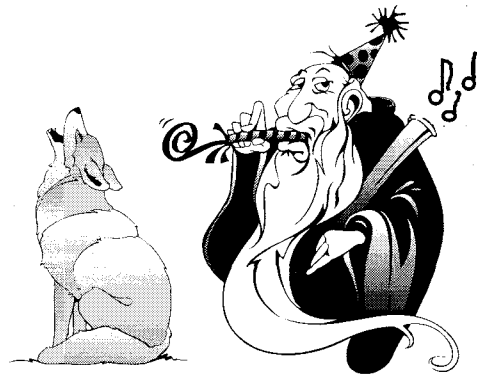


Music Lesson

by Dr. Kirk Kassner

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Lesson Name: Introduction to Solfege and the Seven Musical Dwarfs, Lesson 1

For Grades: 1-5

National Standard Goals:

1. Singing, alone and with others, a varied repertoire of music.

a. Sing independently, on pitch and in rhythm, with appropriate timbre, diction, and posture and maintain a steady tempo.

5. Reading and notating music.

b. Use a system (that is, syllables, numbers, or letters) to read simple pitch notation in the treble clef in major keys.

6. Listening to, analyzing, and describing music.

b. Demonstrate perceptual skills by moving, by answering questions about, and by describing aural examples of music of various styles representing diverse cultures.

e. Respond through purposeful movement to selected prominent music characteristics or to specific music events while listening to music.

Materials Needed:

dwarfs showing the Curwen hand signs for so, mi, and la (Sleepy, Bashful, Doc)

recording of JaDa, guitar, bars for G, E, A, white board and marking pens in black, blue, green, red

Procedure:

Quadrant 1: Why?

1. Sing and listening to music is easier and more fun when you know the seven musical hand signs. We will learn them from the seven dwarfs.

Quadrant 2: What?

2. Once upon a time, there lived a Mama Dwarf and a Papa Dwarf in a little cottage deep in a woods far, far away. They had seven small sons, who were also dwarfs and each of whom had a very unique personality.

3. Sleepy was always yawning. He had gone on a trip to Africa, been bitten by a dreaded tse-tse fly, and contracted sleeping sickness. You probably know that sleeping sickness makes you very tired all the time. You need to sleep longer and longer each day, until one day you never wake up. You go into a coma and die. Fortunately, Sleepy got the right medicine in time and didn't die, but he is still tired all the time. He yawns a lot, but is a polite dwarf and covers up his yawns with his hand and explains, "I'm soooooooooooooo sleepy." He says "so" a lot and that's the name of his note. His hand sign is down under his chin, ready to cover up a yawn. [have children practice making the so hand sign. Play so on a barred instrument and have everyone sing so on pitch while showing the sign.] Draw a five line staff on the board and draw a whole note around the second line, label it "so" or "sol." Ask a few volunteers if they can draw more so's around the second line.

4. Bashful is the shy dwarf. We don't know why some people are shy, they're just born that way. He realized he has a problem, and he decided to do something about it. Look carefully at his outfit--can you tell what kind of lessons he is taking to get over his shyness? [karate, judo, etc.] That's right. He's learning karate and he has finally earned his black belt. He holds his hand by his belt like he is going to make sideways chop. People who are shy

are probably thinking that "Everyone is looking at ME," so the name of Bashful's note is Mi. It is spelled Mi instead of Me so we know its the music mi and not the I me. [have children practice making the mi hand sign, then alternate between mi and so hand signs. Play so-mi on a barred instrument and ask what is in their home that sounds like so-mi? (door bell). Have everyone sing mi while showing the hand sign. Then sing and play, "So is high and mi is low" several times]. Draw a whole note around the first line of the staff in green marker and label it "mi." Ask a few volunteers to draw other mi's.

5. Doc is the only dwarf that went to college. When he was little, about 5 or 6, he made up his mind to become a doctor when he got big. He went to his teacher and asked what he needed to be doing now to prepare to be a doctor later. The teacher said, "Becoming a doctor is very hard. You must study a lot and go to college for eight years. Very few people have the brains and energy it takes to become a doctor. Wouldn't you rather be something else, like a fireman or cowboy?" Doc said, "No way. I want to be doctor and I'm willing to work hard to become one." That very day he started doing his homework extra carefully, sometimes having to stay up late at night to get everything done. He read every book he could get his hands on and even asked the teacher for extra work so he would be sure he understood everything inside and out. He got top grades and became the smartest person in the school. When he went on to high school, he graduated at the top of his class with nothing but the top grades. He was ready for college!

