

- d. The elbows
- e. Tongue
 - i. clicking
 - ii. Slurping

Pause and think about what sounds you want to go with what note values. Produce each sound and meditate on the timbre—how can you match the timbre with note values? For example,



fingertip tapping might be useful for the signature “wa-ter-me-lon” since the note values are short and fingertapping is also short.

4. Here is your bank of 12 musically artistic markings:
 - a. p
 - b. mp
 - c. mf
 - d. f
 - e. cresc
 - f. decresc
 - g. accent
 - h. tenuto
 - i. fermata
 - j. ritardando
 - k. accelerando

These markings are not confined by any particular rules, except that you must use them all at least once in the piece. Do not constrain these markings to any one measure.

5. The finale must be out of the ordinary. Examples include smashing, kicking, rolling, slicing, or eating the watermelon. Any other creative ideas are also permitted.
6. To determine the order of the measure, ask friends to give you a number between 1-12. You may ask as many friends as you would like, depending on how many measures you would like and the tempo you prescribe to the piece.
7. Happy Watermelon-ing!