

Bassons

Children's Corner

Le coin des enfants

Claude Debussy.

I - Doctor Gradus ad Parnassum



2 f: 2 3 1^o tempo expressif 5 f: 2 3 1^o tempo 5 ff

- II - Tumulo's Lullaby -

Assez modéré

A handwritten musical score for piano, consisting of ten staves of music. The score begins with a tempo marking of $\text{♩} = 60$. The key signature changes frequently, including $\text{F} \flat$, C , $\text{G} \flat$, $\text{D} \flat$, $\text{A} \flat$, $\text{E} \flat$, $\text{B} \flat$, $\text{F} \sharp$, $\text{C} \sharp$, $\text{G} \sharp$, $\text{D} \sharp$, $\text{A} \sharp$, and $\text{E} \sharp$. Measure 1 starts with a forte dynamic (F) and a $\frac{2}{2}$ time signature. Measures 2-3 show eighth-note patterns with dynamics p and pp . Measures 4-5 continue with eighth-note patterns. Measures 6-7 feature sixteenth-note patterns with dynamics pp and p . Measure 8 includes a tempo change to $\text{♩} = 50$. Measures 9-10 show eighth-note patterns with dynamics mp and p .

III - Serenade for the Doll

Allegro ma non troppo | **33** | **34** | **35** | **36** | **37** |

Tempo rit. *mp* | **34** | *a Tempo* | **35** | *mf* | **36** | *ff* | **37** | *mf* | **6**

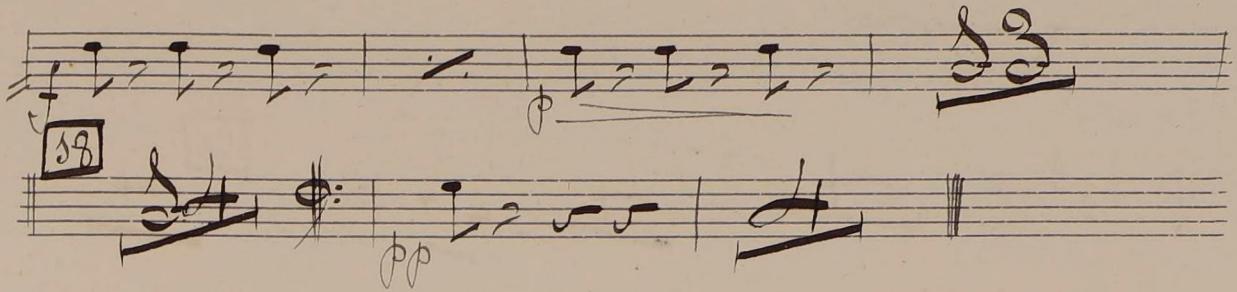
En animant un peu | *mf* | *ff* | *ff*

ff | *ff*

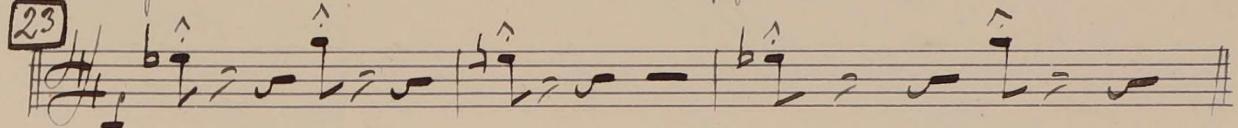
ff | *ff*

ff | *ff*

dissim | **37** | *dissim* | **6**



IV - ~~The Snow is dancing~~

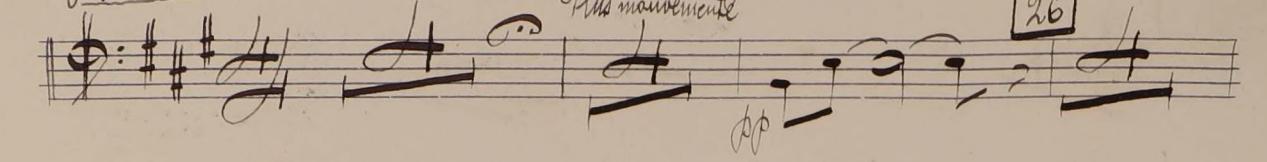


V- The little Shepherd

Tres modere

Plus mouvemente

26



- VI - Solliwogg's Cake-Walk //

allégro giusto

Handwritten musical score for "Solliwogg's Cake-Walk". The score consists of ten staves of music, primarily for a single melodic line. The key signature is B-flat major (two flats), and the time signature varies between common time and 2/4. The tempo is indicated as "allégro giusto". The score includes dynamic markings such as *f*, *p*, *mf*, *ff*, *pp*, and *p.p.*. Measure numbers 29, 30, and 35 are marked on the score. The vocal line features various rhythmic patterns, including eighth and sixteenth note figures, and several sustained notes. The score concludes with a final dynamic marking of *p.p.*

29

30

35 *Mu peu moins vite*

32 bedez a tempo bedez a tempo

mp bedez mf a tempo f 33

a tempo p bedez a tempo pp p

Retenu 34 Toujours retenu 2

dim. mf res - - - cen - - do - - f ff pp 35

f pp b = b = f f ff v

f f b = b = f f ff v

f f b = b = f f ff v