But there was a little problem! There weren't any colleges in the woods where the dwarfs lived! So, do you think Doc gave up? No Way! He packed his clothes in a knapsack, stuck it on a stick over his shoulder, and walked, and walked, and walked far, far away. He walked so far he left the woods and left his country and walked into the land called France. In France he walked to the Sorbonne University in Paris and knocked on the door. A man with a very serious face opened the door and said, "Bonjour, monsieur!" Doc didn't know what to do--the man was speaking French and Doc did not understand! So he gave up and went back home. . .right? No, of course not! Doc was not a quitter! He was a winner and winners don't give up that easily. You know what he did? He bought a book and taught himself to speak and understand French! [speak the remainder of this story with a French accent] A few weeks later, he went back and knocked on the door. This time, he understood the man and told him, in French, that he wanted to become a doctor. The man smiled and said, "Entré, Monsieur, entré."

Doc studied many years at the university and learned to knock people's knees, shine lights in their eyes, mix up medicine, and (his favorite) give people the shots. As you might expect, he was a very good student and become a fine doctor. When he finished his studies, he walked and walked and walked back to the woods and to the cottage of his parents. The first brother he saw was Sleepy, and he looked at him in amazement and said, "Oo, La La! You don't look so good!" He stuck a long cue tip into Sleepy's mouth and scraped some germs off the back of his throat. He rubbed the cue tip into some germ food in a round dish, covered the dish, and put it in a warm place overnight. Do you know what he was trying to do? That's right! He was growing the germs so he could see them better and know what kind of germs they were. The next morning he lifted up the round dish and held it up to the light. He said, "Oo La La! Now I know what kind of germs are making Sleepy sick and I know the medicine to give him!" Doc mixed some of this and some of that and stirred it all up, then gave it to Sleepy. And, you know what?! The Sleepy got better!

Doc always says, "Oo La La," because that's what they say in France where he learned to be a doctor. The name of his note is "La." His hand sign is held up to his eyes

so he can see the germs and the hand curves around the glass dish. Another way to do Doc's hand sign is like a puppy, or a snake. [have children practice making the La hand sign, then mix it in with review of hand signs for so and mi. Play La on a barred instrument and have everyone sing La while showing the hand sign. Then sing and play "La is higher and so is high and mi is low" several times. Check for understanding, e.g. "which pitch is highest? lowest? in the middle?"] Draw an whole note in the second space with red marker and label it "la." Ask for volunteers to draw other la's.

Quadrant 3: How?

6. Practice making mi, so, la hand signs while dancing to *Jada*.
7. Help children practice making the hand signs by playing "Quick Draw." Everyone stands up and puts their hands on pretend holsters. Teacher calls out either so, mi, or la and children "fire" the correct hand sign. Teacher observes and corrects as necessary. Play this until everyone can easily and quickly make the hand sign for these pitches.
8. When everyone can make the hand sign quickly, teacher plays three tone bells, announcing after each is played its name: la, so, or mi. Then have children show you the hand sign for the fourth, "mystery pitch" (one of the three). For those who didn't get it, play the three reference pitches again (naming each as it is played) then play the pitch of the incorrect hand signs. Repeat the process with the correct pitch. Play this version of the game until most children are proficient to showing the correct hand signs from only aural stimuli.

Quadrant 4: What if?

9. What if we staged a cowboy play where the gunslingers fired hand signs rather than guns? If you'd like to be in the play, raise your hand when I open my eyes really wide to look for volunteers. If you raise your hand, don't turn "yalluh" on me and chicken out. Don't raise your hand unless you intend to play your part through to the end. [play Quick Draw Level One, while improvising on the guitar and singing recitative a made up story, involving two people getting into "gunfights." Because we don't believe in violence, the characters are not shooting guns with bullets, but hand signs that squirt skunk juice on their opponents. Losers of the "gunfight" have to run back home and jump in the bathtub (or the river, lake, pond, fishbowl, etc.) to soak off the stink. Winners continue in the story with another opponent, until defeated. The story can go on and on and continue from one class to the next. Encourage children to practice at playtime by getting 3 friends together: one is the caller and the others the opponents. The loser become the caller and the game continues. Remind them to keep track of how many "wins" each person gets.
10. Once children get good at Quick Draw when teacher calls out the solfege names, substitute playing pitches on bars and/or point to the written pitches.

