



3/5 Management of collective vocal practices Tours, 18/22 – Saint-Lô 23 October 2014

Ear Training and Imagination Games adapted from Bruce Adolphe for Singing by Susan Yarnall-Monks

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Train Songs

1. Imagine you are on a train with 4 other people
2. See each of them clearly, what they are wearing, what they look like, their posture etc.
3. Suddenly one by one they each start to sing a solo...
4. What do they sing about?
5. Each solo should be short and distinctly different...
6. Now they all sing together.
7. Your stop arrives, and you get off the train and as the door closes, you still hear their muffled voices...
8. Then the sound of the train drowns out the chorus
9. Imagine this in silence first
10. Then as a group act out the scenario...

Conductors unlimited

1. Form 4 groups, either in parts or one vocal section SATB
2. Choose a choral piece you know well
3. Choose a conductor for each group
4. Each group performs a short section of the piece
5. Now each group performs simultaneously... which might be chaotic and funny but try to keep to your own group's interpretation.
6. The challenge is to respond accurately to your conductor while listening to the total effect.

Moments of truth

1. Take a piece the choir knows well and choose a short section
2. Set a metronome for the pulse and speed
3. Everyone sings the first few notes but then different sections silently sing their

part and join in again at random moments

4. This might have shocking results but it is a good way to develop the ear.

Changing Voices

1. Choose a poem or text of a choral piece to be studied (Solo e pensoso Marenzio in 3 different translations)
2. In your head, hear it silently read by someone you know well
3. Hear all the qualities of tone, inflection, the vowels, consonants and the volume
4. Hear the same passage in your head with different emotions, perhaps whispered or shouted loudly
5. Now just for fun read or sing it out aloud in your own unique way and if you wish do it altogether as an ensemble in the choir, creating interesting counterpoints and textures.