

# 歌舞青春

钢琴谱 · 演唱谱 · 吉他谱

PIANO · VOCAL · GUITAR

电影歌曲

Original Movie

# HIGH SCHOOL MUSICAL



Disney  
CHANNEL

Original movie



人民音乐出版社  
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图书在版编目 (CIP) 数据

歌舞青春: 汉英对照 / 美国迪士尼音乐公司, 美国仙境音乐有限公司编. — 北京: 人民音乐出版社, 2011. 2  
ISBN 978-7-103-03798-0

I. ①歌… II. ①美… ②美… III. ①钢琴-改编曲-美国-选集 IV. ①J657.41

中国版本图书馆 CIP 数据核字 (2010) 第 076860 号

统 筹: 赵雨童

责任编辑: 张 倩

海伦德出版公司 出版发行  
人民音乐出版社

(北京市东城区朝阳门内大街甲 55 号 邮政编码: 100010)

Http: //www. rymusic. com. cn

E-mail: rmyy@rymusic. com. cn

新华书店北京发行所经销

北京美通印刷有限公司印刷

635×927 毫米 8 开 2 插页 8 印张

2011 年 2 月北京第 1 版 2011 年 2 月北京第 1 次印刷

印数: 1-5,000 册 定价: 45.00 元

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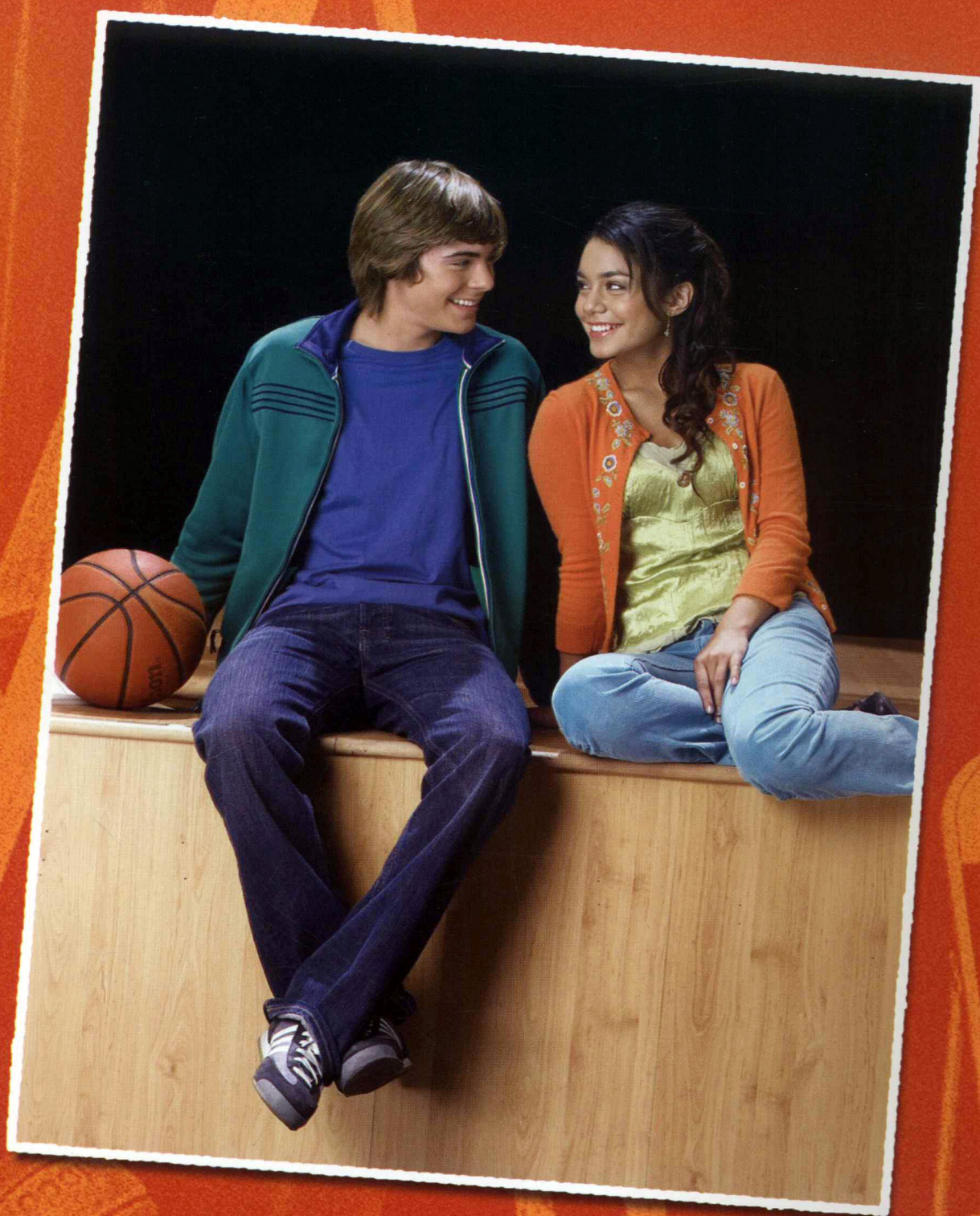
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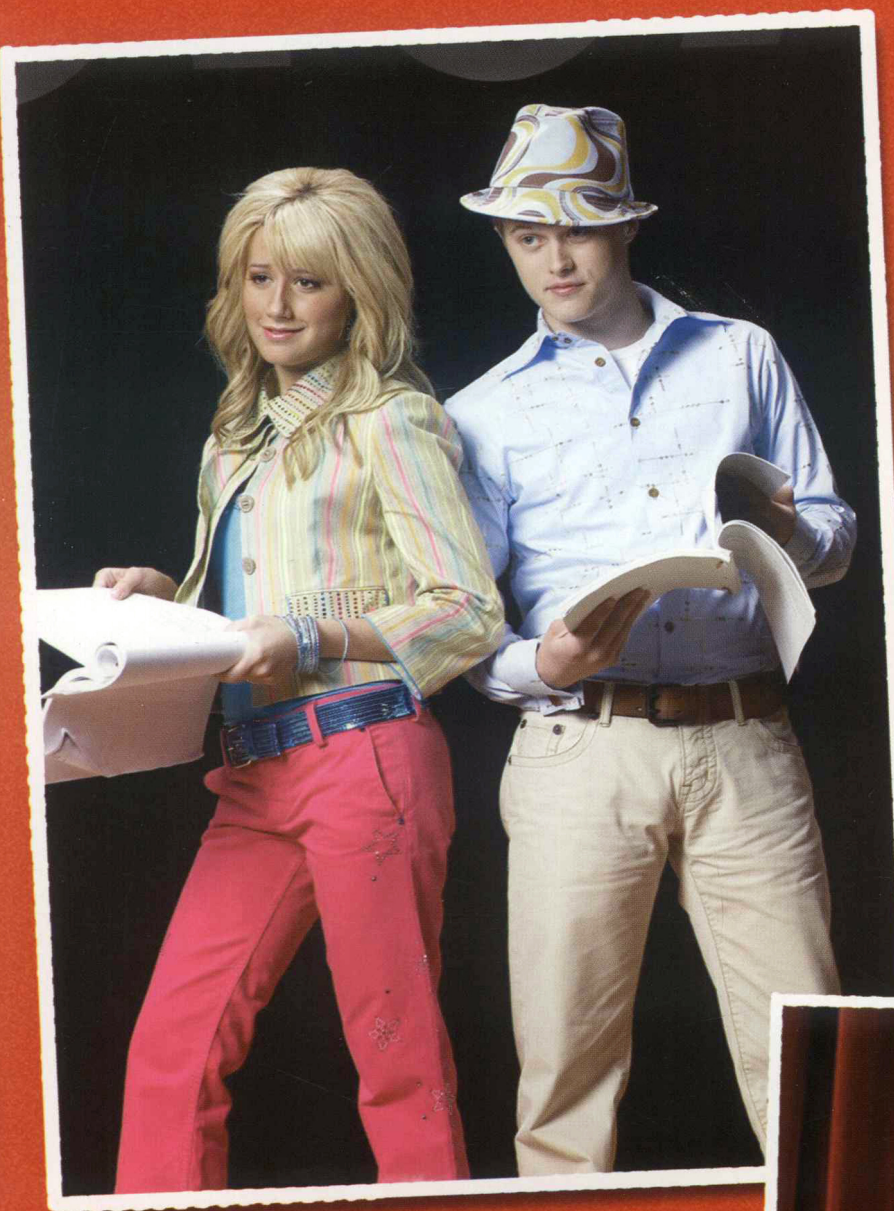
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# 全新的旅程

