

Violin Graduation Level 1

Gossec Gavotte - Rubric

1) focus and concentration

- maintains focus for the entire length of the piece (the longest so far)
- keeps track of the many repeats and DC
- remembers and executes the very complex bowing patterns
- demonstrates the ability to listen analytically to their own playing

2) posture

- maintains playing position for the entire piece (the longest so far)
- demonstrates a balanced playing position that looks (and sounds) “natural”

3) bow hand - tone

- demonstrates consistent freedom of bow arm and shoulder in all strokes and circles
- demonstrates clear and accurate string crossings - bow moves to new string at end of old action
- demonstrates long and short staccato bow strokes - bite at beginning - ring at ending
- maintains clear even tone on 4 note slurs
- changes bowing style from staccato to legato appropriately
- controls bow distribution / division effectively for longer and shorter notes and in slurs
- demonstrates mastery of bow circles (retakes)
- change from arco to pizz and back without losing good bow hold
- demonstrates clear timing between bow and left hand in grace notes

4) left hand

- demonstrates well developed finger independence on one string
- demonstrates the ability to reach one finger independently to another string
- demonstrates mastery of “high and low 2’s” and “high and low 3’s”
- maintains complete control of 4th finger
- demonstrates clear finger action for grace notes
- maintains clear left hand articulation plopping fingers down and popping fingers up to articulate the 16ths within slurs and grace notes

5) musicianship

- demonstrates understanding of ABA - ternary form
- anticipates the modulation to the dominant - expect the C# in D major in a piece in G
- demonstrates awareness of contrasting musical ideas (story line; changes in mood, movement)
- practice skills
 - has developed the ability to master small bits then put them together
 - demonstrates an awareness of mastering the music beyond the notes and bowings