

# MAX AND MILLIE'S AMAZING UNDERSEA ADVENTURE



An exciting musical story for  
flexible beginner string ensemble,  
string soloist and piano



Samantha Jellett

## **Max and Millie's Amazing Undersea Adventure: A Guide**

This is a flexible work for beginner string orchestra and violin/viola/cello soloist, who may be a local professional player, a teacher or even an advanced teenager. It could be learnt over a period of weeks in a school or music centre ensemble, leading up to a concert performance, or it would make a wonderful workshop with themed activities and an informal performance at the end of the day. In either case, the narration is a vital part of the whole, and has been pre-divided into lines for each child; these can be printed on to card and cut out if required. Acting the story out alongside the narration is encouraged: in addition to the main characters of Max, Millie, Pearl the mermaid and Shimmer the dolphin, several children together could portray the twisting form of the Bronaca (or control the paper sea monster, if one has been made as described below).

### **Workshop ideas:**

- Children could dress up in an undersea theme
- Warm up activity: children say their names in turn and then think of an item they would take to the seaside and play its rhythm on their instrument
- Make two cardboard dolphins, marking one with a large 'p' and the other with 'f'. These are the dynamic dolphins! As well as utilising them within the performance, with a helper making the correct dolphin 'jump' out of the water as the children play, they can be used for games to teach forte and piano playing- ie child

chooses which to hold up and orchestra responds by playing at that dynamic.

- Dolphin/mermaid colouring/craft
- Group activity: make a giant Bronaca! Draw the outline of the sea monster on the back of a roll of wallpaper, following the description in the story. The children can then glue collage material (tissue paper, shiny shapes etc) on to the Bronaca to bring it to life, and use it in their performance.

The music:

Three very contrasting pieces of music are used to tell the story; each has a very different mood and introduces children to new technical and musical challenges along the way.

### **Dolphin Ride:**

The opening rhythms in this energetic piece clearly convey the words 'Dolphin Ride'; children can clap/stamp this rhythm out while piano and soloist play, being sure to follow the dynamic markings. Then they can play it on their instruments; the double stopping can be played divisi if required. The middle section portrays the dolphin leaping out of the water; children will have fun leaping their bows off the string, and the second violins will relish their glissandi! Bow direction is important throughout- the bow retakes will assure a strong sound in the first section, and the subsequent up bows for the leaping dolphin will look as well as sound fabulous!

## **The Mermaid's Song:**

This gentle song with a mini-cadenza for the soloist presents children with the opportunity for expressive legato playing whilst exploring new skills such as harmonics and optional third position. Even the newest beginner can be given a sticker to mark the harmonic and enjoy the sound. The addition of some gentle percussion such as hanging chimes during the introduction/cadenza would be very effective.

## **The Chase:**

Unusually, this is written almost entirely using the whole-tone scale. Here is an opportunity to stretch pupils within the workshop setting by discussing and demonstrating diatonic scales and then the whole tone scale, with the opportunity for children to have a go at playing both forms. But there is something for everyone here, with every child able to enjoy the contrast between pizzicato, arco and tremolo. A drum or tambourine could be used to enhance the driving rhythms, whether in the introduction/solo passages or throughout.

# Dolphin Ride

Samantha Jellett

**Allegretto con brio, ♩.=c.95**

Violin I

Violin II

Viola

Violoncello

Violoncello solo

Piano

*mp*

*cresc.*

*f*

10

Vln. I

Vln. II

Vla.

Vc.

Vc.

Pno.

17

Vln. I

*p*

*cresc.*

Vln. II

*p*

*cresc.*

Vla.

*p*

*cresc.*

Vc.

*p*

*cresc.*

Vc.

*p*

*cresc.*

Pno.

*p*

*cresc.*

[illegible]

29

Vln. I

Vln. II

Vla.

Vc.

Vc.

Pno.

*mf*

*mf*

*mf*

*mp*

*mp*

34

Vln. I

Vln. II

Vla.

Vc.

Vc.

Pno.

*gliss.*

38 **D.S. al Fine**

Vln. I

Vln. II

Vla.

Vc.

Vc.

Pno. **D.S. al Fine**

The musical score consists of six staves. The first five staves are for string instruments: Violin I, Violin II, Viola, Violoncello I, and Violoncello II. The sixth staff is for the Piano. The key signature is two sharps (F# and C#). The time signature is not explicitly shown but appears to be 4/4. Measure 38 starts with a repeat sign. In measure 39, the Violin II part has a glissando marking. The Piano part has a glissando marking in measure 39. The score ends with a double bar line and repeat dots in measure 40.

# The Mermaid's Song

S. Jellett

$\text{♩} = 100$

Violin I

Violin II

Violin III

Viola

Violoncello

Violoncello

Piano

*mp*

con ped.

Vln. I

Vln. II

Vln. III

Vla.

Vc.

Vc.

Pno.

*p*

2

17

Vln. I

Vln. II

Vln. III

Vla.

