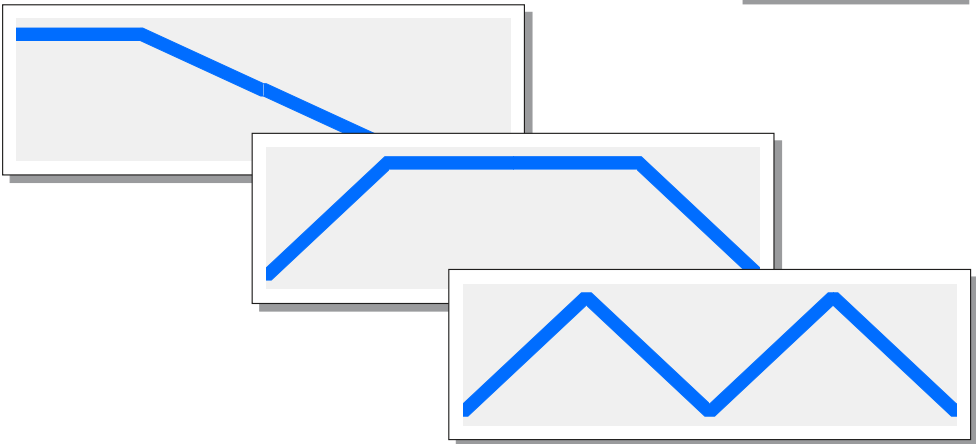
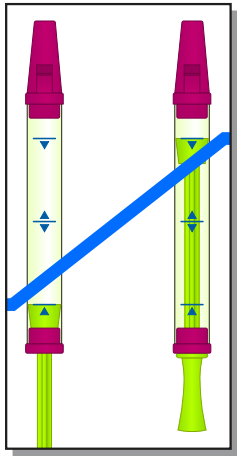
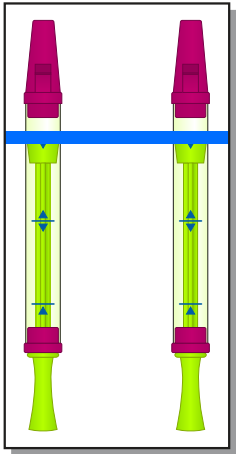
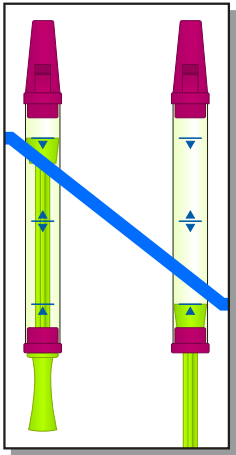
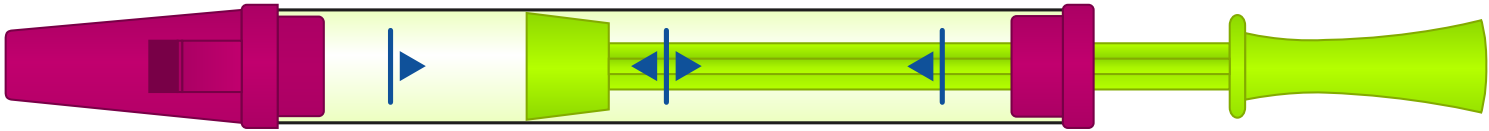


INTRODUCTION



The **Transparent Slide Whistle** is an instrument very easy to use at an early age (+ 4 years) and at the same time, entertains and teaches.

With the **Transparent Slide Whistle** and the **Glissandus Magic** (the cutouts, the audio and the manual's proposals) the auditory, tactile and visual perceptions are facilitated and this through an entertaining way, enhancing the direction of the sound related to the high, medium and grave sounds.

