Sight-Reading: Set 4

late-beginner pieces — key signatures, dotted rhythms, accidentals, and a hand that moves

CHECK YOURSELF
listen only **after** your first read-through

Sight-reading is a game with three rules. Before playing each piece: **1)** check the time **and key** signature (which notes are always sharp or flat?), find both starting fingers, and circle any accidental with your eyes; **2)** scan for the trickiest measure and finger it in the air; **3)** count one silent measure — then play straight through, **slowly, without stopping**, even over mistakes. The beat is sacred; wrong notes are forgiven instantly. The small number on the first note of each hand is your starting finger.

PIECE 1 — G MAJOR — THE DOTTED QUARTER



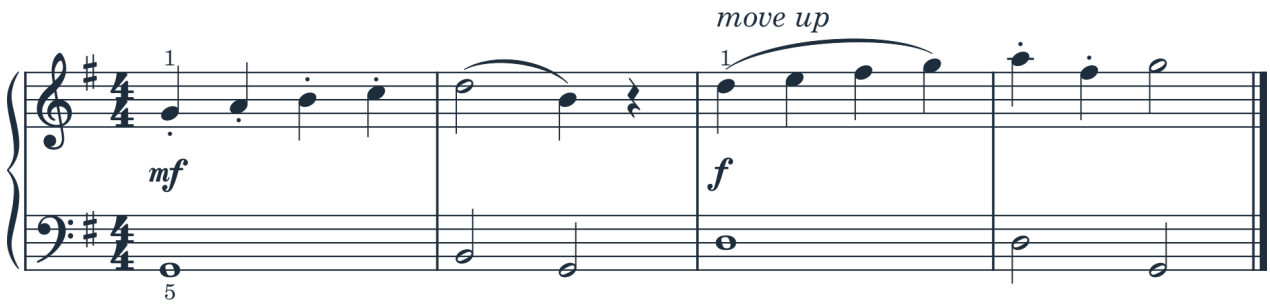
PIECE 2 — F MAJOR — A NATURAL SIGN VISITS



PIECE 3 — D MINOR — THE C-SHARP LEADING TONE



PIECE 4 — G MAJOR — MOVE UP TO D POSITION!



Try it The **key signature** is a promise: in G major every F is F♯; in F major and D minor every B is B♭ — until an accidental changes it, and only until the barline. Count the dotted quarter "1 (2) &". Dots = bouncy, curves = smooth. In Piece 4, move your hand during the rest: thumb lands on D. Next: Set 5 (Exercise 67).

© 2026 Tissimo. All rights reserved.