Vc.

Vc.

Pno.

*mp*

*mp*

*mp*

*mp*

*mp*

*mp*

3

3



25

To Coda  $\phi$

Vln. I

Vln. II

Vln. III

Vla.

Vc.

Vc.

Pno.

33

Vln. I

Vln. II

Vln. III

Vla.

Vc.

Vc.

Pno.

*mf*

33 34 35 36 37 38



39

Vln. I

Vln. II

Vln. III

Vla.

Vc.

Vc.

Pno.

39 40 41 42 43 44

44

Vln. I

Vln. II

Vln. III

Vla.

Vc.

Vc.

*cresc.*

Pno.

*f*



49

D.S. al Coda

Coda ☉

Vln. I

Vln. II

Vln. III

Vla.

Vc.

Vc.

*mp*

*8va*

*mp*

Pno.

53 5

Vln. I

Vln. II

Vln. III

Vla.

Vc.

Vc.

Pno.

*p*

*p*

*p*

*p*

*p*

*p*

# The Chase

Samantha Jellett

♩ = 120

Violin I

Violin II

Violin III

Viola

Violoncello

Violoncello solo

Piano

*f*

*tr.*

*martellato*

5

Vln. I

Vln. II

Vln. III

Vla.

Vc.

Vc.

Pno.

pizz.

*mf*

*f*

9

Vln. I

Vln. II

Vln. III

Vla.

Vc.

Vc.

Pno.

arco

*f*

arco



14

Vln. I

Vln. II

Vln. III

Vla.

Vc.

Vc.

Pno.

arco

arco

arco

arco

arco

[illegible]

28

Vln. I

Vln. II

Vln. III

Vla.

Vc.

Vc.

Pno.

pizz.

*mf*

pizz.

*mf*

pizz.

*mf*

pizz.

*mf*

pizz.

*f*

32

Vln. I

Vln. II

Vln. III

Vla.

Vc.

Vc.

Pno.

arco

*ff*

arco

*ff*

arco

*ff*

arco

*ff*

arco

*ff*

arco

*ff*

Violin I

# Dolphin Ride

Samantha Jellett

Allegretto con brio,  $\text{♩} = c.95$

8

2

*f*

15

2

2

*p*

*cresc.*

23

*f*

*mp*

**Fine**

30

*mf*

36

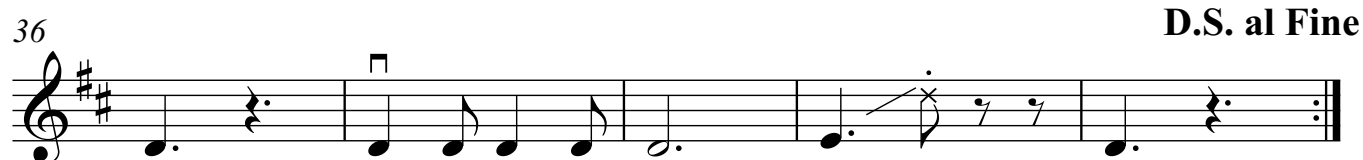
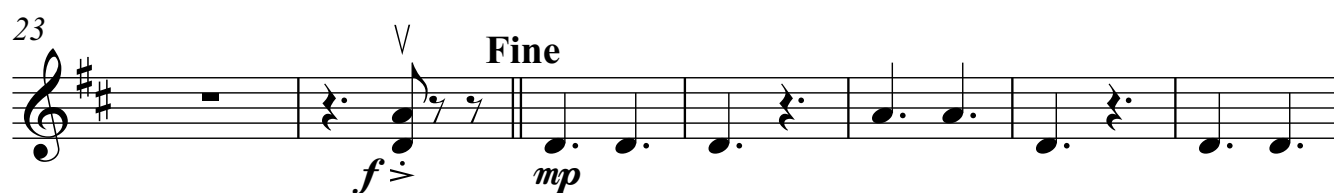
**D.S. al Fine**

