

Genres			Music Technology Terms			Key terms for analysing music		
1	60's to 70's	Folk revival, Psychedelic, Heavy Metal, Soul, Motown, Disco, Punk, Reggae	1	Multi-tracking	Recording several parts one at a time and layering them using a DAW	1	Dynamics	How loud or quiet the music is. Does it change in certain sections and why?
2	80's to 90's	Synth pop, Post punk, Thrash Metal, Grunge, Britpop, Hip hop, House, Rave	2	Overdubbing	Doubling up the recording of a part to make it sound bigger / Thicker in texture	2	Rhythm	The pattern of notes used. Does the instrument play a repetitive rhythm or a complex one?
3	00's to present day	Pop Punk, EDM, Dubstep, K-pop, Reggaeton, Grime, Trap	3	Sampling	Taking a small section of an existing audio recording and using it in own work	3	Structure	The sections of the music. Into, Verse, Chorus, Bridge, Outro. How the music is put together
4	World music and Fusion	African drum music, Indian Raga, Afrobeat, Jazz fusion		4	Synthesiser			
5	Music for Media	Film, TV, Computer games, Ambient music, Foley	5	Sequencing	Composing music using MIDI	4	Melody	The main tune. Think about if it moves in steps or leaps.
6	Western Classical	Romantic, Orchestral, Minimalism	6	MIDI	Musical notation for DAW	5	Instrumentation	The instruments used
7	Jazz and Blues	Bebop, Big band, Blue note, Country blues, Delta blues	7	Looping	Continuous playback of musical phrase / sound	6	Texture	The layers of instruments / Sound
Industry Products			8	Turntablism	Manipulating sounds and beats using DJ equipment	7	Timbre	Describes the characteristics of the sound. Eg. Bright or Gritty.
1	Live Performance	Performing to a live audience (video)	9	Phasing and distortion	Guitar effects used to manipulate audio	8	Harmony	The Key the music is written in. Major or Minor.
2	Audio recording	Audio recording of your piece	10	DAW	Digital Audio Workstation. Software used to create music	9	Syncopation	A rhythm the used the off beat (beats 2 and 4)
3	Composition for media	Own composition for TV, Film or game	11	Quantise	Aautomated movement of performed notes	10	BPM	Beats per minute, used to measure the tempo (speed)
4	DAW Project	Project using sequencing, synthesis and sampling	12	Analogue	Recording onto a physical format. Before digital age			
5	Original song	Own song / composition idea						

## Component 1 – Exploring Music Styles and Products

<u>Elements of Music</u>	
<b>Pitch</b>	The pitch is how high or low the sounds/notes are. For example: A scale of notes rises in pitch by step.
<b>Tempo</b>	The tempo is the speed of the music. For example: how fast or slow the music is being played.
<b>Dynamics</b>	The volume of the music. For example: how loudly or quietly the music is being played.
<b>Duration</b>	The length of notes. For example: a minim lasts for two beats.
<b>Texture</b>	The layers within a piece of music. For example: how thick or thin the music is and how the parts within the music relate to each other.
<b>Timbre</b>	The quality and type of sound produced by an instrument. For example: string, brass, percussion, woodwind, voice.
<b>Silence</b>	The absence of music sounds. For example: in music, rests are written to show where the player should be silent.

<u>Personal and professional skills for the music industry</u>	
<b>Time management</b>	The ability to manage your time well in all processes involved within the music industry.
<b>Self-discipline</b>	The ability to stick to your plan and commit to your rehearsal/practise session.
<b>Working with others</b>	The ability to communicate well with your peers and to work together well to create the final music product.
<b>Correct and safe use of equipment</b>	The ability to maintain and correctly use musical equipment, including musical instruments, and electrical equipment.
<b>Maintaining a development plan</b>	Keeping a log of your journey, always referring back to the skills you are developing with regular check-in points.

