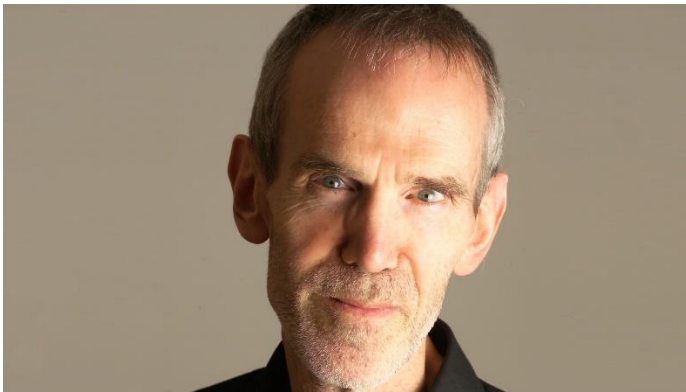


# Ben Somewhen - Howard Skempton

In this activity you will create **simple melodies** decided by the toss of a coin and the roll of a dice. The activity is inspired by Ben Somewhen composed by **Howard Skempton**. Howard is 75 this year and we are celebrating his birthday with **concerts, workshops** and new **resources** of which this is one.



*Ben Somewhen* is inspired by **fifteen black and white drawings** of country life adorned with texts, by the artist **Ben Hartley**. The drawings and words are funny observations Hartley made of his life in **Devon** in the 1960s.

The 12 minute piece consists of **fifteen short contrasting musical episodes** which run without a break. Composed for **flute, clarinet, harp, violin, viola**, two **cellos** and **double bass**. The double bass has a central role in the piece and it interacts with different groups of the other instruments throughout the piece.

**Listen** to the piece here performed by **BCMG** and recorded by [NMC recordings](#). To hear the full version you will need to have Spotify open:

<https://open.spotify.com/track/7LTXLULmHfak2pxAxZld0k>

As you listen **notice**:

- The **quirky** and **unpredictable** melodies Howard composes
- The different **character** of each section
- How the instruments **interact** with each other in each section - in particular the double bass.

**Find out more** about composer Howard Skempton [HERE](#)

Please send any music you create to [learning@bcmg.org.uk](mailto:learning@bcmg.org.uk)

# Your Turn!

**Print** or **draw** a copy of Resource Sheet 1 and find a coin. **Toss the coin** 8 times to decide on **how long** each note of your melody will be. **Heads** = crotchet (1 beat long) and **tails** = minim (2 beats long). Each time you **toss** the coin, **fill** in the top row of the grid. Below is a filled in example. **Practice** your rhythm on one note.

Rhythm	2	1	1	2	2	1	2	1
Pitch								

Now choose **6 notes** from the **C major scale**. Give each note a number from 1-6. **Roll the dice 8 times**. Whatever number you get will **decide** which of your 6 notes to play. - **the** note names to the **grid** or use **notation**. Here is our version:

Rhythm	2	1	1	2	2	1	2	1
Pitch	C	E	C	F	A	B	E	B

Notated:

Rhythm: 2      1    1      2          2          1    2          1

Pitch: C      E    C      F          A          B    E          B

Now **practice** playing yours. Because you have used **chance procedures** (coin and dice) to decide on your melody, it will also have a **quirky** and **unpredictable** feel like Howard's melodies.

Now **look** at the **drawings** on the next pages. **Choose** one you like and **play** your **melody** with the character of the drawing. You could play around with **dynamics** (how loud or quiet), **tempo** (how fast or slow), **playing techniques** and **articulations**.

**Hocketing** means **dividing a melody** up between two or more players. If you have someone to play with, you could create a hocketed version of your melody.

Using your 'score', **decide who** is going to play **which notes** of the melody. **Play around with this** before deciding who is playing what notes. Mark on your 'score' in **different colours** who will play which notes:

Rhythm	2	1	1	2	2	1	2	1
Pitch	C	E	C	F	A	B	E	B

Hocketed Melody

Player 1

Player 2

If you want to compose a **longer melody**, you could carry on for **16** instead of 8 **notes**. You could also create an **accompaniment** to the melody for a **2nd or 3rd musician** by using one of your notes as **drone** (long note) or by creating a simple **repeating rhythm pattern**.