Violin II

# Dolphin Ride

Samantha Jellett

Allegretto con brio,  $\text{♩} = \text{c.}95$

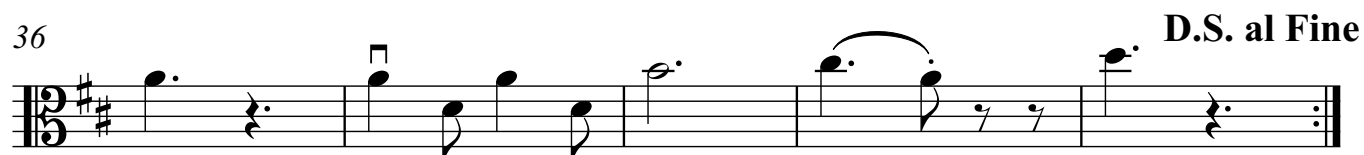
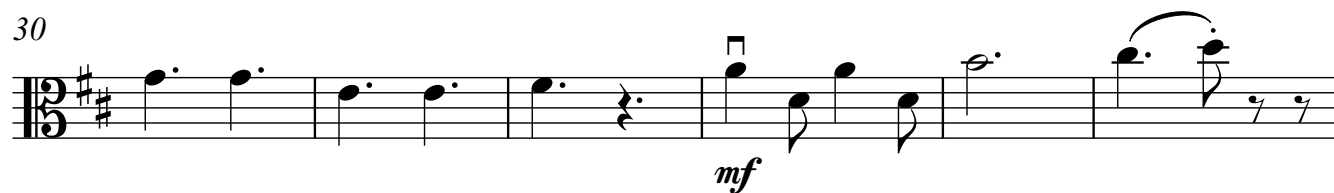
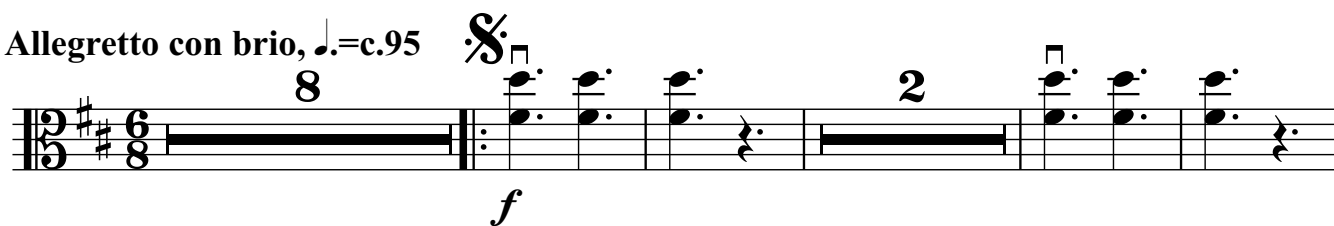


Viola

# Dolphin Ride

Samantha Jellett

Allegretto con brio, ♩.=c.95

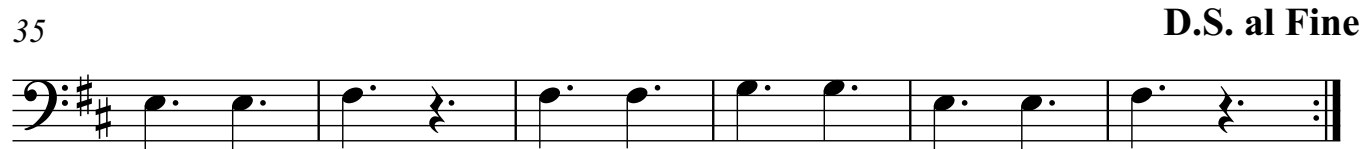
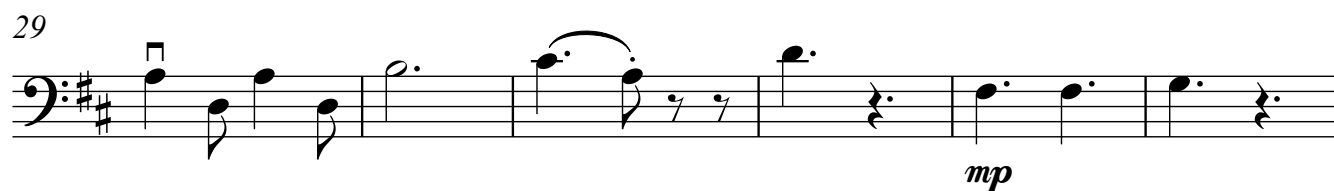
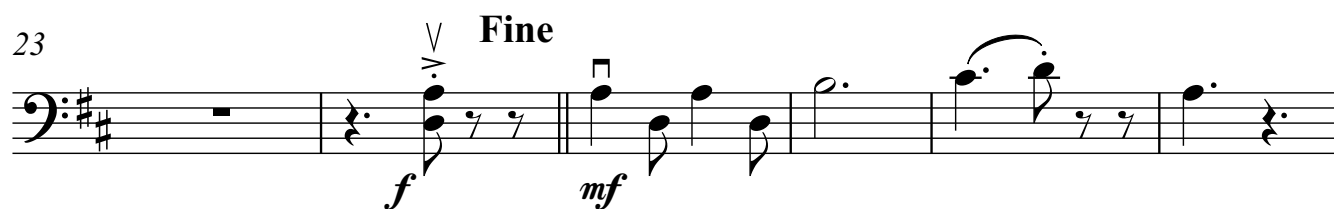
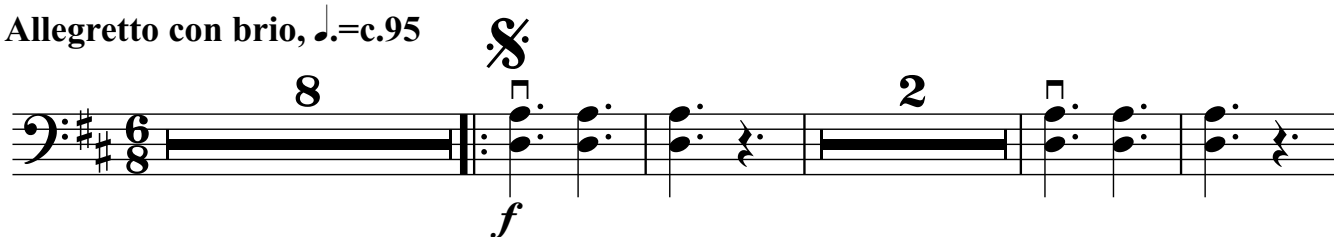


