

BTEC Tech Award in Music Practice



Year 11 Knowledge Organisers

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.



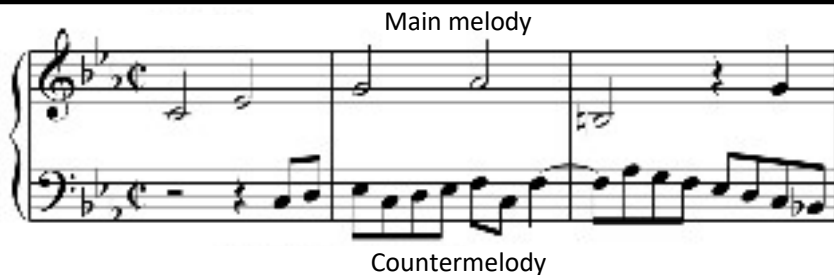
Melodic movement

- 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

Articulation – Knowledge Organiser

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

Staccato



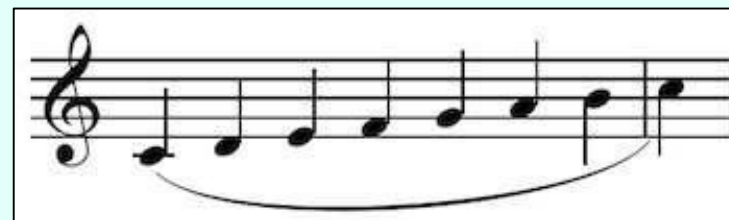
Performed short and briefly. Notes sound detached from each other.

Accent



Emphasise a note so that it sounds louder than others.

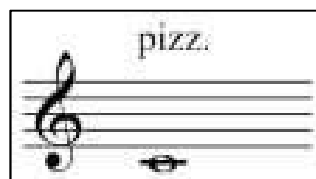
Legato



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.

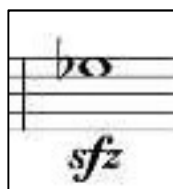
Other Articulations

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.

Dynamics – Knowledge Organiser

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 staff.

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!

ffff
pppp

Crescendo



Gradually getting louder

Diminuendo

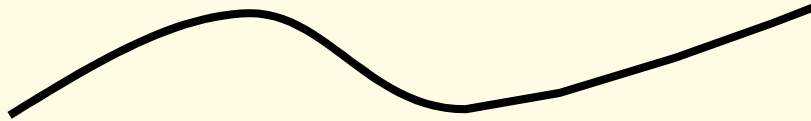


Gradually getting softer

Texture – Knowledge Organiser

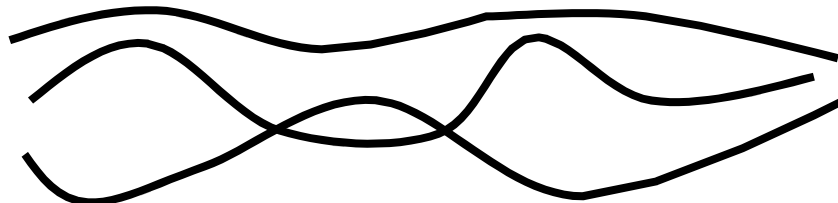
TEXTURE is what we call the different layers and parts of a musical piece and how they fit together.

Monophonic



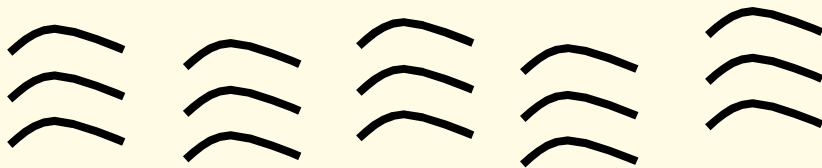
A single melodic voice or instrument

Polyphonic



Different musical lines that interweave with each other

Homophonic



A texture based on chords

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

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

Melody and accompaniment



Parallel Motion

Notes moving in the same direction keeping the same interval.



Contrary motion

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



Structure and Form – Knowledge Organiser

STRUCTURE -the different sections of a piece or music and how they are ordered.



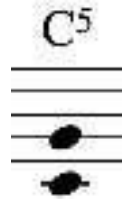
Typical Pop Song Structure

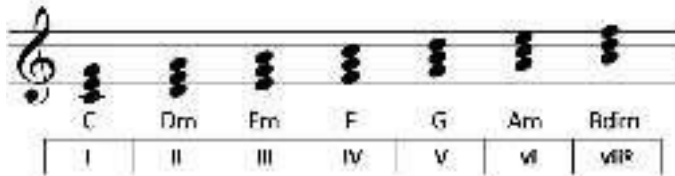
Intro – Verse 1 – Verse 2 – Chorus – Verse 3 – Middle 8/Bridge – Verse 4 – Chorus – Outro

