## BALTIMORE COUNTY PUBLIC SCHOOLS

Darryl L. Williams, Ed.D. • Superintendent • 6901 North Charles Street • Towson, MD • 21204

August 2020

Dear Grade 5 Student Parent(s) and/or Guardian(s):

Congratulations! Your child is now prepared to begin the exciting process of learning to play an instrument. The Baltimore County Public Schools offer free class instruction for band and orchestra instruments. In Grade 4 Exploratory Music, your child experienced playing the violin, clarinet, and trumpet. Based on this experience, they are now ready to make an educated decision on what instrument they would best be suited to play.

The following information is provided to help answer parents' most frequently asked questions:

## • What equipment will my child need?

- o An instrument in good playing condition.
- o A method book (please consult with teacher).
- o Accessories (i.e., reeds, cork grease, valve oil, slide oil, rosin, etc.).

## • How do I secure an instrument?

- o Music dealers offer rental purchase plans with reasonable monthly payments (attached).
- o Friends, relatives, and neighbors are a source. Please allow the instrumental music teacher to check the instrument for playing condition **prior to** the first lesson.
- O Purchase a used instrument. It is recommended that a knowledgeable person (music teacher) test play the instrument before purchasing.

## • What if I can't afford to rent/buy an instrument at this time?

o A few school-owned instruments may be available for those students who can demonstrate financial need. Please contact your child's instrumental music teacher should the need arise.

Please return the attached reply form before **Friday**, **September 18**<sup>th</sup>. Lessons will begin on **Thursday**, **October 1**<sup>st</sup>. Instruments must be secured before lessons begin. Should you require further information you may contact your child's instrumental music teacher at Soeur@bcps.org.

Sincerely,

Mrs. Franchesca Brown Principal Mrs. Stephanie Oeur Instrumental Music Teacher