Violoncello

# Dolphin Ride

Samantha Jellett

Allegretto con brio, ♩.=c.95



SOLO VIOLONCELLO

# Dolphin Ride

Samantha Jellett

Allegretto con brio, ♩.=c.95

8

*f*

14

*p*

20

*cresc.*

*f*

**Fine**

25

*mf*

33

*mp*

**D.S. al Fine**

SOLO VIOLA

# Dolphin Ride

Allegretto con brio, ♩.=c.95

Samantha Jellett

8

*f*

13

*p*

19

**Fine**

25

*mp*

33

*mf*

37

**D.S. al Fine**

SOLO VIOLIN

# Dolphin Ride

Samantha Jellett

Allegretto con brio, ♩.=c.95

The musical score is written for solo violin in treble clef, key of D major (two sharps), and 6/8 time. It consists of five staves of music. The first staff begins with a repeat sign and a first ending bracket labeled '8'. The tempo is marked 'Allegretto con brio' with a quarter note equal to approximately 95 beats per minute. The score includes various dynamics: *f* (forte), *p* (piano), *cresc.* (crescendo), *mp* (mezzo-piano), and *mf* (mezzo-forte). The piece concludes with a 'Fine' marking and a 'D.S. al Fine' instruction. The final measure of the piece is a double bar line.

8

*f*

14

*p*

20

*cresc.*

*f*

Fine

25

*mp*

33

*mf*

D.S. al Fine

Piano

# Dolphin Ride

Samantha Jellett

Allegretto con brio, ♩.=c.95



Musical notation for measures 1-10. The piece is in G major (one sharp) and 6/8 time. The bass staff features a steady eighth-note accompaniment. The treble staff has whole rests for the first 8 measures, followed by a repeat sign and two measures of chords. Dynamics include *mp* (measures 1-4), *cresc.* (measures 5-8), and *f* (measures 9-10).

11

Musical notation for measures 11-17. The bass staff continues with eighth notes. The treble staff has chords. Measure 17 ends with a *p* (piano) dynamic marking.

18

Musical notation for measures 18-24. The bass staff continues with eighth notes. The treble staff has chords. Measure 24 ends with a *f* (forte) dynamic marking and a repeat sign. The word **Fine** is written at the end of the system.

25

Musical notation for measures 25-30. The bass staff continues with eighth notes. The treble staff has chords. Measure 25 starts with a *mf* (mezzo-forte) dynamic marking.

31

Musical notation for measures 31-35. The bass staff continues with eighth notes. The treble staff has chords. Measure 31 starts with a *mf* (mezzo-forte) dynamic marking.

D.S. al Fine

36

Musical notation for measures 36-40. The bass staff continues with eighth notes. The treble staff has chords. Measure 36 starts with a *mf* (mezzo-forte) dynamic marking. The piece ends with a double bar line.