<u>Composition Skills</u>	
<b>Creating chord sequences</b>	Using major and minor triads from within a key to create patterns of chords.
<b>Using musical starting points</b>	Using a musical/visual stimuli to inspire continuation of an initial idea.
<b>Exploring musical structures</b>	Taking inspiration from other pieces of music or songs to create a structure that suits your idea. E.g. ABABA, popular song, variations on a theme.
<b>Using rhythmic and melodic rhythms</b>	Exploring and creating patterns of notes in certain orders to create playable rhythms for both accompaniment and for melodies (tunes)

<u>Key Performance &amp; Rehearsal Skills</u>	
<b>Rhythm and timing</b>	Being able to play rhythms accurately and stay in time with other musicians, keeping the music together.
<b>Accuracy of pitch</b>	Being able to sing or play the correct notes, ideally from sheet music.
<b>Intonation/tuning</b>	Being able to stay in tune and not go sharp or flat when playing or singing.
<b>Phrasing &amp; breath control</b>	Controlling your breathing so that you can sing or play through a phrase showing musical shape.
<b>Learning repertoire &amp; following an accompaniment</b>	Being able to tackle a new song/piece of music and the ability to follow a live or pre-recorded accompaniment part.
<b>Instrumental or vocal technique &amp; Musical skills exercises</b>	Breathing exercises, scales, and technical exercises specific to your instrument/voice in order to develop a good technique.
<b>Creating a practise routine</b>	Organising your practise sessions and keeping a log to ensure development in all areas of performance.
<b>Stage presence</b>	Having confidence to command the audience and allowing them to engage in your performance.
<b>Expression &amp; musicality</b>	Having the ability to connect with a song/piece of music and put your own stamp on it, showing emotion.
<b>Health and safety in the use of equipment</b>	Learning and maintaining high standards of looking after musical equipment of all varieties.

<u>Music Production Skills</u>	
<b>Recording and editing audio (voice and instruments)</b>	Exploring how to record using music technology musical instruments and voices. Also how to edit out errors and record multiple layers.
<b>Exploring digital recording software and tools</b>	Exploring how to use music technology equipment and computer software to create a music recording.
<b>Using effects</b>	Exploring the use of reverb, echo, delay, distortion and other vocal and instrumental effects.

<u>How you will communicate your music skills development</u>	
<b>Methods of capturing musical development:</b>	
Digital or written portfolio – including production notes, rehearsal diaries, annotated photographs/screenshots, milestone performances and reviews, recorded audition, compositional sketches and ideas.	
<b>Keeping a clear and organised approach:</b>	
Key points in the process need to be referenced clearly and in chronological order. Your written commentaries must match the quality of your practical work to show your full understanding.	

## Melody – Knowledge Organiser

### Pitch



How high or low a note is

### Interval



The distance between any two notes.

### Motif



A fragment of a melody.

### Range



The difference between the lowest and highest notes

### Phrase

A longer melodic idea. Musical “sentences” are constructed from phrases.



### Hook/riff

A memorable repeated melodic idea designed to catch the ear of the listener.



### Melodic movement

**Steps** – movement between notes that are next to each other in the scale

**Skips** – movement equal to two steps. You “skip” over a note in the scale

**Leaps** – any movement that is larger than a skip

**Scalic** – when a section of a melody moves along using notes in scale order

**Chromatic** – movement using steps including notes that are not in the key

**Passing note** – notes which link chord tones

### Scale/mode

A group of notes which a melody is based on  
e.g. major, minor, blues, chromatic, dorian