## START OF SOMETHING NEW

马修·杰拉德、罗比·纳威词曲  
Words and Music by MATTHEW GERRARD  
and ROBBIE NEVIL

Moderately

Csus2



F(add2)/C



*mf*

With pedal

The piano introduction consists of two staves. The right hand plays a melody starting on G4, moving up stepwise to D5, then down to C5, B4, A4, and G4. The left hand plays a bass line starting on C3, moving up stepwise to G3, F3, E3, and D3. The tempo is marked 'Moderately' and the dynamic is 'mf'. Chord diagrams for Csus2 (3rd fret) and F(add2)/C are provided above the staves. A 'With pedal' instruction is written below the first measure.

Csus2



Male: Liv - ing in my own — world; did - n't

The first line of the male vocal part is set in 4/4 time. The melody starts on G4, moves up to A4, B4, and C5, then down to B4, A4, and G4. The piano accompaniment features a steady eighth-note bass line in the left hand and a melody in the right hand that mirrors the vocal line. A 'With pedal' instruction is written below the first measure.

F(add2)/C



C(add2)



un - der - stand — that an - y - thing can hap - pen —

The second line of the male vocal part continues the melody. The piano accompaniment provides harmonic support with a steady bass line and a melody in the right hand.

F(add2)/C



when you take a chance. — Female: I

The third line of the male vocal part concludes with the words 'when you take a chance.' The female vocal part begins with the word 'I' on a high note. The piano accompaniment continues to provide harmonic support.



**Dsus2** **G(add2)/D**

nev - er be - lieved in what I could - n't see.

**D(add2)**

I nev - er o - pened my heart to all the pos - si -

**G(add2)/D** **Bb(add2)**

bil - i - ties. Oh, Both: I know Female: that some-thing has changed;

**C(add2)** **Bb(add2)**

Both: nev - er felt this way. Female: { And right here to - night, I know it for real:



C(add2) Bb(add2) C(add2) D(add2)

Both: this could be the start of some - thing new. —

G(add2) D(add2) G(add2) A

Female: It feels so right — Both: to be here with you, oh. — And

Bm7 D(add2)

now, look - ing in your eyes, — Female: I feel in my heart —

G(add2) A(add2) Csus2

To Coda

Both: the start of some-thing new. —



Dsus2



Male: Now who'd - 've ev - er thought — that

G(add2)/D



Both: we'd both be here — to - night? —

D(add2)



Female: Yeah, — and the world — looks so much bright - er, oh, — with you

G(add2)/D



by my — side. —



D.S. al Coda

Both: I



CODA A(add2)

Csus2

the start of some - thing new. Male: I nev - er knew that it could

G(add2)

Bm7

A(add2)

A

D

hap - pen till it hap - pened to me. Oh, yeah.

Csus2

G(add2)

Bm7

Both: I did - n't know it be - fore, but now it's eas - y to see, oh.

C(add2)

D(add2)

C(add2) D(add2)

E(add2)

It's the start of some - thing new.



A(add2) E(add2)

It feels so right to be here with you,

A(add2) B C#m7 E(add2)

oh. And now, look - ing in your eyes, I feel in my heart

A(add2) 1 B(add2) 2 B(add2)

that it's the *Female:* the start of some - thing new,

A(add2) B(add2) D6/9

*Female:* ...the start of some - thing new.  
*Male:* ...the start of some - thing new... *...some - thing new.*