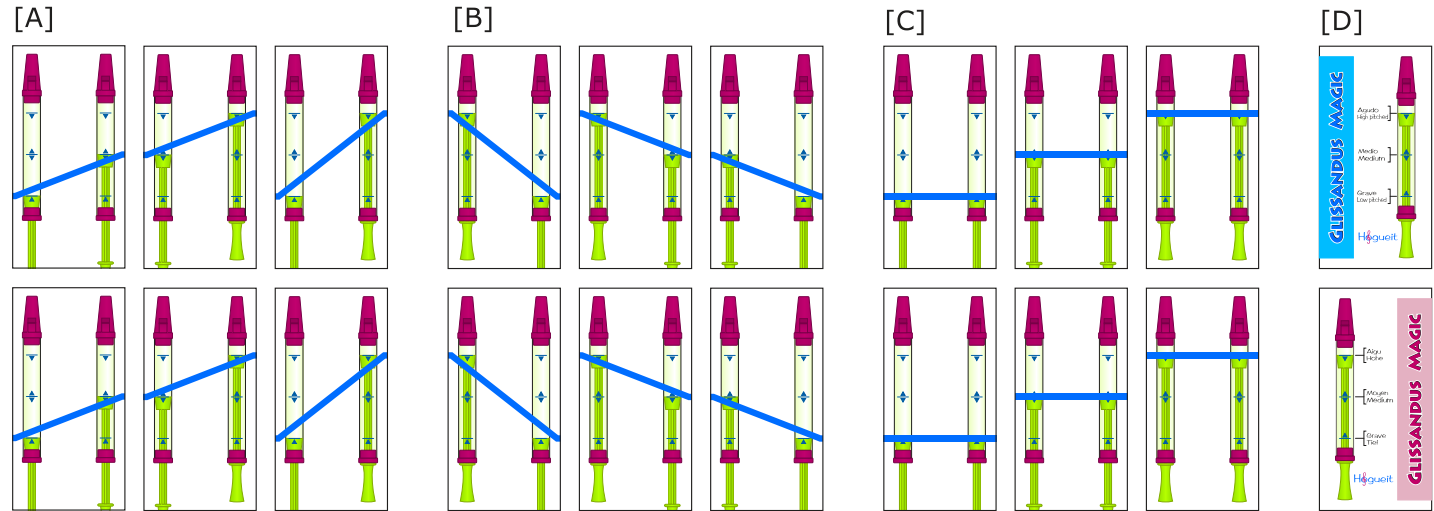
The position of the hands on the **Transparent Slide Whistle** (left at the top and right at the bottom), together with the correct position of the nozzle and the inclination of the instrument, are habits that will benefit in the future the application and manipulation the recorder flute when older.

The **Transparent Slide Whistle** with the **Glissandus Magic** along has become a unique proposal in its kind at an international level, as musical didactic material.

GLISSANDUS MAGIC

The Glissandus Magic is made up of 20 cards and 30 sound proposals to print and cut out.

18 cards and 9 couples, that are divided in 3 groups according to the direction of the blue line that unites the position of the flute's piston: Up (A), down (B) and hold (C) and 2 cards with the graphic representation of the high, medium and low pitch concepts, in 4 languages (D).

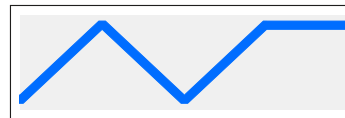


APPLICATIONS AND RULES OF THE GAME

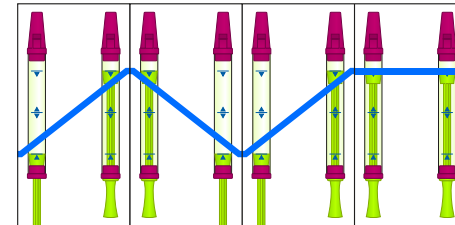
INDIVIDUAL

Game 1. PUZZLE.

Choose one of the 30 proposals to reproduce with 4 cards.

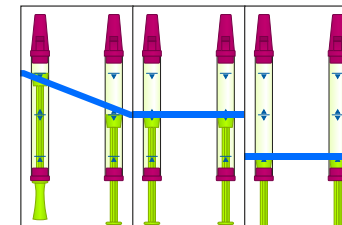
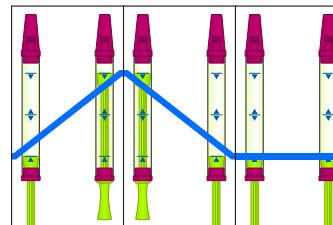


These proposals are in the audio section.