### Counter melody



### Compositional devices

**Repetition** – repeat a melodic idea

**Sequence** – repeat a melodic idea but starting on a different note

**Imitation** – repeat a melodic idea in another instrument

**Variation** – change the melodic idea slightly

**Ostinato** – constant repetition of a melodic idea




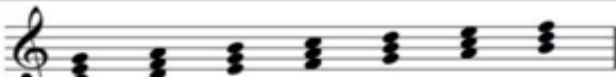





**Inversion** – turn the melodic idea upside down

**Retrograde** – play the melodic idea backwards



## Harmony – Knowledge Organiser

**HARMONY** – how chords are used in a piece of music.

<b>Triad</b>  A basic type of chord made up of three notes	<b>Inversion</b>  Rearranging the order of the individual notes of a chord	<b>Power Chord</b>  A chord using only the 1 <sup>st</sup> and 5 <sup>th</sup> scale degrees; no 3 <sup>rd</sup>	<b>Arpeggio</b> – playing the individual notes of a chord one after another <b>Cadence</b> – a movement between two chords at the end of a phrase <b>Chromatic</b> – music that uses chords that are not naturally found in the key <b>Diatonic</b> – music that use only chords that belong to the key <b>Dominant</b> – the fifth chord (V) of a key <b>Harmonic rhythm</b> – the rate at which the chords change in a piece <b>Modulation</b> – when the harmony shifts to a new key <b>Primary triads</b> – chords I IV and V in a key <b>Progression</b> – a sequence of chords put together <b>Seventh</b> – adding the 7 <sup>th</sup> degree of the scale to a triad <b>Tonic</b> – the first chord (I) in a key																																
<b>Chord Functions in a Key – Roman Numeral System</b>			<b>Building Chords Using Scale Degrees</b>																																
 <table><tr><td>C</td><td>Dm</td><td>Em</td><td>F</td><td>G</td><td>Am</td><td>Bdim</td></tr><tr><td>I</td><td>ii</td><td>iii</td><td>IV</td><td>V</td><td>vi</td><td>vii°</td></tr></table>			C	Dm	Em	F	G	Am	Bdim	I	ii	iii	IV	V	vi	vii°	<table><tr><td>C</td><td>D</td><td>E</td><td>F</td><td>G</td><td>A</td><td>B</td></tr><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr></table> Example: Minor triads are built using the 1 b3 and 5 degrees of a scale so a C minor triad contains the notes C Eb G					C	D	E	F	G	A	B	1	2	3	4	5	6	7
C	Dm	Em	F	G	Am	Bdim																													
I	ii	iii	IV	V	vi	vii°																													
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1	2	3	4	5	6	7																													
<b>Major Triad</b> 1 3 5		<b>Minor Triad</b> 1 b3 5		<b>Major 7<sup>th</sup> chord</b> 1 3 5 7		<b>Minor 7<sup>th</sup> chord</b> 1 b3 5 b7		<b>Dominant 7<sup>th</sup> chord</b> 1 3 5 b7																											
<b>Perfect Cadence</b> "The strongest one"		<b>Plagal Cadence</b> "The Amen one"		<b>Imperfect Cadence</b> "The cliffhanger one"		<b>Interrupted Cadence</b> "The hidden twist one"		<b>Chord Symbol</b>																											
 V I		 IV I		 I V		 V vi		 C Fm G7																											

## Dynamics – Knowledge Organiser

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**DYNAMICS** refer to how loud or soft music is played. It is an important part of performing music **EXPRESSIVELY**.

Fortissimo *ff* **VERY LOUD**

Forte *f* **LOUD**

Mezzo-forte *mf* **Fairly Loud**

Mezzo-piano *mp* **Fairly Soft**

Piano *p* **Soft**

Pianissimo *pp* **Very Soft**



On a musical score the dynamic markings are always placed **UNDERNEATH** the stave.

Sometimes composers place extreme dynamic markings on a score to express that they want the music to be played as loud or as soft as is humanly possible!

*pppp* *ffff*

**Crescendo**



Gradually getting louder

**Diminuendo**



Gradually getting softer

## Articulation – Knowledge Organiser

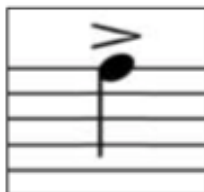
**ARTICULATION** means *how* you play or sing a note. It is an important part of performing music **EXPRESSIVELY**.

### Staccato



Performed short and briefly. Notes sound detached from each other.

### Accent



Emphasise a note so that it sounds louder than others.

### Legato



Perform the notes smoothly. Notes sound connected to each other.  
A smooth articulation between two notes is called a **SLUR**.

### Orchestral Strings

#### Pizzicato



Perform the notes by plucking them with the fingers.

#### Arco



Perform the notes by using the bow.

#### Tremolo



Continuously play the note with the bow rapidly to produce a trembling effect.

### Other Articulations

**Vibrato** – a slight “wobbling” of the pitch of a note for expression. An important vocal technique as well as for instruments.

**Tonguing** – the technique used by brass and wind players. Faster rhythms often require the technique of double or triple tonguing.

**Bend** – guitarists can use their fingers to bend the string from one note to another. Brass and wind players can also do this with different mouth shape and air pressure.

### Sforzando



A sforzando is a type of accent. The note should be played with a sudden, strong emphasis.

### Slides

**Glissando** – a dramatic slide between a wide range of notes. For example, running the fingers along the strings of a harp.