Violin I

# The Mermaid's Song

S. Jellett

♩ = 100

8

*p*

16

*mp*

23

30

To Coda ☐

17

D.S. al Coda

51

Coda ☐

2

*p*

# The Mermaid's Song

S. Jellett

♩ = 100

8

*p*

16

*mp*

23

To Coda

⌂

31

17

D.S. al Coda Coda ⌂

52

2

*p*

# The Mermaid's Song

S. Jellett

$\text{♩} = 100$

8

*p*

16

*mp*

23

To Coda

31

17

D.S. al Coda

Coda

52

2

Viola

# The Mermaid's Song

S. Jellett

♩ = 100

8

*p*

16

*mp*

23

30

To Coda  $\phi$

17

D.S. al Coda

51

Coda  $\phi$

2

*p*

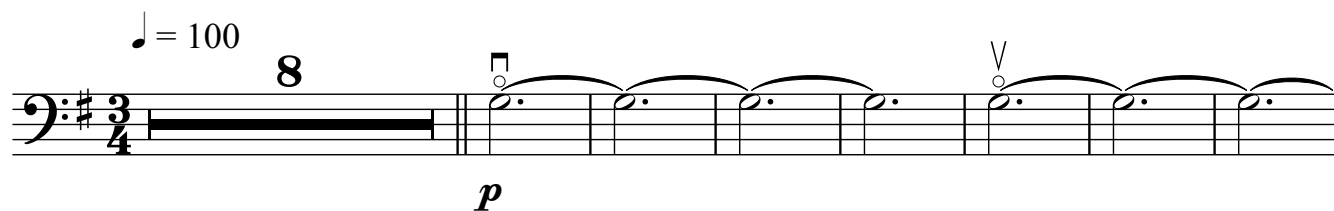
# The Mermaid's Song

S. Jellett

$\text{♩} = 100$

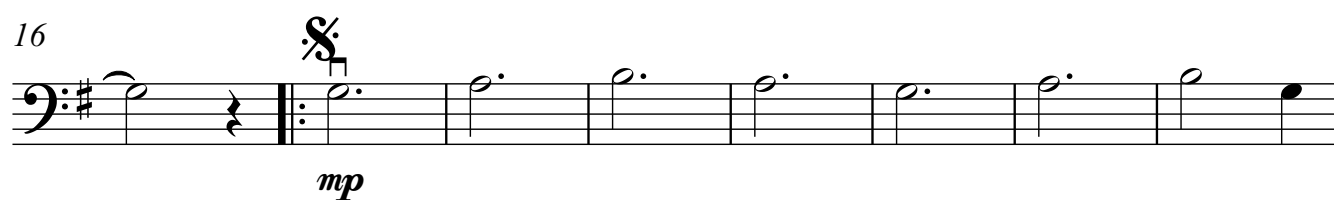
8

*p*



16

*mp*



24

To Coda

3

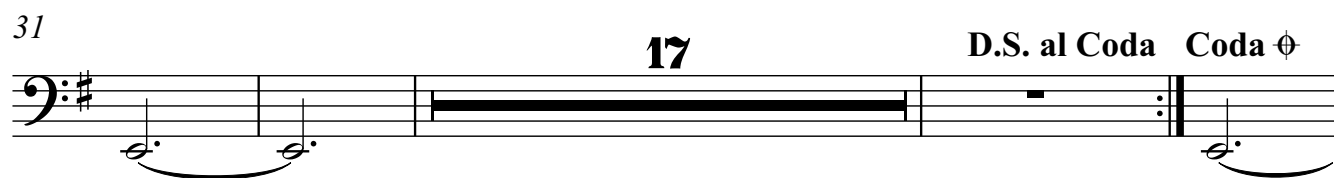
$\phi$



31

17

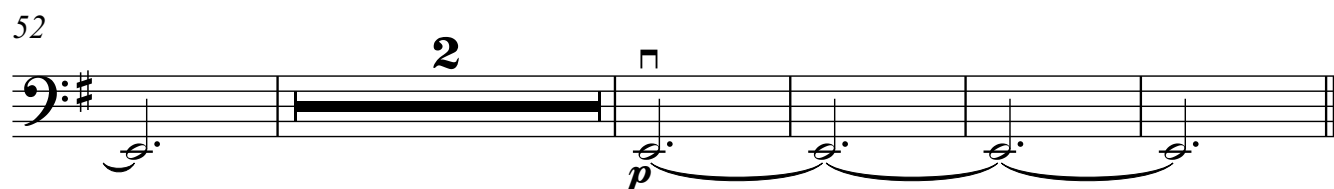
D.S. al Coda Coda  $\phi$



52

2

*p*



SOLO VIOLONCELLO

# The Mermaid's Song

S. Jellett

$\text{♩} = 100$

8

*p*

17

*mp*

3

27

To Coda  $\phi$

*mf*

36

43

*cresc.*

*f*

49

D.S. al Coda Coda  $\phi$

2

*mp*

*p*

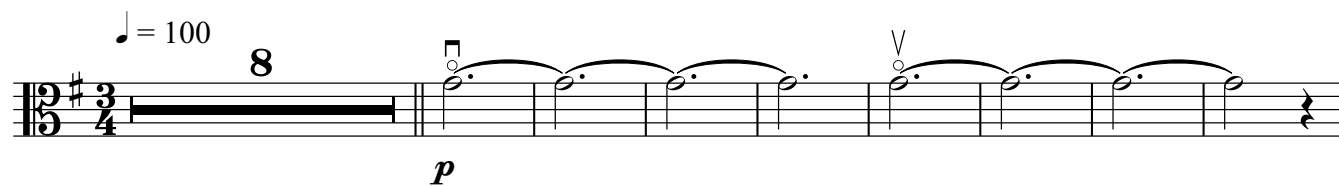
## The Mermaid's Song

S. Jellett

♩ = 100

8

*p*



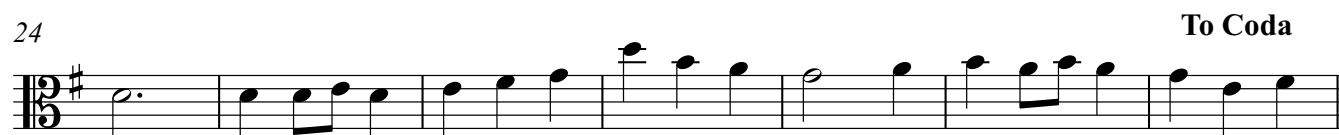
17

*mp*



24

To Coda



31

2

*mf*



40

*cresc.*

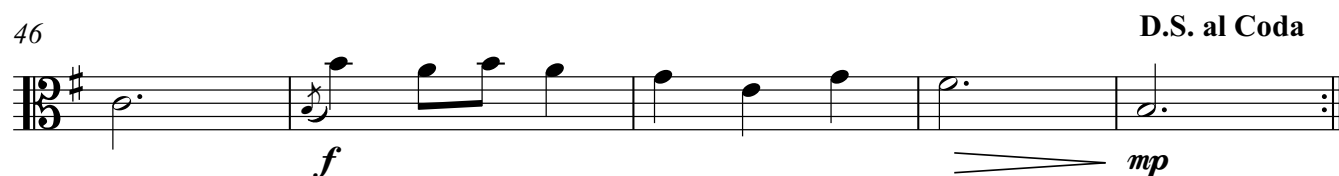


46

*f*

*mp*

D.S. al Coda

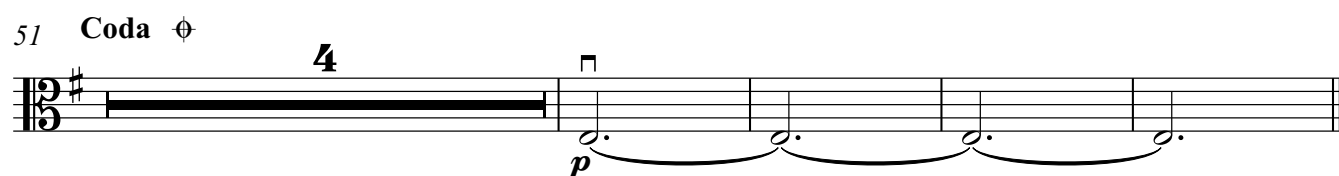


51

Coda

4

*p*



## The Mermaid's Song

S. Jellett

♩ = 100

8

*p*

17

*mp*

24

To Coda

31

*mf*

40

*cresc.*

45

*f*

*mp*

D.S. al Coda

51

Coda

2

*p*

Piano

