



2019 The Orff Instrumentarium, The Majesty and the Mystique Part 2

Brent Holl

Theme and Variations

A great way to combine timbres and showcase the Orff instrumentarium, theme and variations can be a wonderful way to provide music for a program, a story, or to just demonstrate the beauty of the Orff Instruments.

Jos Wuytack often composed variations on a theme to show some of the multitude of orchestration possibilities with the Orff instrumentarium. He called this "Orchestration per Contrastem." He simply meant that contrasting orchestrations could be built on a theme by manipulating the elements of music (melody, rhythm, meter, timbre, and form) to create thematically similar pieces.

The three types of variations are Ornamental, Contrapuntal, and Character. The type of variations that Wuytack used for most of his examples and the one that is the most child friendly is the Character Variation. With Character Variations, subtle and not so subtle adjustments can be made to the theme in all of the basic elements, Melody, Rhythm, Timbre, Harmony, and Form. The examples that follow are character variations and serve as a review of some of the of the orchestration practices in functional harmony possible with the Orff instrumentarium. Each piece is based on a melodic fragment, a stylistic rhythm, a new meter, a unique orchestration or a new harmonization resulting in the original theme taking on a unique character. The following list is a useful guideline for developing Theme and Variations.

Melody

- ✓ Use a melodic figure or motif from the theme.
- ✓ Embellish the melody with ornamentation .
- ✓ Change the mode or the key.
- ✓ Use techniques of counterpoint; imitation, repetition, contrary motion.

Rhythm

- ✓ Change the meter; change mixed or odd meter; change from duple to triple or the reverse.
- ✓ Use a rhythmic figure or motif from the theme.
- ✓ Use a stylistic rhythm; blues, swing, old time, a renaissance dance rhythm like pavane or sara-bande.

Timbre

- ✓ Change the orchestration to highlight a contrasting timbre.
- ✓ Change the register from high to low or the reverse.
- ✓ Spread the melody into different instruments.
- ✓ Explore and exploit dynamic and expressive contrasts.

Harmony

- ✓ Use different harmonizations.
- ✓ Use elemental techniques including paraphony, diaphony, or canon.

Form

- ✓ Develop a motif from the theme.
- ✓ Change the song form (A, AB, ABA, ABC)
- ✓ Use and extended form like the Rondo or the Sonata.

Theme and Variations on Flop-eared Mule. (Galax Fiddle Tune, arr. Brent Holl)

Theme - This is a classic I-V orchestration with a contrasting B section modulating to the dominant key. Look for the common tone, the paraphony, and the simplicity of the arrangement. Stay true to the tune and perform as AABB etc.

FLOP-EARED MULE

ARR. BMH

A

PERFORM AA BB ETC.

1.

2.

FINE

V
SR

Musical staff for V SR in section A, 2/4 time, key of D major. The melody consists of quarter notes: D4, E4, F#4, G4, A4, B4, A4, G4, F#4, E4, D4. The piece ends with a fermata on D4.

Flop-eared mule, flop-eared mule, flop-eared, flop-eared, flop-eared mule!

SX

Musical staff for SX in section A, 2/4 time, key of D major. The melody consists of quarter notes: D4, E4, F#4, G4, A4, B4, A4, G4, F#4, E4, D4.

AG

Musical staff for AG in section A, 2/4 time, key of D major. The melody consists of quarter notes: D4, E4, F#4, G4, A4, B4, A4, G4, F#4, E4, D4.

AX

Musical staff for AX in section A, 2/4 time, key of D major. The melody consists of quarter notes: D4, E4, F#4, G4, A4, B4, A4, G4, F#4, E4, D4.

Spoons

Musical staff for Spoons in section A, 2/4 time, key of D major. The melody consists of eighth notes: D4, E4, F#4, G4, A4, B4, A4, G4, F#4, E4, D4.

BX

Musical staff for BX in section A, 2/4 time, key of D major. The melody consists of quarter notes: D4, E4, F#4, G4, A4, B4, A4, G4, F#4, E4, D4.

B

1.

2.

V
SR

Musical staff for V SR in section B, 2/4 time, key of G major. The melody consists of quarter notes: G4, A4, B4, A4, G4, F#4, E4, D4, C4, B3, A3, G3. The piece ends with a fermata on G3.