Game 2. COMPOSER.

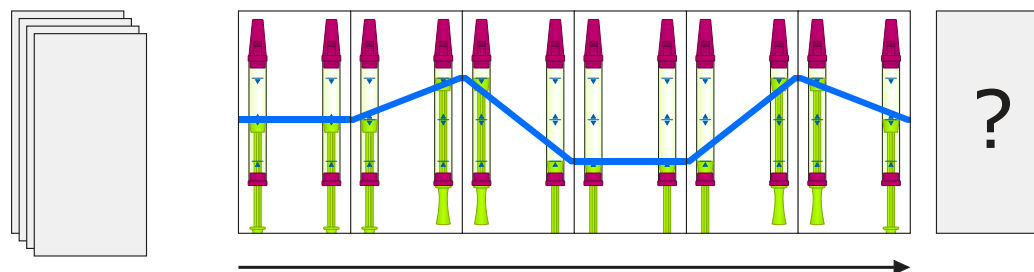
Create compositions with 2, 3, 4... up to 18 cards with or without interruptions.



Game 3. DOMINO [2 or 3 players].

Place the 18 cards face down, each player will choose 4 cards at random and with the remaining ones we will form a separate group.

As in domino, participants will alternate the moves, always placing a card when possible. **The new card will always be placed on the right and with the condition that the glissando is continuous** (not interrupted). If a player cannot place any of his cards, he will take one from the heap, if he can he will place it, if not, he will pass his turn to the next player.



The first one to run out of cards wins.

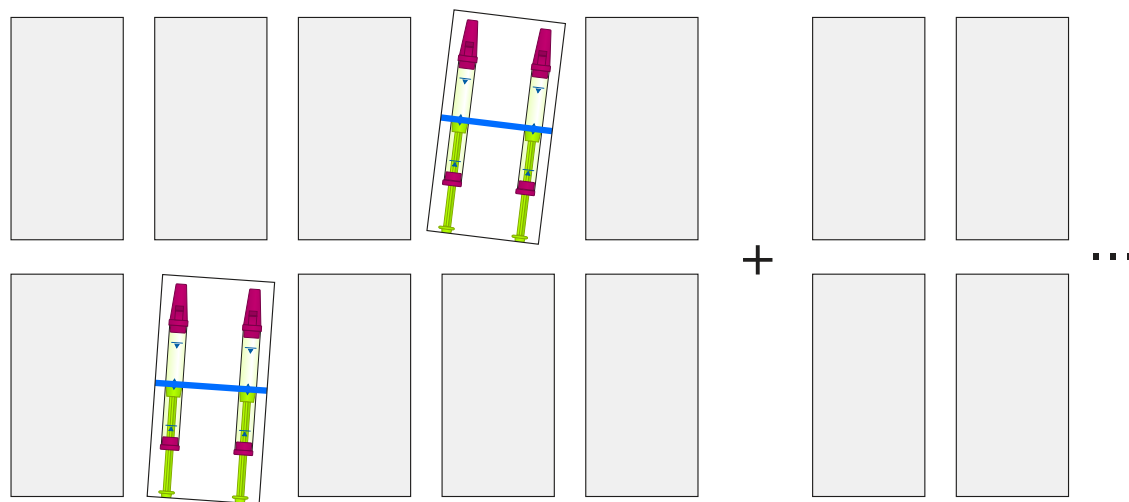
Game 4. MEMORY [2 players].

Start playing with 10 cards (5 pairs) to progressively increase the difficulty to get to 20 cards (10 pairs).

The first player will lift 2 cards, if they are the same; he will pick them up, if not he will leave them. The next player will repeat the move, until all the pairs have been picked up.

