

# SCHOOLTIME SPECIAL (1968)

CORNELIUS CARDEW

Read the questions in A in sequence until you make a Yes or reach the end (silence)

If you make a Yes in A move to B and answer questions at random

Spend plenty of time on A and B before tackling C and D

Read the questions of C in sequence (possibly continuing B the while) until you make a Yes or reach the end (silence)

If you make a Yes in C move to D and answer questions at random

Take breaks for consideration as required

Silent participants may recommence with A at any time.

## **A**

- (1) Do you want to sing a note? Yes? Sing one.
- (2) Do you want to sing a noise? Yes? Sing one.
- (3) Do you want to play a note? Yes? Play one.
- (4) Do you want to play a noise? Yes? Play one.
- (5) Do you want to make a note? Yes? Make one.
- (6) Do you want to make a noise? Yes? Make one.
- (7) Do you want to hear a note? Yes? Hear one.
- (8) Do you want to hear a noise? Yes? Hear one.
- (9) Do you want to leave the room? Yes? Leave it.

## **B**

Can the note or noise rise? Yes? Raise it.

No? Hold it constant.

Can it get louder? Yes? Get it louder.

No? Cut it off.

Can it vibrate? Yes? Vibrate it.

No? Reiterate it.

Can you hold it long? Yes? Hold it long.

No? Hold it as long as possible.

Can it change colour? Yes? Change its colour.

No? Let it change in any way of its own accord.

## **C**

Does the music set you in motion? Yes? Move around (dance)

No? Does it hurt your ear? Yes? Duplicate a sound close to you.

No? Does it let your mind wander? Yes? Duplicate a sound far away. (real or imaginary)

No? Does it accelerate or retard your heartbeat? Yes? Trace the tempo audibly.

No? Does it fray your nerves? Yes? Gyrate and wail.

No? Does it make you feel ridiculous? Yes? Laugh and recommence as from A (2).

No? Does it remind you of something? Yes? Pursue and substantiate the memory.

No? Does it suggest an impression (a picture) Yes? Add touches in the picture.

No? Does it affect you at all (in an unspecified way) Yes? Define it verbally and enhance the affect.

No? Be silent.

## **D**

Do you want the music to go on forever? Yes? Listen

No? Exert yourself to the maximum

Do you want someone to tell you what to do? Yes? Tell your neighbor what to do.

No? Move out of range.

Do you want the music to stop now? Yes? Block your ears.

No? Breathe on it to keep it glowing.

Do you notice gaps in the total sound spectrum? Yes? Trickle into them.

No? Create some.

Do you need more questions? Yes? Make them up.

No? Close your eyes and follow your inclination.