Mule, mule, mule, mule, flop - eared, flop - eared, flop - eared mule!

SX

Musical staff for SX in section B, 2/4 time, key of G major. The melody consists of quarter notes: G4, A4, B4, A4, G4, F#4, E4, D4, C4, B3, A3, G3.

AG

Musical staff for AG in section B, 2/4 time, key of G major. The melody consists of quarter notes: G4, A4, B4, A4, G4, F#4, E4, D4, C4, B3, A3, G3.

AX

Musical staff for AX in section B, 2/4 time, key of G major. The melody consists of quarter notes: G4, A4, B4, A4, G4, F#4, E4, D4, C4, B3, A3, G3.

Stuff

Musical staff for Stuff in section B, 2/4 time, key of G major. The melody consists of eighth notes: G4, A4, B4, A4, G4, F#4, E4, D4, C4, B3, A3, G3.

BX

Musical staff for BX in section B, 2/4 time, key of G major. The melody consists of quarter notes: G4, A4, B4, A4, G4, F#4, E4, D4, C4, B3, A3, G3.

Variation 1 - The Fish Pond

This variation is a melodic variation of the theme and expanding it with a new melody in the B Section. The accompaniment is complex using compound mixtures to accompany the solo recorder.

THE FISH POND

BMH

A

SOPRANO RECORDER
SOPRANO METALLOPHONE
ALTO METALLOPHONE
BASS METALLOPHONE

B

S. REC.
SM
AM
BM

S. REC.
SM
AM
BM

Variation - 2 Have You Seen My Mule?

This is a rhythmic variation of the melody. Moving to G Major, the accompaniment uses combinations of interesting timbres and features mixed meter. The accompaniment uses a variant of the simple bordun, the Alberti Bass. Paraphony is featured.

HAVE YOU SEEN MY MULE?

ARR. BMH

Musical score for Variation 2, measures 1-5. The score is for four instruments: SR (Soprano Recorder), Triangle, Claves, and BX (Bass). The key signature is G Major (one sharp). The time signature is 4/4, which changes to 6/8 at measure 3 and back to 4/4 at measure 4. The SR part features a melodic line with a first ending (1.) and a second ending (2.). The Triangle and Claves parts provide rhythmic accompaniment. The BX part plays a simple Alberti Bass pattern.

Musical score for Variation 2, measures 6-10. The score is for six instruments: SR (Soprano Recorder), GL (Glockenspiel), SX (Soprano Saxophone), Cym. BD (Cymbal/Bordun), BX (Bass), and CBX (Cello/Bass). The key signature is G Major (one sharp). The time signature is 4/4, which changes to 6/8 at measure 7 and back to 4/4 at measure 8. The SR part features a melodic line with a first ending (1.) and a second ending (2.). The GL part provides a rhythmic accompaniment. The SX part plays a melodic line. The Cym. BD part provides a rhythmic accompaniment. The BX part plays a simple Alberti Bass pattern. The CBX part provides a rhythmic accompaniment.

Variation 3 - Walkin' the Mule

This variation uses a motif from the A section of the theme and also shows a different meter and key. This is a character variation, using the special effect of imitating a music box with a dancer.

WALKIN' THE MULE

The musical score for "Walkin' the Mule" Variation 3 is written for five instruments: SR/TR, AG/SM, AX/AM, Guiro, and BX. The key signature is two sharps (F# and C#), and the time signature is 3/4. The score is divided into two systems. The first system contains measures 1 through 5, with a first ending bracket over the final measure. The second system contains measures 6 through 10, with a second ending bracket over the final measure. A repeat sign is placed at the beginning of the second system. The Guiro part uses a double bar line and a wavy line to indicate rhythmic patterns. The SR/TR part includes a first ending bracket and a "1." marking. The BX part includes a "2." marking. The AX/AM part includes a "6" marking. The AG/SM part includes a "2." marking. The Tr part includes a "2." marking. The BX part includes a "2." marking. The score is attributed to BMH.

Variation 4 - Hee Haw!

This is also a character variation using the humoristic device of splitting the melody among various instruments for comedic effect. The meter is changed as well as the key.

HEE HAW!

A BMH

SX
SM
AX
Stuff
BX

1. 2.

B

SX
SM
AX
Stuff
BX

1. 2.