**Portamento** – a smooth slide between two notes. Used frequently by singers.

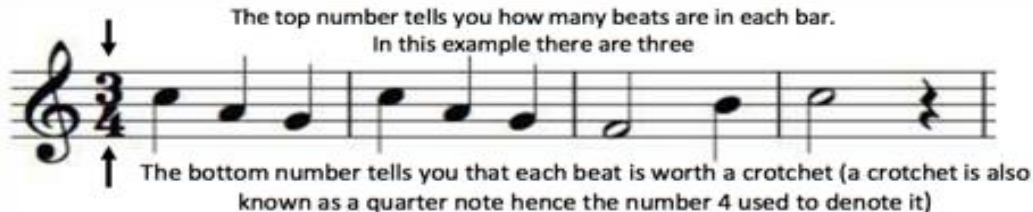
Structure and Form – Knowledge Organiser			
STRUCTURE - the different sections of a piece or music and how they are ordered.			
Typical Pop Song Structure			
Intro – Verse 1 – Verse 2 – Chorus – Verse 3 – Middle 8/Bridge – Verse 4 – Chorus – Outro			
<b>Intro</b>	<b>Binary Form</b>  Music that has two sections. These are labelled A and B.  <div style="font-size: 2em; color: red; text-align: center;">A B</div>	<b>Ternary Form</b>  Music that has three sections. The A section is heard again after B.  <div style="font-size: 2em; color: red; text-align: center;">A B A</div>	<b>Rondo Form</b>  A recurring theme (A) contrasted by different sections.  <div style="font-size: 2em; color: red; text-align: center;">A B A C A D A E</div>
<b>Verses</b>			
The introduction sets the mood of a song. It is often instrumental but can occasionally start with lyrics.  Verses introduce the song theme. There are usually new lyrics for each verse which helps to develop the song's narrative			
<b>Choruses</b>	<b>Theme &amp; Variation</b>  A composition can be developed using the <b>VARIATION</b> technique. A main theme is composed then the following sections vary this theme in some way, by altering for example:  MELODY – RHYTHMS – CHORDS – TEMPO – INSTRUMENTATION – KEY		
<b>Middle 8/Bridge</b>			
All the choruses usually have the same lyrics. This section relays the main message of the song.  This section adds some contrast to the verses and choruses by using a different melody and chord progression.			
<b>Instrumental Solo</b>	<b>Strophic Form</b>	<b>Through Composed</b>	
Solos are designed to show off an instrumentalists skills. Rock, jazz and blues often feature solos on instruments such as piano, sax, guitar and drums	When all of the verses are sung to the same music.	When each section has different music. No section is repeated.	



## Time Signature – Knowledge Organiser

A **TIME SIGNATURE** gives you information on how the beats are arranged in a piece of music. It is also known as **METRE**

The top number tells you how many beats are in each bar.  
In this example there are three


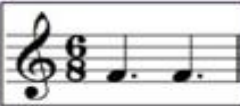






The bottom number tells you that each beat is worth a crotchet (a crotchet is also known as a quarter note hence the number 4 used to denote it)

Number **2** on the bottom = **MINIMS**

Number **4** on the bottom = **CROTCHETS**

Number **8** on the bottom = **QUAVERS**

Simple Metre	Compound Metre
	
	
	

There are two main types of metre: **SIMPLE** and **COMPOUND**

Simple time signatures have beats that can be broken down into two notes

Compound time signatures have beats that can be broken down into three notes.

In compound time signatures each beat is represented by a dotted crotchet which can be broken down into three quavers



The vast majority of music is written with a 4/4 time signature.

This is so common it is known as **COMMON TIME** and can be denoted using a letter C instead of using numbers



### IRREGULAR METRE

Sometimes music is written in a metre containing odd numbers of beats in each bar















## Rhythm – Knowledge Organiser

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When you combine any two or more notes or rests you create a **RHYTHM**.