Method of Evaluation:

Teacher continuously observes children making hand signs and singing the correct pitches, and showing the hand signs in the dance, JaDa, and the game, Quick Draw, and drawing pitches on the staff. To open the following class, ask children to recall the stories of the three dwarfs discussed.

Music Lesson

by Dr. Kirk Kassner

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Lesson Name: Introduction to Solfege and the Seven Musical Dwarfs, Lesson 2
For Grades: 2-5

National Standard Goals:

1. **Singing, alone and with others, a varied repertoire of music.**
 - a. Sing independently, on pitch and in rhythm, with appropriate timbre, diction, and posture and maintain a steady tempo.
5. **Reading and notating music.**
 - b. Use a system (that is, syllables, numbers, or letters) to read simple pitch notation in the treble clef in major keys.
6. **Listening to, analyzing, and describing music.**
 - b. Demonstrate perceptual skills by moving, by answering questions about, and by describing aural examples of music of various styles representing diverse cultures.
 - e. Respond through purposeful movement to selected prominent music characteristics or to specific music events while listening to music.

Materials Needed:

dwarfs showing the Curwen hand signs for soh, mi, and la (Sleepy, Bashful, Doc)
dwarfs showing the Curwen hand signs for doh, re (Happy, Dopey)
recording and written music for a number of pentatonic songs, *e.g. Breezes Are Blowing, Canoe Song, The Jasmine Flower, Tideo* [available in book 3 of Silver Burdett Ginn *Music Connection* 1995], guitar, *Rocky Mountain*, bars for G, E, A, C, D white board and marking pens in black, blue, green, red, brown, yellow

Procedure:

Quadrant 1: Why?

1. Who remembers the story for Sleepy that we learned last time [invite one child to retell it and ask others to fill in anything the first child may have forgotten]. [Repeat for Bashful and Doc.]

Quadrant 2: What?

2. Happy is one of those people you might know who are always cracking jokes. They think everything is funny and get everyone around them laughing. I need a volunteer to stand up here and help me with the story. Volunteer must stand very, very still and not flinch. As I said, Happy is always telling jokes and when he gets to the punch line, he makes his hand into a fist like this and smashes somebody in the face! Right? Wrong! He doesn't like to hurt others, but he makes a fist and gently nudges his friend in the side and says, "Get it, you Do-do?" Because he says "Do-do," the name of his pitch is "doh" and his hand sign is the fist held down ready to nudge someone. [have children practice making the doh hand sign.] Play doh on a barred instrument and have them sing the pitch while making the doh hand sign. But with doh, you get two (clap as in commercial), two (clap), two pitches in one! [play scale from doh to high doh. Show sign for high doh -- fist on head.] Call out doh, mi, soh, la, and high-doh and have children show the correct hand sign. Play each pitch on tone bells and call out its name, then play one of them (the "mystery" note) and have them show the correct hand sign.
Draw a five-line staff on the board and draw so, mi, la as in lesson one, then doh on the

leger line below the staff and doh' in the third space and label all notes. Invite some children to draw some other doh's and high-doh's.

3. Dopey got his nickname from an unfortunate incident in school one day. He was actually the smartest of all the dwarfs, but he flunked out of school in fourth grade. You might be asking yourself, "If he was so smart, how could he flunk out of school?" The same thing happened to him as to Albert Einstein, the world's smartest man: they both flunked out of school. You see, Dopey loved science and math and was always daydreaming about sending a rocket into orbit around the sun. (That's why he wears yellow--the same color as the sun.). One day in math class, the teacher was asking the class, "Now class, what's two plus two." Dopey was calculating the angle that his rocket would have to have at takeoff to escape the earth's gravity. Over a NASA they have whole rooms full of computers to calculate this angle, but Dopey was doing it in his head! He slowly raised his hand at the angle his rocket would fly and just as he got his hand all the way up, the teacher called on him. Startled, he came out of his daydream and said, "Uh, I don't know." The class all laughed at him and the teacher was so angry she wrote a note home and told his parents he was too dumb to come back to school. The problem was, the teacher wasn't smart enough to know how smart Dopey really was, and neither were any of the other children.