# The Mermaid's Song

S. Jellett

♩ = 100

Measures 1-6 of the piano score. The key signature is one sharp (F#) and the time signature is 3/4. The music is marked *mp* (mezzo-piano). The right hand plays chords, and the left hand plays a steady eighth-note accompaniment. The instruction "con ped." is written below the first measure.

con ped.

Measures 7-13 of the piano score. The notation continues with chords in the right hand and eighth notes in the left hand. A repeat sign is present at the beginning of measure 11.

§

Measures 14-20 of the piano score. Measure 14 begins with a repeat sign. The musical texture remains consistent with the previous section.

Measures 21-27 of the piano score. In measure 24, the right hand features a sustained chord with a fermata. The left hand continues its eighth-note accompaniment.

Measures 28-34 of the piano score. Measure 28 is marked "To Coda" with a coda symbol (a circle with a cross). The piece concludes with a final chord in the right hand and a half note in the left hand.

V.S.

35

*mf*

39

*f*

44

*f*

49

D.S. al Coda Coda  $\phi$

8<sup>va</sup>

*mp*

*mp*

53

## Violin I

## The Chase

Samantha Jellett

$\text{♩} = 120$

5

pizz.

*mf*

10

3

arco

17

5

*mf*  $\leq$  *ff*

26

4

pizz.

*mf*

32

arco

*ff*

Violin II

# The Chase

Samantha Jellett

$\text{♩} = 120$

5

pizz.

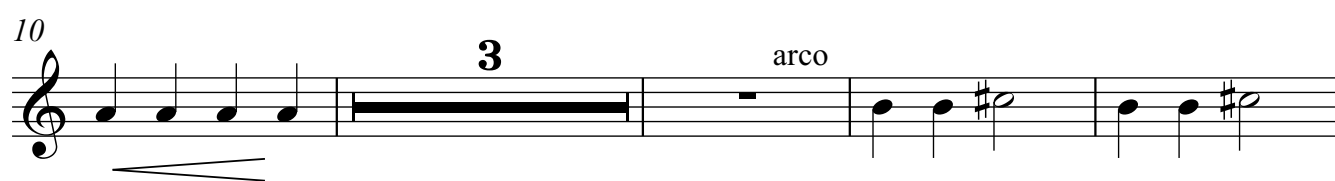
*mf*



10

3

arco

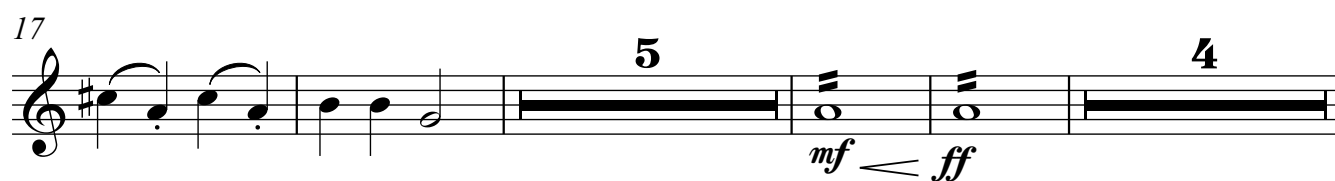


17

5

4

*mf*  $\leq$  *ff*



30

pizz.

