



# O•17 Jingle at the Window

INSTRUMENTATION													
AG	□	D	□	□	□	□	□	□	D	□	□	□	jingle bells
AM	□	□	□	□	□	A	□	□	□	□	□	□	A
BM	□	D	□	□	□	A	□	□	□	□	□	□	
Res. Bells	□	□	□	F#	□	A	□	□	D	□	□	□	

*NOTE: This can be a perfect piece for third graders to practice score reading. The arrangement is easy with much repetition.*

## FORM

<b>Introduction:</b>	Jingle bells 
	Resonator bells 
<b>Song/Game</b>	Voices with <i>tutti</i> instruments with the folk game or the student game at least three times
<b>Coda</b>	Same as the introduction

## OPPORTUNITY FOR CREATIVITY

Have students:

- Play the game (page 268) with the song and accompaniment.
- Divide into two groups, each creating their own game to go with the song.
- Play their games with the music. (See Form above.)

## NOTEWORTHY

Pitch:	D pentatonic
Rhythm:	quarter notes, eighth note pairs, four sixteenths

## TEACHING THE ORCHESTRATION

### 1. Teach the bass xylophone part.

Have students:

- Listen to the BX part or look at the score and describe the difference between the A and B section. (A section = D, A, A, rest, repeated four times, ending with a D instead of an A. B section = D A D A D A D rest, repeated)
- Sing the song and play the BX part.

### 2. Add the alto xylophone and alto glockenspiel parts.

Have students:

- Learn the A section. Note that AX and AG never play at the same time, always play on the second beat of the measure, and play octaves.
- Learn the B section. AM plays on the "o" when the word *Ti-de-o* is sung. AG plays on each syllable of the word *win-dows*.
- Play BX, AX, and AG parts together with the voices.

### 3. Add the bell parts.

Have students:

- Play resonator bells on each syllable of the word *Ti-de-o* in the refrain.
- Play jingle bells each time *Jin-gle at the win-dows* is sung.

### 4. Play all parts with the song.