Dopey holds his hand like a rocket sitting on its launch pad. The hand is really low--low enough to put thumbs in his pocket--and is angled upward toward the sun. The sun does not come to us in drops or flakes, but in sun beams or sun _____ (does anyone know the other word? Yes! Rays! And that's the name of Dopey's pitch: re. [have children practice making the re hand sign.] Play re on a barred instrument and have them sing the pitch while making the re hand sign. Call out doh, re, mi, soh, la and have children show the correct hand sign. Play each pitch on tone bells and call out its name, then play one of them (the "mystery" note) and have them show the correct hand sign. Draw re hanging down below the first line of the staff and label it. Invite some children to draw some other re's.

Quadrant 3: How?

4. Help children practice making the hand signs by playing "Quick Draw." Everyone stands up and puts their hands on pretend squirt-gun holsters. Teacher calls out either doh, re, mi, or soh, la, or high-doh and children "fire" the correct hand sign. Teacher observes and corrects as necessary. Play this until everyone can easily and quickly make the hand signs for these pitches.
5. When everyone can make the hand sign quickly, teacher plays six tone bells, announcing after each is played its name: doh, re, mi, soh, la, or high-doh. Then have children show you the hand sign for the seventh, "mystery pitch" (one of the six). Praise those who hear accurately and make the correct hand sign. For those who didn't get it, play the reference pitches again (naming each as it is played) then play the pitch of the incorrect hand signs. Repeat the process with the correct pitch. Play this version of the game until most children are proficient to showing the correct hand signs from only aural stimuli.

Quadrant 4: What if?

6. What if doh, re, mi, soh, la, and high-doh were in a song, could you recognize them and show the hand sign when they were played? Watch me and follow along as I show you how to do Rocky Mountain High [sing in solfege and do hand signs for each phrase and have children echo].
7. Let's see if you can guess some songs I sing and sign in solfege. [sing and sign in solfege some of the pentatonic songs listed in the resource section, or sing them while playing a recording of them.]

8. What if we played Quick Draw with all six hand sign we know? By the way, how many practice playing Quick Draw on the playground after our last music class? Who won the shootout contests the most? [continue game from previous class].

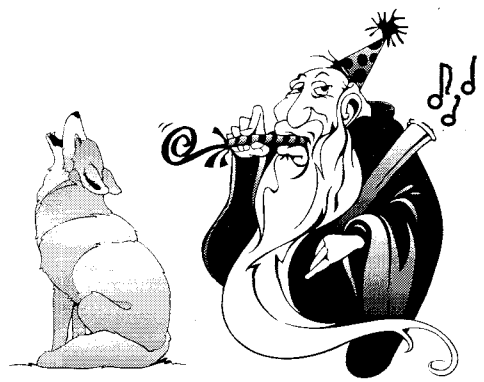
Method of Evaluation:

Teacher continuously observes children making hand signs and singing the correct pitches, and showing the hand signs in the song, Rocky Mountain, and the game, Quick Draw. To open the following class, ask children to recall the stories of the latest dwarfs discussed.

Music Lesson

by Dr. Kirk Kassner

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Lesson Name: Introduction to Solfege and the Seven Musical Dwarfs, Lesson 3
For Grades: 2-5

National Standard Goals:

1. Singing, alone and with others, a varied repertoire of music.

a. Sing independently, on pitch and in rhythm, with appropriate timbre, diction, and posture and maintain a steady tempo.

5. Reading and notating music.

b. Use a system (that is, syllables, numbers, or letters) to read simple pitch notation in the treble clef in major keys.

6. Listening to, analyzing, and describing music.

b. Demonstrate perceptual skills by moving, by answering questions about, and by describing aural examples of music of various styles representing diverse cultures.

e. Respond through purposeful movement to selected prominent music characteristics or to specific music events while listening to music.

