

# TEN PIECES

BBC

## Grieg: In the Hall of the Mountain King

The facts: Grieg wrote this piece in 1875 as part of a lot of music for a famous Norwegian play about a man who explores the world and gets into a lot of adventures.

Warm-up: Sit in a circle and tap some slow footsteps on your knees encouraging the class to join in (tap each knee in turn keeping a steady pulse). Choose one or two children to play this on a drum and send them down one end of the room with their backs turned to the rest of the class. Encourage members of your class to creep up to them in time with drum. If and when the drummer/s turns around, the creepers must freeze still. If they move they are out and caught by the Mountain King. Explain that this game (often known as Grandma's footsteps) is exactly what Grieg's piece is describing.

Demonstrate: how to play footsteps on a xylophone using two pitches – A and E



Explain further that Grieg places a tune on top that moves upwards using next-door-notes and demonstrate how one might go.

Here is Grieg's tune made simple -



Demonstrate how the footsteps and the tune might fit

together. The Task

Split into two groups. Challenge each group to make a piece that features steady footsteps (either on pitched or unpitched instruments) and one upward next-door-note tune

Share and Join

Listen to each group and explain that Grieg simply alternates between his two tunes. Can they figure out a way to do that without stopping or pausing the footsteps? Can they also figure out how to make the piece gradually get louder and more scary by ordering their different versions?

Finishing off

It is quite easy to perform the actual real ending from Grieg's piece. Here it is –

