

Part F2: Keyboards levels

1 A level one player should be able to:

- Turn keyboard on, get basic sounds (piano, organ, elec piano, pad), plug into amp, attach damper/sustain pedal.
- Read major and minor chord symbols.
- Tap foot and count out loud.
- Stay in time with a drummer.
- Understand playing with 1 hand ok.
- Play eggs (one chord per bar).
- Play minims (two chords per bar).
- Play basic syncopated rhythms.
- Understanding slash chords (e.g. A/C#, G/B).
- Chart reading (repeats, 1st and 2nd time bars, Sign, Coda).

2 A level two player should be able to:

- Quickly voice all major and minor chords in all keys in various inversions (either hand).
- Pick suitable voicings for the song (Voice leading, guide tones, etc).
- Add Sus 2 and Sus 4 to chord voicings.
- Layer sounds (ie adding strings to piano).
- Play with a better sense of time (setting and maintaining solid tempo without drummer)
- Play basic "Imagine" broken chord groove (4 to the bar).
- Give clear and helpful prompts to singers (entrances, key changes etc).
- Not play sometimes.

3 A level three player should be able to:

- Play major, minor and dominant 7th chords, in various voicings (inversions)
- Move between chords melodically (tension and release, 'probing', etc)
- Improvise on major and minor pentatonic scales and use in fills
- Nail standard rhythmic patterns
- Even better sense of time
- Create parts which fit well with other instruments.
- Play differently for different sounds (organ, electric piano, strings, etc)
- Light and shade (build excitement, pull back, without changing tempo)
- Follow vocalists in intros etc (good collocation ability)
- Play 4 part traditional hymns with minimal practice.

4 A level four player should be able to:

- Improvise tasteful melodies in gaps (soloing), understanding modes and chord theory.
- Fantastic sense of time and feel, either with or without other instruments.
- Keep a solid technique: totally independent hands, smooth touch, control of dynamics, accuracy, etc)
- Great relative pitch (or absolute pitch), hear chords and notes on the fly.
- Create amazing parts which fit with the other instruments and serve the songs.
- Create sounds which fit your parts and sounds perfectly (know your gear, programming, organ drawbars, effects).
- Write charts out (e.g. condense long charts down to a one pager)
- Understand advanced chord theory (jazz stuff)
- Sight read 4 part traditional hymn charts
- Very broad repertoire of rhythmic parts