

Bread of Heaven

Music: A Moffat (b. 1863). Text: J Conder (1789 - 1855)

Arranged and Adapted: PKN

Unhurried

The first system of the musical score consists of three staves. The top staff is a vocal line with a treble clef and a 6/8 time signature, containing four measures of whole rests. The middle and bottom staves are piano accompaniment, with a treble and bass clef respectively, both in 6/8 time. The piano part begins with a dynamic marking of *p* (piano) and features a melodic line in the right hand and a bass line in the left hand, primarily using quarter and eighth notes.

5

The second system of the musical score consists of three staves. The top staff is a vocal line with a treble clef and a 6/8 time signature, containing four measures of music with lyrics. The middle and bottom staves are piano accompaniment, with a treble and bass clef respectively, both in 6/8 time. The piano part continues with a melodic line in the right hand and a bass line in the left hand, primarily using quarter and eighth notes.

Bread of hea - ven, on thee we feed, for thy flesh is meat - in - deed;
Vine of hea ven, thy blood sup plies this blest cup of sac - ri - fice;

9

The third system of the musical score consists of three staves. The top staff is a vocal line with a treble clef and a 6/8 time signature, containing four measures of music with lyrics. The middle and bottom staves are piano accompaniment, with a treble and bass clef respectively, both in 6/8 time. The piano part continues with a melodic line in the right hand and a bass line in the left hand, primarily using quarter and eighth notes.

ev - er may our souls be fed with this true and liv - ing bread,
'tis thy wounds our heal - ing give, to thy cross we look and live:

13

day by day with strength sup - plied through the life of him who died.
 thou our life! O, let us be root - ed, graf - ted, built on thee.

17

Bread of heav'n, bread of heav'n, bread of heav'n.
 Vine of heav'n, vine of heav'n, vine of heav'n.

pp
rall. **Fine**

21

D.S. al Fine