The sun is strong

People are  
followed by  
their shadows

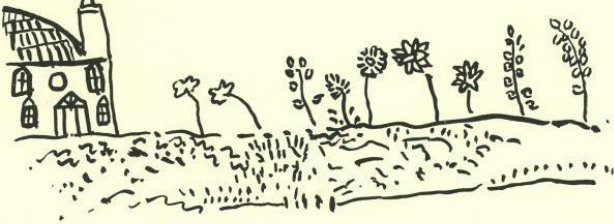


Come 'ere  
Meg



or I'll crown yer

The House that Who built?

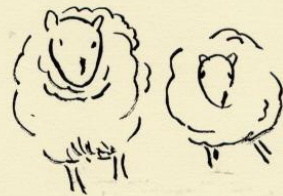


Gazebo in the Golden Privet —  
Mrs Whist Drive  
in her Salad Sandwich

Sam

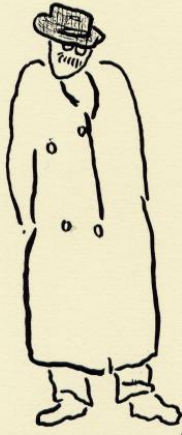


Jam for Tea



Lamb and dam  
in the road  
LOOK OUT

who goes where?

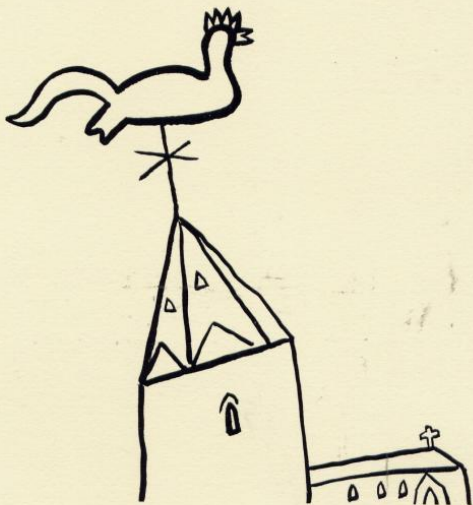


have you seen  
a wireworm?

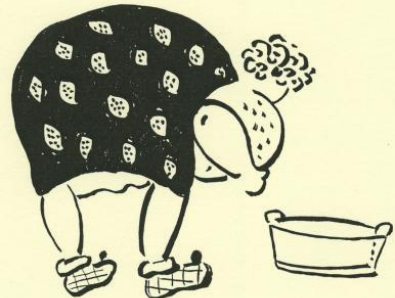
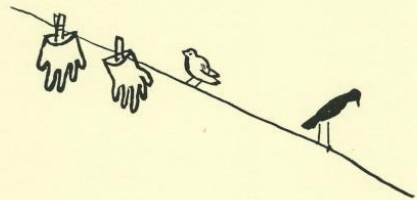


not a blackbird's  
but a pram's  
squeaking song  
in the road

Heaven weather .....  
On the wind  
come the dandelion hours,  
— blowing, blowing



Elderberries of September



ready for the peashooters

A day of May



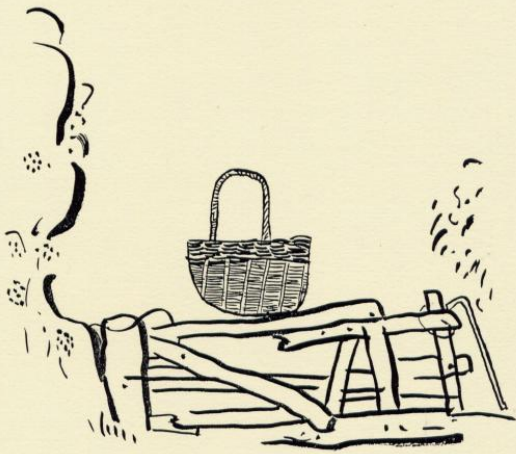
Green-leaved  
Blue-skied

  
and everything alive

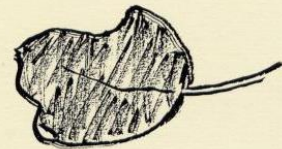
Absolutely March



first periwinkle flower  
—and a sky as blue



Blue and white  
speckled skies  
Purple and pink  
stained hands  
blackberrying



October  
turning the leaves  
in the wind,—browne