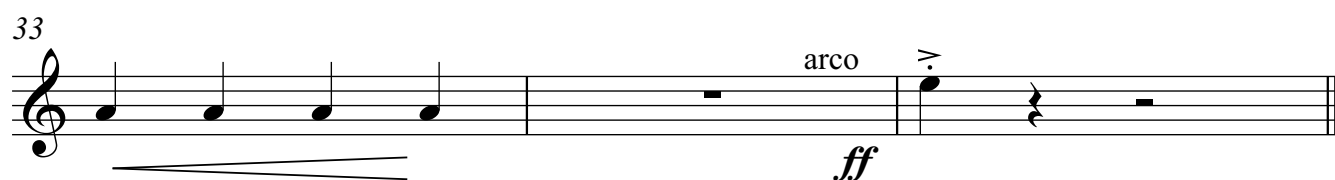
*mf*



33

arco

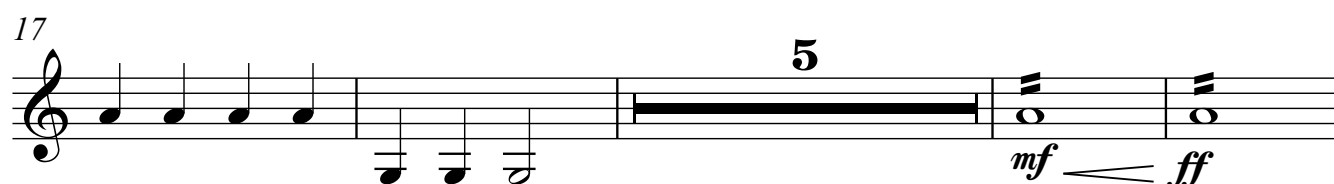
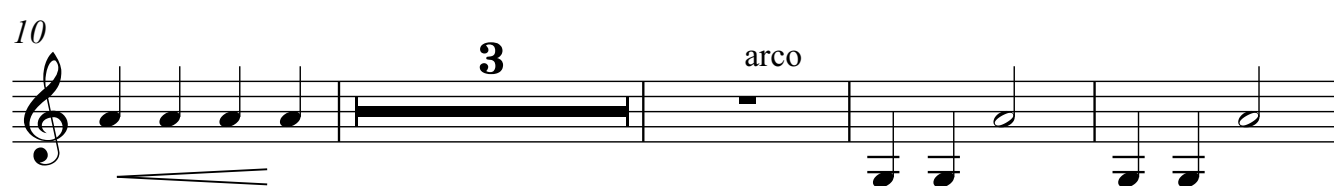
*ff*



## Violin III

## The Chase

Samantha Jellett



## Viola

## The Chase

Samantha Jellett

$\text{♩} = 120$

5

pizz.

*mf*

10

3

arco

17

5

4

*mf*  $\text{<}$  *ff*

30

pizz.

*mf*

33

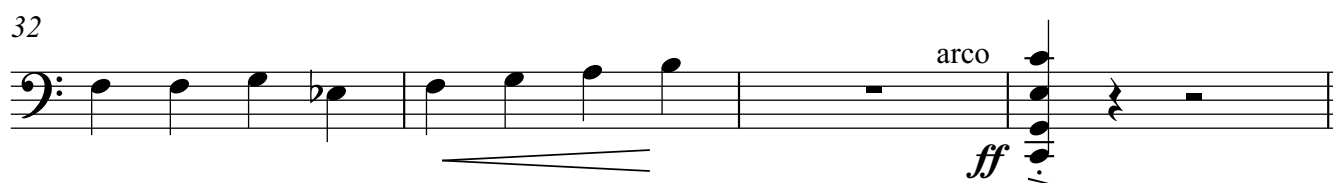
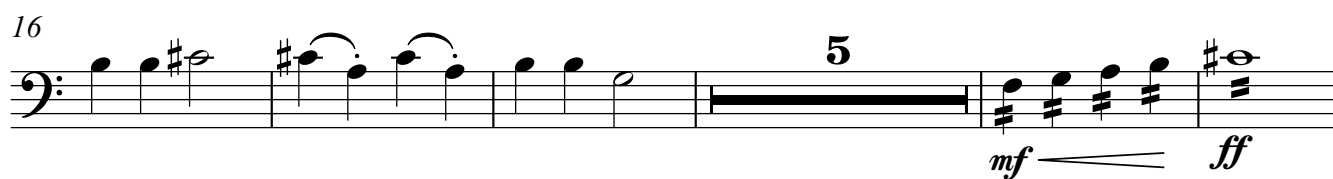
arco