Materials Needed:

dwarfs showing the Curwen hand signs for soh, mi, and la (Sleepy, Bashful, Doc)

dwarfs showing the Curwen hand signs for doh, re (Happy, Dopey)

dwarfs showing the Curwen hand signs for ti, fa (Sneezy, Grumpy)

guitar, bars for G, E, A, C, D, B, F, white board and marking pens in black, blue, green, red, brown, yellow, purple. Music and/or recordings for *Joy to the World*, *DoReMi Song* from Sound of Music, *The Marriquette Song*, *Deep and Wide*, etc.

Procedure:

Quadrant 1: Why?

1. Who remembers the story for Happy that we learned [invite one child to retell it and ask others to fill in anything the first child may have forgotten]. [Repeat for Happy & Dopey.]

Quadrant 2: What?

2. Sneezy has lots of allergies and is always sneezing. Here he is in hospital gown, because he has gone to the hospital for tests and he is allergic to EVERYTHING! A nurse told him that sneezes could be stopped by pressing up on the cartilage under the nose. He also discovered that some teas made from herbs helped him not sneeze so much. One day he was raising his finger to order another glass of tea when a big sneeze started. He quickly pressed up on the cartilage under his nose like this [demonstrate]. His hand sign is the first finger pointing up and is held at the level of the nose. The name of his note is the name of his drink: ti. [have children practice making the ti sign]. Ti sounds like this [play on barred instrument, then play doh, re, mi, soh, la, ti and high-doh, naming each as it is played]. Which pitch is right next door to high-doh? [ti] Right! Ti is the highest pitch except for high-doh.

Draw a staff with all pitches as whole notes except fa. Label each. Invite children to draw more Ti's.

3. Grumpy used to be one of those people who didn't like to go to bed at night. Maybe you know someone like that? At bedtime, all the other dwarfs would take their baths, brush

their teeth, and say their prayers, then hop into bed and close their eyes. Happy would chuckle himself off to sleep, thinking of new jokes to tell in the morning. Dopey's covers would go up and down as he calculated the rocket angel, even in his sleep. Bashful's covers would get all messed up as he practice new karate moves. Sleepy didn't take any time at all to be fast asleep and snoring quietly. Sneezzy would have a few last sneezes then fall exhausted into a deep sleep.

But, Grumpy laid wide awake and waited until he heard all his brothers breathing steadily, then he reached under his bed to get his stack of comic books and a flashlight. He read until midnight, 1:00, 2:00, sometimes 3:00 in the morning, then finally fall asleep. A few hours later, Ma called up the stairs, "Dwarfs: its time to get up and get ready for school." Happy jumped out of bed in a wink and said, "Hey, everybody! Listen to my new joke." Dopey jumped up and down on his bed and saed, "Oh, boy! Oh, boy! I figured it out. Today I can send my rocket around the sun!" Bashful usually had to pick himself up off the floor, because he would tangled in his covers and fall out of bed doing karate in his sleep. Sleepy slowly opened his eyes and gave a big yawn, and said, "Is it morning already?" Doc looked around for germs, and Sneezzy of course started sneezy right away. They all went down to eat the hot, home cooked breakfast Ma had made--all of them, that is, except Grumpy!

Ma counted only six dwarfs and said, "Where's Grumpy?" Ma called up the stairs, "Grumpy. Grumpy, you're late again. Get up right now or you'll be late for school." Grumpy stuck his thumb out from the blankets and yelled, "Fa on you, Ma. I'm not going to school today. You can't make me, so there sphzzzzzz!" Ma said, "Pa, Grumpy's at it again." Pa went up the stairs and said, "Grumpy, get up right now!" Grumpy again stuck his thumb out from the blankets and yelled, "Fa on you, Pa. I'm not going to school today. You can't make me, so there sphzzzzzz!" Pa didn't say another word, just took off his belt and whacked the mound on the bed. Grumpy jumped up screaming and trying to sooth his back. Pa asked if he wanted another one, but Grumpy said no. Grumpy stomped down the stairs. At the bottomm Ma say cheerily, "Good Morning, son" and she offered him an apple to eat, since he was too late to eat the hot home-cooked breakfast she had made. Grumpy knocked the apple out of her hand and stomped off to school.

