

Now go through the following ideas on your instrument, awarding marks out of ten for how well it plays each one.

Instrument notes	Observation notes
Melody in low, middle and high registers, played <i>ff</i> , <i>mf</i> , <i>pp</i>	
Fast, repeated notes in low, middle and highest registers, played <i>pp</i> , <i>mf</i> , <i>ff</i>	
Sustained note in the above registers, played at the same three dynamics: does it die away once played? Can its volume be changed after the beginning of the note? On wind instruments time its length	
Attack: <i>sfz</i> , <i>fp</i> , sudden crescendo, shortest note possible	
Agility (speed and ease of playing): scales, arpeggios, common figuration	
Ease of slurring and jumping across wide leaps	
Chords: can it play more than one note at a time?	
Stamina: for how long can it play uninterrupted?	
Does it need to stop temporarily for certain things, e.g.: changing position, breathing, moving a pedal?	

Next, explore different ways of playing the instrument. Instruments are played by scraping, plucking, hitting and blowing. Can your instrument be played in more than one of these ways?

For example, a violin is normally bowed or plucked. However, you can also tap the strings with the wood of the bow (called 'col legno' - Italian for 'with the wood'). Here are some more examples of instruments played in unusual ways:

- Woodwind instruments - the sound of the keys being rattled
- Acoustic guitar and stringed instruments - gently slapping the body of the instrument or the strings with the hand
- Brass instruments - producing a popping sound by hitting the mouthpiece with the palm of the hand
- Piano - plucking the strings inside the piano
- Vibraphones, cymbals and gongs - bowing them with a double-bass bow.