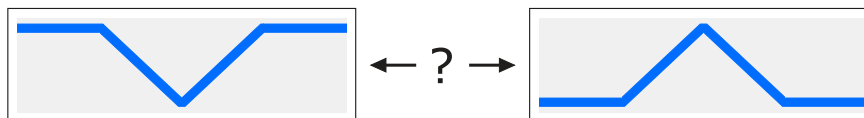
The pink and blue cards form pairs.

The player that wins is the one that gathered the greater number of pairs, creating a glissando with his cards and interpreting it.



Game 5. GUESS WHICH CARD HAS SOUNDED [2 players].

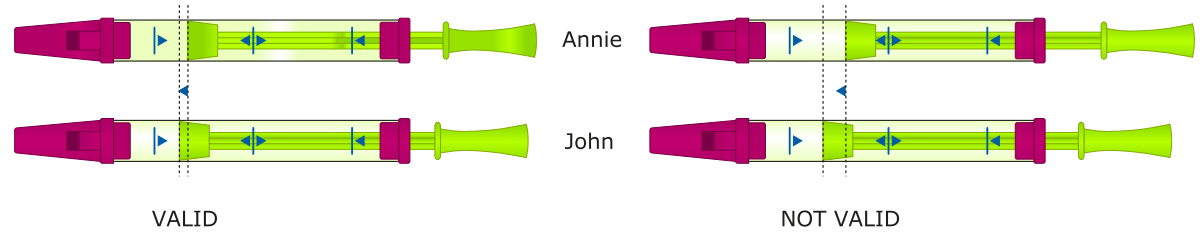
The first player chooses two or more of the 30 sound proposals and interprets the corresponding glissando. The other player must guess which card was played. If he succeeds the player exchange their roles.



Game 6. WHERE IS THE NOTE [2 players].

One player his back to the other makes a sound while maintaining the piston in a fixed position. Then the other player, memorizing the sound emitted, will try to place as close as possible the position of his piston with his flute.

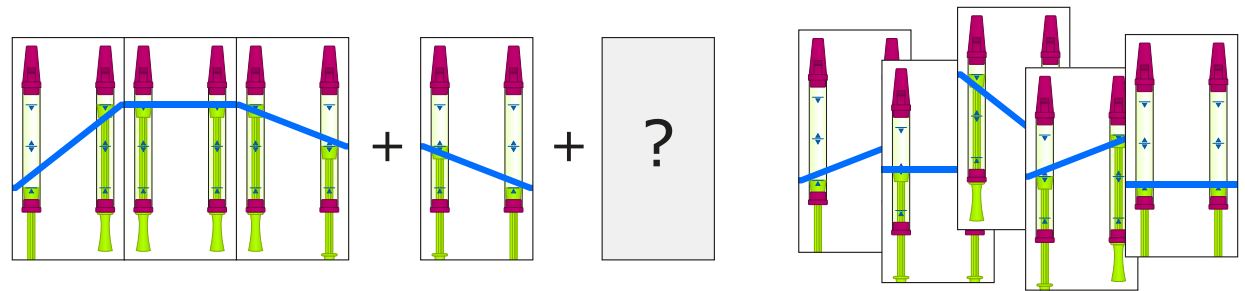
Finally, the position of the pistons is compared, drawing the flutes together. If the pistons match or the distance is less than the height of the blue triangle, it is correct. In this case the players exchange their roles.



Game 7. THE FASTEST [2 players].