Things didn't go much better at school. The teacher said, "Good morning, class," but Grumpy blurted out, "It's a rotten morning and I don't want to be here, you old bag! sphzzzzzz!" As usual Grumpy got sent down to the principal. In the old days, if you got sent to the principal, you had to bend over and grab your ankles and the principal took a big paddle off the wall, swing it up in a big arc, then bring it down on your bottom with a big loud "Splat!!" The teacher wrote a note and sent Grumpy home.

That night, Pa sat in his rocking chair and asked Grumpy to sit on his lap and talk with him. Pa loved Grumpy a lot, as he loved all his children, and he said, "I remember when you were born, Grumpy. You were so cute and lovable. You made your mother and me so happy! But lately, its like somebody came and exchanged our happy little boy for a grumpy little boy. Do you know why?" Grumpy started to protest, "It's not me! I'm fine. It's just everybody is always picking on me and nobody gives me a chance!" Pa was wiser than that. He said, "Grumpy, I don't think you are seeing this correctly. You have been acting like you aren't getting enough sleep. Every child needs 10 to 11 hours of sleep each night to be able to function well." Pa rocked Grumpy and sang soft lullabies until Grumpy's eyes couldn't stay open any more and he fell into a deep sleep. Pa carried him up the stairs and tucked him in bed, then rubbed his back some more and sang a few more songs to make sure Grumpy stayed sound asleep.

The next morning, Ma called up the stairs as usual, and all the dwarfs got up

again. Only this time, something was different: Grumpy got up, too. Grumpy said, "Hey Happy, tell me one of your funny jokes." Happy looked surprised, but happily told his joke. Grumpy, laughed and greeted all his brothers. "Dopey, can I help you with your rocket after school? Bashful, show me how to do a karate chop." and so on. He skipped down the stairs, gave his mother a big hug and said, "Ma, you're the best mother in the whole world." Ma was so surprised, she fainted and fell on the floor. They got her revived then walked to school. In class, Grumpy said hello to everyone and even offered to wash the chalk board for the teacher. She was so happy that she sent a note home telling how nice Grumpy had become all of a sudden. The other kids all wanted to play with him at recess and he had the best day he could remember. The teacher sent home a good note and Ma made Grumpy's favorite dinner: fried chicken, mashed potatoes and gravy, corn on the cob, and apple pie with ice cream for dessert. As Grumpy finished his pie he was so happy, he stood and said, "This has been the best day of my life. I know now how important it is to get a good night's sleep before a school day, and I promise to always go to sleep on time." He kept his promise and they all lived happily ever after.

4. Remember in the story when Grumpy stuck out his thumb? He was making the "fa" hand sign [have children practice making the fa hand sign. Play fa on a barred instrument and have them sing it. Play doh, re, mi, fa while signing, then play fa, soh, la, ti, high-doh while signing. Ask the children whether Grumpy's note is high or low or in the middle.] Draw fa in the first space of the staff and all the other note. Invite some children to come up and draw other fa's.

Quadrant 3: How?

5. Help children practice making the hand signs by playing "Quick Draw." Everyone stands up and puts their hands on pretend holsters. Teacher calls out either doh, re, mi, fa, soh, la, ti, or high-doh and children "fire" the correct hand sign. Teacher observes and corrects as necessary. Play this until everyone can easily and quickly make the hand signs for these pitches.
6. When everyone can make the hand sign quickly, teacher plays the scale on tone bells, announcing each name: doh, re, mi, fa, soh, la, ti, and high-doh. Then have children show you the hand sign for the ninth, "mystery pitch" (one of the eight). Praise those who hear accurately and make the correct hand sign. For those who didn't get it, play the scale again (naming each pitch as it is played) then play the pitch of the incorrect hand signs. Repeat the process with the correct pitch. Play this version of the game until most children are proficient at showing the correct hand signs from only aural stimuli.

Quadrant 4: What if?


7. What if doh, re, mi, fa, soh, la, ti, and high-doh were in a song, could you recognize them and show the hand sign when they were played? Watch me and follow along as I show you how to do *Joy to the World* [sing in solfege and do hand signs for each phrase and have children echo].
8. Let's see if you can guess some songs I sing and sign in solfege. [sing and sign in solfege some other songs listed in the resource section, or sign them while playing a recording of them.]
9. What if we played Quick Draw with all eight hand signs we know by reading the notes on the staff? By the way, how many practiced playing Quick Draw on the playground after our last music class? Who won the shootout contests the most? [continue game from previous class, but teacher pointing to note on staff. After a while, erase the names of the notes, so children are forced to read pitches from their position on the staff].

