Phrase 2 (mm. 5-8): **A A A C**
 - Phrase 3 (mm. 9-12): **D D E E**
 - Phrase 4 (mm. 13-16): **D D F F**