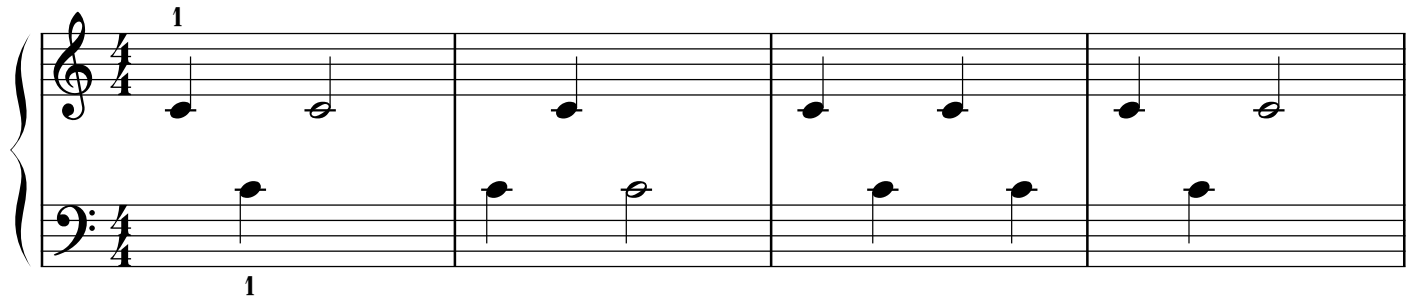
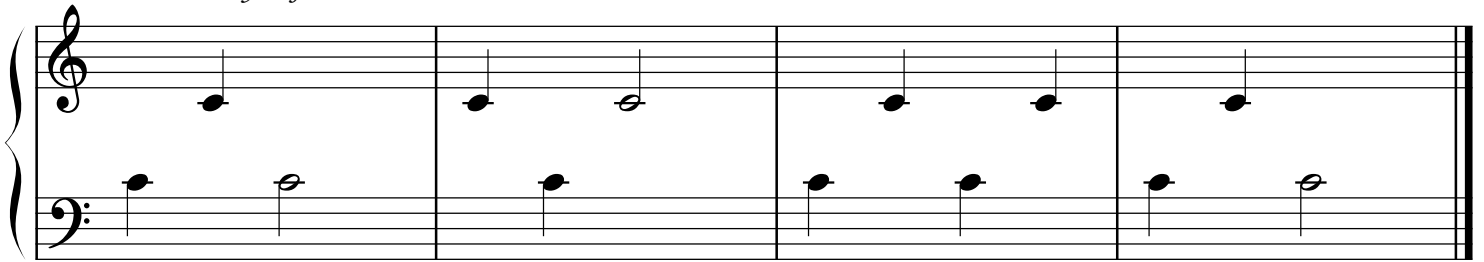


Ich und du

Me and You



... und jetzt du zuerst!  
... *and now you first!*



# Regentropfen

# Raindrops

1

Re - gen - trop - fen  
Rain-drops, rain-drops

lei - se klopfen  
soft - ly fall - ing

Re - gen -  
Rain-drops,

trop - fen  
rain - drops

lei - se  
soft - ly

klopfen  
fall - ing

♩ = sprechen  
speak



## Glockenschläge

## Ringing Bells

Musical notation for the first part of the piece, 'Glockenschläge'. It consists of two staves (treble and bass clef) in 4/4 time. The music begins with a forte (*f*) dynamic. The melody in the treble clef starts with a quarter note G4, followed by a quarter note A4, and then a quarter note B4. The bass clef accompaniment consists of a steady quarter-note bass line: G2, F2, E2, D2. A first finger fingering '1' is indicated above the first measure.

Halte das rechte Pedal das ganze Stück hindurch gedrückt.  
*Hold down the right pedal throughout the entire piece.*

Musical notation for the second part of the piece, 'Ringing Bells'. It consists of two staves (treble and bass clef) in 4/4 time. The melody in the treble clef starts with a quarter note G4, followed by a quarter note A4, and then a quarter note B4. The bass clef accompaniment consists of a steady quarter-note bass line: G2, F2, E2, D2. The instruction 'verklungen lassen' (let sound fade away) is written above the first measure, with the English translation 'let sound fade away' below it.



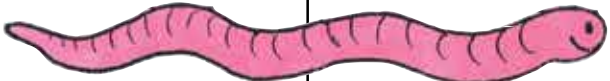
# Die Amsel und der Regenwurm

# The Blackbird and the Rainworm

1

Re - gen-wurm, ich  
Rain-worm, I see

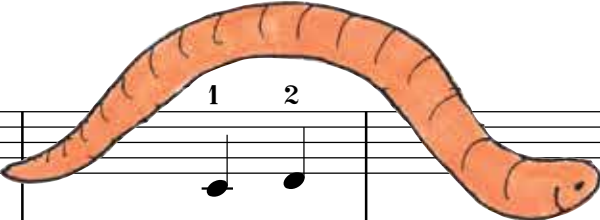
seh dich schon!  
you at last,



1 2

Kriech doch nicht so  
do not crawl a -


schnell da - von!  
way so fast!




1 2

1 2

Pick, pick, pick!  
Pick, pick, pick!



Tick, tick, tick!  
Tick, tick, tick!



Poch, poch, poch!  
Peek - a - boo!

Ab ins Loch!  
Away with you!



Spiele immer so weiter, bis der Wurm im Loch verschwunden ist.  
Keep on playing until the worm has disappeared into his hole.