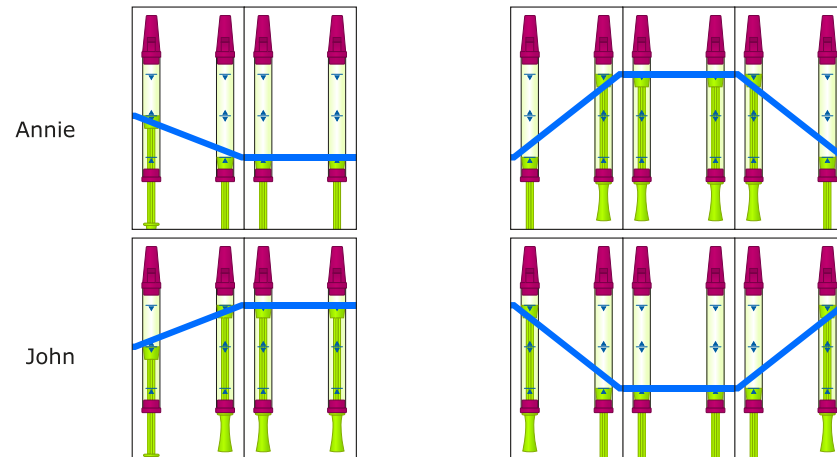
Group the cards that are equal in pairs forming 2 equal groups of 9 cards for each player.

Then at the same time, each of the 2 players will play a continuous glissando (without interruption) of the 9 cards. The first one to finish is the winner.



Game 8. SIMETRIES [2 players].

Group the cards that are equal in pairs and separate them into 2 groups of 2 to 9 cards. The second player will make beneath it a symmetrical composition. Each player will play his separately or together.

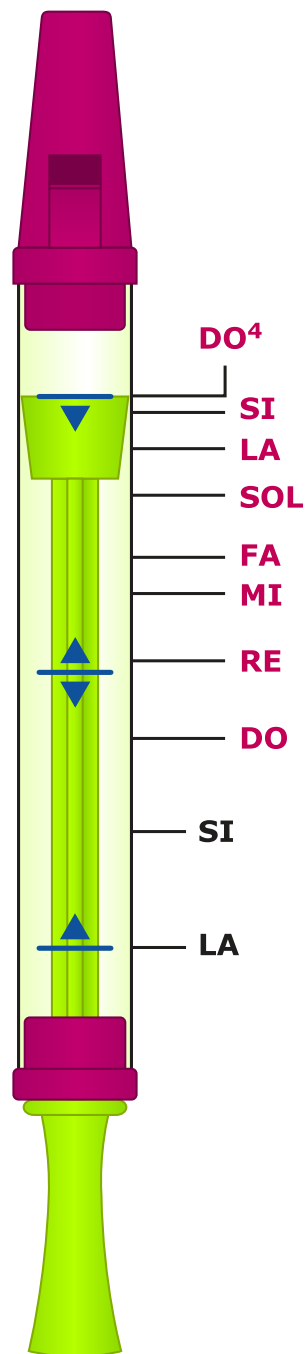


POSITION of the MUSICAL NOTES

The distance or interval which limits the complete piston's stroke is of 10 notes, as depicted in the picture. The exact location of the piston for each note will depend on the air pressure when blowing.

With the features of this flute it is possible to tune the pitch of the notes as in a recorder.

With the transparent piston flute, in addition to the glissandi, you can play melodies and scales; strengthening gradually simply the auditory discrimination and expanding its possibilities of application.



USE INSTRUCTIONS FOR THE TRANSPARENT SLIDE WHISTLE

1. For the piston inside the tube to slide more smoothly, it is convenient to repeatedly perform a full displacement of the piston without blowing
2. The hand position on **the transparent slide whistle** (see images of the children), together with the position of the nozzle and the proper inclination of the instrument, are habits that help better interpret the glissandi.
3. To properly interpret a glissando when blowing, we should gradually decrease the air pressure when lowering the piston and increase it when the piston rises.
4. To achieve a better interpretation of the glissandi, sliding the piston must be done slowly. It is advisable, as an orientation, to listen to the 30 sound proposals of 4 cards. That can be heard in: Access to the 30 auditory glissandos.

