

# Blocks

Robert Louis Stevenson

Michael Maiorana

Briskly, Swashbuckling, Like a Sea Shanty ♩ = 96

Recorder

Percussion 1 (sleigh bells)

Percussion 2 (jingle taps)

Percussion 3 (scrapers)

Voice

Piano

5

Rec.

1

2

3

Voice

Pno.

What are you a - ble to build with your blocks?

7

Rec.

1

2

3

Voice

Castl-es and pal - ac - es, temp-les and docks.

Pno.

9

Rec.

1

2

3

Voice

Rain may keep rain-ing, and oth-ers go roam,

Pno.

11

Rec.

1

2

3

Voice

I can be hap-py and build-ing at home. Let

Pno.

13

Rec.

1

2

3

Voice

so-fas be moun-tains, the car-pet be sea, there I'll es-tab-lish a ci-ty for me:

Pno.

16

Rec.

1

2

3

Voice

a kirk and a mill and a pal-ace be-side, a

Pno.

19

Rec.

1

2

3

Voice

har-bour as well where my ves-sels may ride.

Pno.

22

Rec.

1

2

3

Voice

Pno.

25

Slow down

Regal ♩ = 72

Rec.

1

2

3

Voice

Pno.

Great is the pa-lace with pil-lar and wall,

29

Rec.

1

2

3

Voice

*mp*

with a tow-er a - top it all, steps com-ing down in an or-der-ly way where my ves-sels lie

Pno.

34

Rec.

1

2

3

Voice

*mf*

safe in the bay. This one is sail - ing and that one is moored: hark to the song of the

Pno.

38 **rall.** **Energetic** ♩ = 96

Rec.

1

2

3

Voice

sail-ors a-board!

**rall.** **Energetic** ♩ = 96

Pno.

*p* 3 3 3 3 3 3 3 3 *ff*

41

Rec.

1

2

3

Voice

Pno.

*pp* *ff*

*pp* *ff*

*pp* *ff*

*sub. p* 3 3 3 3 3 3 3 3

43

Rec.

1

2

3

Voice

*f* 3 3 3 3 3 3 3

Now I have done with it, down let it go! All in a mo-ment the town is laid low.

Pno.

*f* 3 3 3 3 3 3 3 3 3 3 3 3

46

Rec.

1

2

3

Voice

3 3 3

Block up-on block ly-ing scat-tered and free,

Pno.

3 3 3 3 3 3 3 3 3 3 3 3



49

Rec.

1

2

3

Voice

what is there left of my town by the sea? Yet as I saw it, I see it a-gain,

Pno.

52

Rec.

1

2

3

Voice

the kirk and the pal-ace, the ships and the friends, as

Pno.

55

Rec.

1

2

3

Voice

long as I live and where-ev er I be, I'll al-ways re-mem-ber my town by the sea.

Pno.

58

rit.

Rec.

1

2

3

Voice

Pno.

rit.