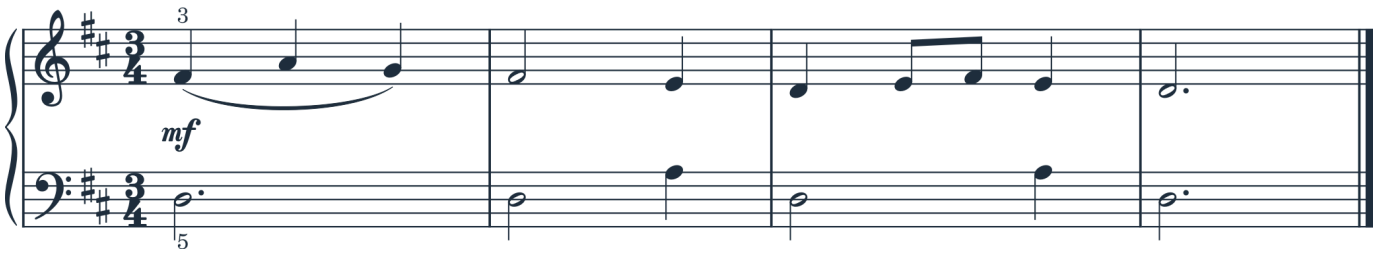
Sight-Reading: Set 5

early-intermediate pieces — new keys, a left-hand tune, and a march with broken chords
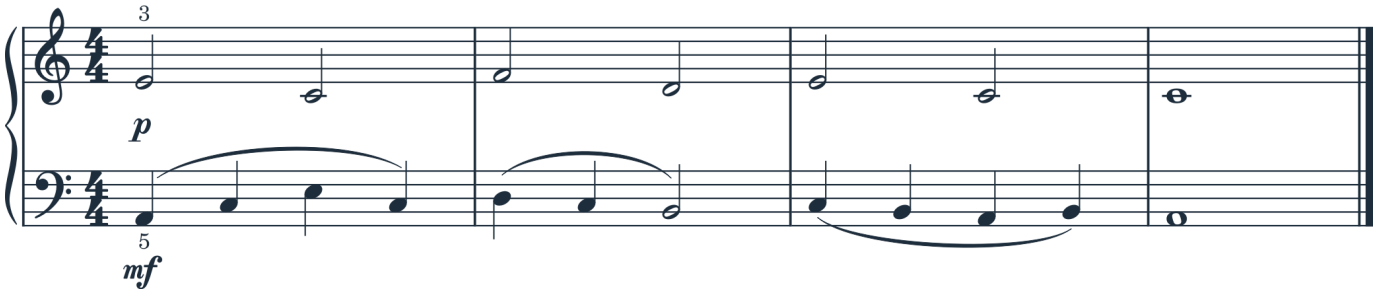
CHECK YOURSELF
listen only **after** your first read-through

Sight-reading is a game with three rules. Before playing each piece: **1)** check the time **and key** signature, find both starting fingers, and see which hand has the **tune**; **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.
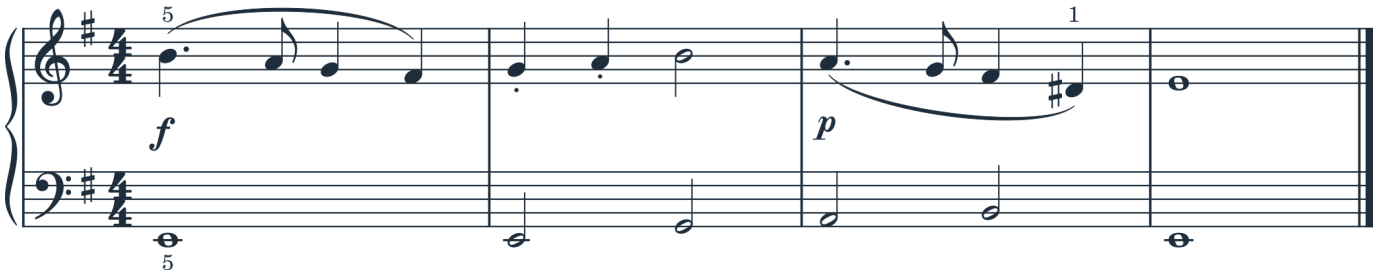
PIECE 1 — D MAJOR — TWO SHARPS, WALTZ TIME
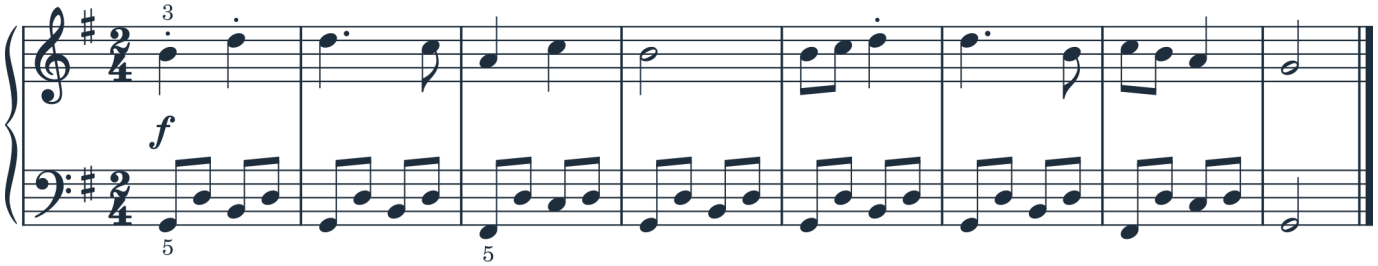


PIECE 2 — A MINOR — THE TUNE IS IN THE LEFT HAND



PIECE 3 — E MINOR — THE D-SHARP LEADING TONE, LOUD THEN SOFT



PIECE 4 — G MAJOR MARCH (2/4) — A BROKEN-CHORD LEFT HAND



Try it Keep a **sight-reading log**: date, piece, clean / survived / train wreck. Piece 2: the left hand has the tune, so let it sing (*mf* over *p*). Piece 3: the thumb slides down to D♯, the leading tone, then up to E. The march: finger 5 drops to F♯ for the V7 bars; keep the eighths light and even, "1 & 2 &".

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