*ff*

## Violoncello

## The Chase

Samantha Jellett

 $\text{♩} = 120$ 

SOLO VIOLONCELLO

# The Chase

Samantha Jellett

$\text{♩} = 120$

5 pizz. *f*

9 arco 2

14

18 2 *mf*

23 4 *ff*

30 pizz. *f*

33 arco *ff*

SOLO VIOLA

# The Chase

Samantha Jellett

$\text{♩} = 120$

6 pizz. *f*

10 2 arco

15 2

21 *mf*

25 4 pizz. *ff* *f*

32 arco

SOLO VIOLIN

# The Chase

Samantha Jellett

$\text{♩} = 120$

6 pizz. *f*

10 arco 2

15 2

21 *mf*

25 4 pizz. *f*

32 arco *ff*

Piano

# The Chase

Samantha Jellett

♩ = 120

Measures 1-3 of the piece. Measure 1 starts with a forte (f) dynamic. Measure 2 features a trill (tr) on a half note. Measure 3 is marked *martellato* and contains a series of eighth-note chords.

Measures 4-6. Measure 4 begins with a measure rest. Measures 5 and 6 continue the *martellato* eighth-note chord pattern.

Measures 7-9. Measure 7 begins with a measure rest. Measures 8 and 9 continue the *martellato* eighth-note chord pattern.

Measures 10-13. Measure 10 begins with a measure rest. Measure 11 has a whole rest in the right hand. Measures 12 and 13 feature a more complex *martellato* pattern with sixteenth-note chords in the right hand.

Measures 14-17. Measure 14 begins with a measure rest. Measures 15 and 16 continue the *martellato* pattern. Measure 17 concludes the piece with a final chord in the right hand and a whole note in the left hand.

V.S.

## Piano

2

19

*mp*

22

*mf*

26

*martellato*

*f*

29

32

*ff*

This is the story of Max and Millie's Amazing Undersea Adventure.

One hot summer's day, Max and Millie were playing on the beach, splashing in the waves while their Mum and Dad sunbathed nearby.

Millie saw the dolphin first. It popped its head out of the water, and said, 'Hello', before disappearing again. 'Max!' cried Millie. 'That dolphin just talked to me!'

'Don't be silly,' scoffed Max. 'Dolphins don't come near the shore, and they certainly don't talk.'

Max jumped over a wave and found himself face to face with the dolphin. 'Hello,' the dolphin said again.

Max fell down in surprise. 'Told you,' said Millie.

'My name is Shimmer,' said the dolphin. 'Would you like to come for a ride?'

Max and Millie nodded and climbed onto Shimmer's slippery, wet back.

'Hold on tight!' Shimmer told them, and they were off, gliding through the sparkling water and leaping over the waves. It was the most wonderful ride.

**(Music: Dolphin Ride)**

But Max and Millie weren't ready for what happened next. With an enormous dive, Shimmer took them right under the water, going deeper and deeper all the time.

'Help!' screamed Millie.

'Don't worry,' Max reassured his sister. 'Look- we can breathe!'

Shimmer smiled. 'My magic will keep you safe. I just thought that you'd like to meet a special friend of mine. She's a mermaid.'

'Oh no- don't tell me that mermaids are real,' groaned Max. It was bad enough when his sister dressed up as one.

'You'll like this mermaid,' Shimmer told him as they flew past starfish and seahorses, crabs and coral reefs. 'Look, there she is!'

The mermaid was far lovelier than Millie could ever have imagined. She was sitting on a rock and singing a beautiful song as she brushed her hair.

**(Music: The Mermaid's Song)**

'I knew she'd be brushing her hair,' said Max.

The mermaid's name was Pearl, and she wore a pearl necklace and earrings that glistened with all of the colours of the rainbow.

Pearl invited Shimmer and the children to tea at the underwater palace. 'We'll have lemonade,' she told them, 'and jellyfish and ice-cream...'

Before the children could ask Pearl what jellyfish tasted like, Shimmer suddenly cried out, 'Bronaca, Bronaca! Coming this way!'

The most terrifying sea creature imaginable was speeding towards them. It had the head of a shark and the body of an eel.

'Bronacas live in the depths of the ocean,' Pearl shouted as they all jumped on to Shimmer's back. 'No human has ever seen one before. Now go, Shimmer, go!'

The chase was on.

**(Music: The Chase)**

Shimmer leapt through the gates of the Undersea palace just in time. Defeated, the Bronaca snarled and swam away.

'Now we really need some tea,' said Pearl.'

They had a wonderful feast- fish and chips for everyone, and the jellyfish and ice-cream was quite delicious. All too soon, it was time to go.

Max and Millie's undersea adventure was nearly at an end, but not before another incredible.....DOLPHIN RIDE!

**Music: reprise Dolphin Ride**