### Basic Note and Rest Lengths

Semibreve	Minim	Crotchet	Quaver	Semiquaver
4 Beats	2 Beats	1 Beat	$\frac{1}{2}$ Beat	$\frac{1}{4}$ Beat
Note 				
Rest 			 Adjacent quavers can be joined together with a <b>BEAM</b>	 Adjacent semiquavers can be joined together with a <b>BEAM</b>

### Dotted Notes and Rests

A dot placed after a note or rest tells you to increase the note or rest by **HALF ITS ORIGINAL VALUE**

 1 Beat	 2 Beats
 1 and a half beats	 3 Beats

### Types of Rhythms

This bass line would be described as having a **CROTCHET** rhythm



**DOTTED MINIM and SEMIQUAVER** rhythm



#### POLYRHYTHM

Two or more different rhythms with the same **METRE** played at the same time

#### CROSS RHYTHM

Two or more rhythms played at the same time but with conflicting **ACCENTS** often in different **METRES**



### Ties

A **TIE** joins two notes of different values



Here you would play the first note and hold it for 3 beats (2+1)

### Triplets

A **TRIPLET** is 3 notes played where there is usually only space for 2



## Tempo – Knowledge Organiser

**TEMPO** means how fast or slow a piece of music is – it is the speed of music

The **TEMPO** of a piece of music is most commonly indicated in two ways – an Italian word and beats per minute (**B.P.M.**)

Italian term	English meaning	B.P.M.
Largo	Slowly and broadly	40 - 60
Adagio	Slowly (but not as slow as largo)	60 - 75
Andante	At a walking pace	75 - 105
Moderato	At a moderate pace	105 - 120
Allegro	Quite fast	120 - 155
Vivace	Quick and lively	155 - 175
Presto	Very fast	175 - 200

Tempo markings are placed at the start of the score above the stave



There are also some terms which indicate a change in tempo during a piece

Italian term	English meaning
Accelerando	Gradually speeding up
Ritardando/Rallentando	Gradually slowing down
Ritenuto	A sudden slowing down
Rubato	A highly expressive technique where a performer plays with flexible tempo

## Texture – Knowledge Organiser

**TEXTURE** is what we call the different layers and parts of a musical piece and how they fit together.

### Monophonic



A single melodic voice or instrument



### Counterpoint

Two or more different melodies playing together.

### Unison

When two or more voices or instruments sing/play exactly the same thing at the same time

### Polyphonic



Different musical lines that interweave with each other

### Melody and accompaniment



### Homophonic



A texture based on chords

### Parallel Motion

Notes moving in the same direction keeping the same interval.



### Examples of THIN texture

Solo instrument  
Acoustic guitar and vocal  
Piano and cello

### Examples of THICK texture

An orchestra  
A rock band  
A samba ensemble

### Contrary motion



Notes moving in opposite directions; one up, the other down.



## Instrumentation (Rock and Pop) – Knowledge Organiser

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Electric Guitar



Acoustic Guitar



Bass Guitar



Drum Kit



Lead Vocals



Backing Vocals



Brass Section



String Section



Piano



Electric Piano



Organ

## Technology



Synthesizer



Guitar Effects



Sampling/  
Looping



MIDI Sequencing/Recording  
Software



Autotune

Effects Processors

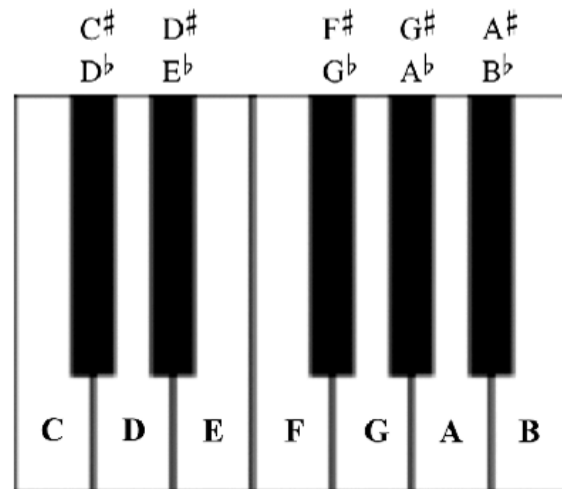


Amplifier

## Treble Clef notes














## Bass Clef notes



# - Sharps - black notes to the **right** (sharp things point up!)

b - Flats - black notes to the **left** (flat tyres go down!)

	Note	Rest	Value
Quaver	 or  (in pairs)		1/2 each
Crotchet			1
Minim			2
Dotted Minim			$2 + (1/2 \times 2) = 3$
Semibreve			4