

Can Another Player Read Your Sound Score?

Repair mismatches between a legend and a score, then design and test your own 24-second piece.

1 · REPAIR TWO ERRORS

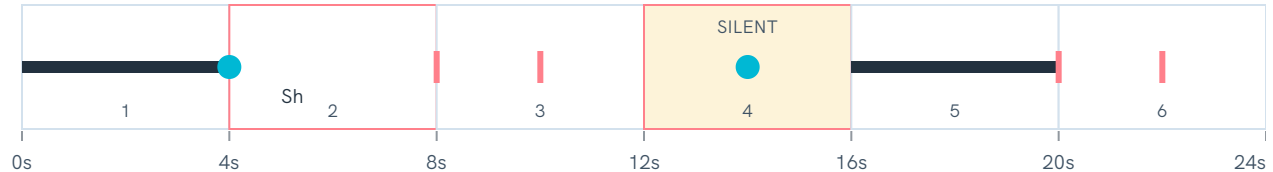
Window 4 must be silent. Correct the wrong cell label and remove the sound drawn in the silent window. Preserve the legend.

Clap
 One gentle handclap

Taps
 Two fingertip taps at the two marked times. Two strokes = two taps, one at each stroke.

Sh
 Say a soft "sh" from the bar's left end to its right end.

Horizontal position gives the time; bar length gives duration; height has no meaning here. Each window lasts 4 seconds.



Error 1: _____ Error 2: _____

2 · DESIGN YOUR OWN 24-SECOND SCORE

Creative task—many scores are valid. Use the same three symbols for a gentle clap, two fingertip taps, and soft sustained "sh." Complete their instructions in the legend, then arrange them in your own 24-second score.

Rules: use all three sound types; exactly one wholly silent window; no sound past 24 s. Shade and label the silent window. Every used symbol must have a legend instruction.

Clap

Taps

Sh

1

2

3

4

5

6

0s

4s

8s

12s

16s

20s

24s

3 · TEST AND REVISE

Give only the score and legend to a partner—no spoken instructions. Record what they played in writing, then revise one ambiguous instruction.

What they played: _____

Revised instruction: _____

Teacher checks

- ☐ Usable legend; all three sound types
- ☐ Six windows; one wholly silent; sounds stop by 24 s
- ☐ Recorded partner interpretation and written revision

Try it Before giving your score to a partner, read each legend instruction aloud and quietly make its sound. If the instruction is unclear, rewrite it.



Listen: tissimo.co/worksheets/graphic-score-performer-test

MP3: constructed clap, tap and "sh" sound model (one chosen realization).

MIDI: piano timing guide only; C5 = clap, E5 = tap, G5 = "sh".

The first click is 0 s. Each next click starts a new 4-second window. Stop at the high end cue at 24 s, after window 6. The cue is outside the piece. The reference clicks are not part of your piece.

Window 2: change the cell label "Sh" to "Clap"; keep the dot. Window 4 (12–16 s): remove the dot, keep the clap, keep the window silent. Window 5: usable legend; six windows; one wholly silent window; bounded events; recorded partner interpretation and written revision. Rubric: usable legend; six windows; one wholly silent window; sounds stop by 24 s. Stop by 24 s. Tap at 20 s; Tap at 22 s. Stop by 24 s.