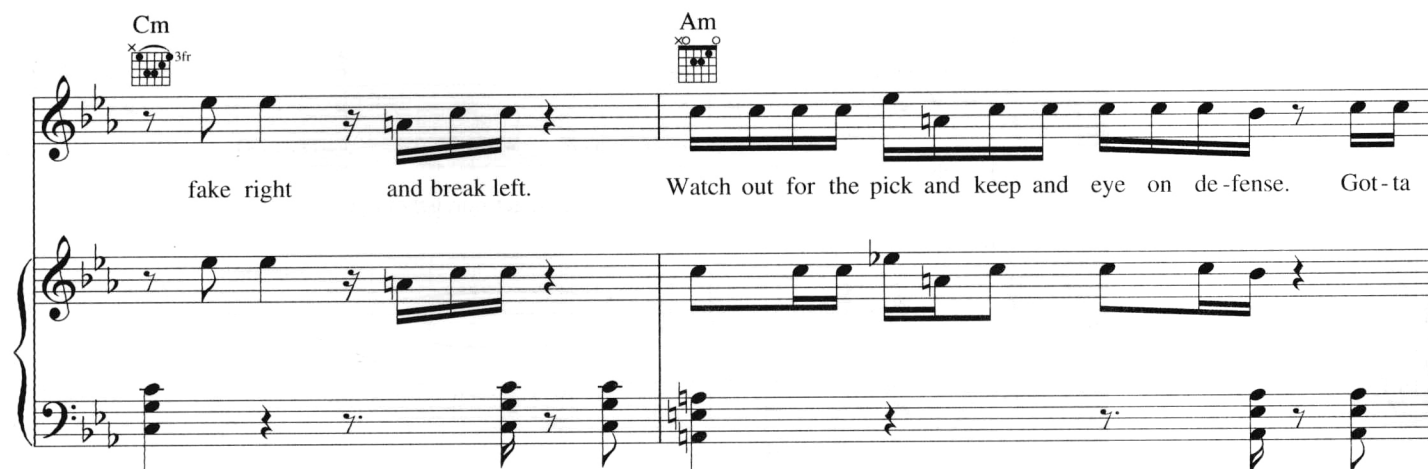
# 全 心 投 入 比 赛

## GET'CHA HEAD IN THE GAME

瑞·恰姆、格里格·恰姆、安德鲁·西利词曲

Words and Music by RAY CHAM,  
GREG CHAM and ANDREW SEELEY

Moderately (♩ =  $\overset{\frown}{\text{♩}} \text{ } \overset{\frown}{\text{♩}}$ )





Cm Am Bm

run the give-and-go, take the ball to the hole, — and don't be a - fraid — to shoot the out - side "J".

N.C. Cm Am Bm

Uh, just keep your head in the game. — Uh, just keep your head in the game, — and

Cm Am Bm

don't be a - fraid — to shoot the out - side "J". Uh, just keep your head in the game. — You got - ta

Cm Am

get - 'cha, get - 'cha head in the game. — (We got - ta get our, get our, get our, get our head in the game.) — You got - ta

Cm Am Bm

get - 'cha, get - 'cha head in the game. — Come on,  
(We got - ta get our, get our, get our, get our head in the game.) —

Cm Am Bm

get - 'cha, get - 'cha head in the game. — You got - ta  
(We got - ta get our, get our, get our, get our head in the game.) —

Cm

get - 'cha, get - 'cha, get our head in the game. — We got - ta  
(..get our, get our head in the game. —

Am Bm N.C.

get our, get our, get our, get our head in the game. — Whoo!) — Let's



Cm Am



make sure that we get the re - bound, 'cause when we get it, then the crowd will go — wild.

Cm



A sec - ond chance, got - ta grab it and go. —

Am Bm N.C.



May - be this time, we'll hit — the right notes. —

Cm Am Bm



Wait a min - ute; not the time or place. — Wait a min - ute; get my head in the game. —

Cm Am Bm

Wait a min-ute; get my head in the game. — Wait a min-ute; wait a min-ute. Got-ta }  
I got-ta }

Cm Am

get my, get my head in the game. — I got-ta  
(You got-ta get-'cha, get-'cha, get-'cha, get-'cha head in the game.) —

Cm Am Bm

get my, get my head in the game. — Come on,  
(You got-ta get-'cha, get-'cha, get-'cha, get-'cha head in the game.) —

Cm Am Bm

get my, get my head in the game. — I got-ta  
(You got-ta get-'cha, get-'cha, get-'cha, get-'cha head in the game.) —