Method of Evaluation:

Teacher continuously observes children making hand signs and singing the correct pitches, and showing the hand signs in the song and the game, Quick Draw. To open the following class, ask children to recall the stories of the latest dwarfs discussed.


Happy

Happy is always cracking jokes. He nudges people and says "get it."



Happy's note is

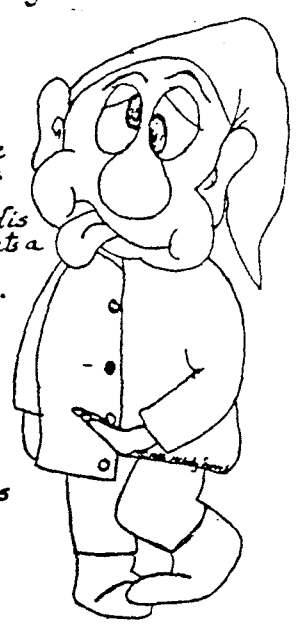
"do"



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
Dopey

Dopey didn't do very well in school because he always was daydreaming about rockets. His hand represents a rocket on its launching pad.



Dopey's note is

"Re"



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Bashful

Bashful was very, very shy. To help him overcome his weakness, he takes karate lessons.



Bashful's note is

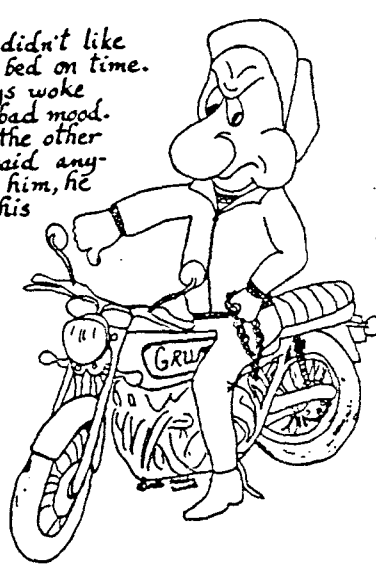
"mi"



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
Grumpy

Grumpy didn't like to go to bed on time. He always woke up in a bad mood. When the other dwarfs said anything to him, he pointed his thumb down. I said "fa".



Grumpy's note is

"fa"



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Sleepy

Sleepy is always tired. He yawns a lot. He keeps his hand ready to politely cover his mouth.



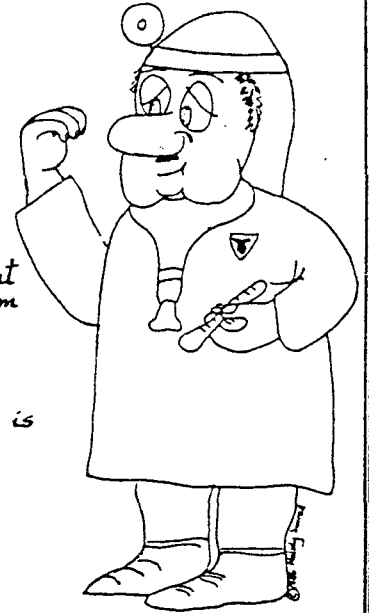
Sleepy's note is
"so"



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Doc

Doc is holding up a throat culture from Sneezzy.



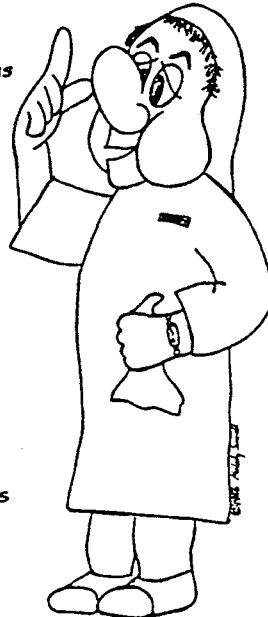
Doc's note is
"La"



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Sneezzy

Sneezzy is always sneezing. He keeps his hand up to try to check his sneezes.



Sneezzy's note is

"ti"



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