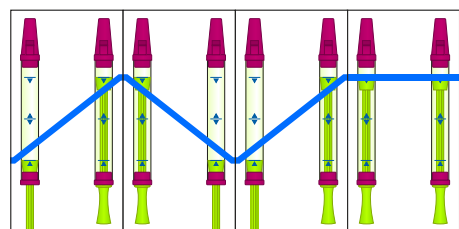
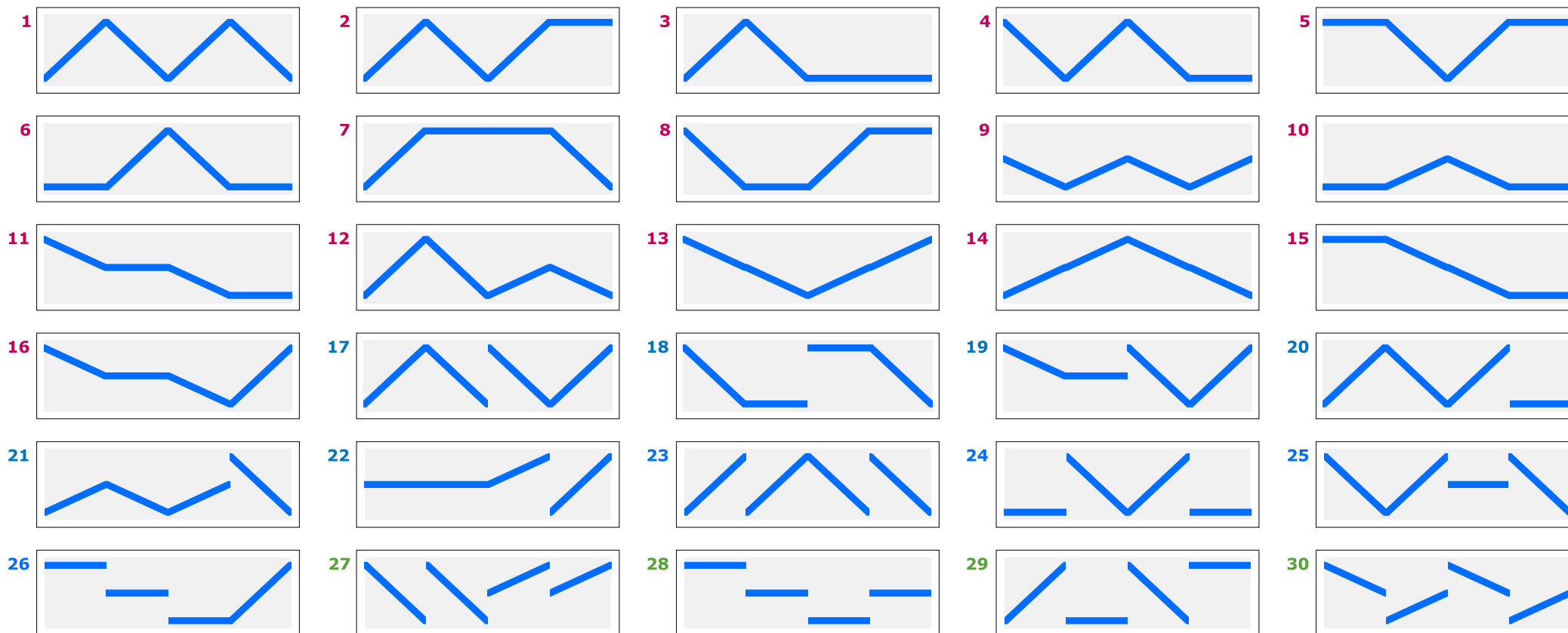
COMBINATORIAL'S CURIOSITY

When playing a glissando with 9 different cards or with 18 cards, without interruption, the height of the piston at the beginning and end will be the same.

Complementary Material: 30 GLISANDI

Complementary Material: 30 GLISSANDI
 Contains 30 glissandi of 4 cards that correspond with the 30 sound interpretations, which can be heard on: Access to the 30 auditory glissandos.

The graphics contain 4 glissandi's models: a) Glissandi without interruptions: **from 1 to 16.**
 b) Glissandi with 1 interruption: **from 17 to 22.**
 c) Glissandi with 2 interruptions: **from 23 to 26.**
 d) Glissandi with 3 interruptions: **from 27 to 30.**



More than **5.000** combinations with 4 cards.



The **Glissandus Magic** is a musical game unique in its kind.



Hogueit