Intro	Binary Form	Ternary Form	Rondo Form
The introduction sets the mood of a song. It is often instrumental but can occasionally start with lyrics.	Music that has two sections. These are labelled A and B. A B	Music that has three sections. The A section is heard again after B. A B A	A recurring theme (A) contrasted by different sections. A B A C A D A E
Verses	<p>A composition can be developed using the VARIATION technique. A main theme is composed then the following sections vary this theme in some way, by altering for example:</p> <p>MELODY – RHYTHMS – CHORDS – TEMPO – INSTRUMENTATION – KEY</p>		
Verses introduce the song theme. There are usually new lyrics for each verse which helps to develop the song's narrative			
Choruses			
All the choruses usually have the same lyrics. This section relays the main message of the song.	<p>A composition can be developed using the VARIATION technique. A main theme is composed then the following sections vary this theme in some way, by altering for example:</p> <p>MELODY – RHYTHMS – CHORDS – TEMPO – INSTRUMENTATION – KEY</p>		
Middle 8/Bridge			
This section adds some contrast to the verses and choruses by using a different melody and chord progression.			
Instrumental Solo	Strophic Form	Through Composed	
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.	






Harmony – Knowledge Organiser

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

<p>Triad</p>  <p>A basic type of chord made up of three notes</p>	<p>Inversion</p>  <p>Rearranging the order of the individual notes of a chord</p>	<p>Power Chord</p>  <p>A chord using only the 1st and 5th scale degrees; no 3rd</p>	<p>Arpeggio – playing the individual notes of a chord one after another Cadence – a movement between two chords at the end of a phrase Chromatic – music that uses chords that are not naturally found in the key Diatonic – music that use only chords that belong to the key Dominant – the fifth chord (V) of a key Harmonic rhythm – the rate at which the chords change in a piece Modulation – when the harmony shifts to a new key Primary triads – chords I IV and V in a key Progression – a sequence of chords put together Seventh – adding the 7th degree of the scale to a triad Tonic – the first chord (I) in a key</p>
<p>Chord Functions in a Key – Roman Numeral System</p>			

	<p>Building Chords Using Scale Degrees</p> <table border="1"> <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> <p>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</p>	C	D	E	F	G	A	B	1	2	3	4	5	6	7
C	D	E	F	G	A	B									
1	2	3	4	5	6	7									

<p>Major Triad 1 3 5</p>	<p>Minor Triad 1 b3 5</p>	<p>Major 7th chord 1 3 5 7</p>	<p>Minor 7th chord 1 b3 5 b7</p>	<p>Dominant 7th chord 1 3 5 b7</p>
-------------------------------------	--------------------------------------	--	--	--

<p>Perfect Cadence “The strongest one”</p>	<p>Plagal Cadence “The Amen one”</p>	<p>Imperfect Cadence “The cliffhanger one”</p>	<p>Interrupted Cadence “The hidden twist one”</p>	<p>Chord Symbol</p>
				

Instrumentation (Orchestral) – Knowledge Organiser

Strings



Violin

Viola

Cello

Bass

Harp

Brass



Trumpet

French horn

Trombone

Tuba

Woodwind



Flute

Clarinet

Saxophone

Oboe

Bassoon

Percussion



Timpani

Snare Drum

Cymbals

Tambourine

Chimes

Xylophone

Bass Drum

Glockenspiel

Keyboard Instruments



Harpichord



Piano



Organ

Instrumentation (Rock and Pop) – Knowledge Organiser



Electric Guitar

Acoustic Guitar

Bass Guitar



Drum Kit



Lead Vocals



Backing Vocals



Brass Section



String Section



Piano



Electric Piano



Organ

Technology



Synthesizer



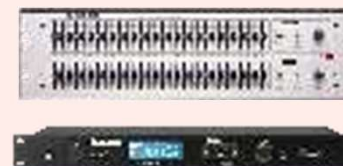
Guitar Effects



Sampling/
Looping



MIDI Sequencing/Recording
Software



Effects Processors









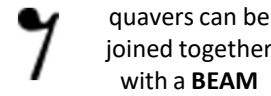
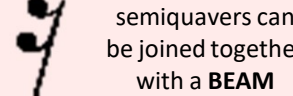


Amplifier

Rhythm – Knowledge Organiser





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

Basic Note and Rest Lengths

	Semibreve	Minim	Crotchet	Quaver	Semiquaver
Beats	4 Beats	2 Beats	1 Beat	½ Beat	¼ Beat
Note					
Rest					
				Adjacent quavers can be joined together with a BEAM	Adjacent semiquavers can be joined together with a BEAM

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

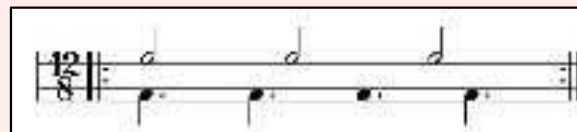


POLYRHYTHM

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

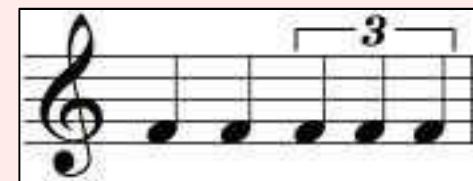
A **TIE** joins two notes of different values



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
Andante	At a walking pace	75 -- 105
Allegro	Quite fast	120 -- 155
Presto	Very fast	175 -- 200

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



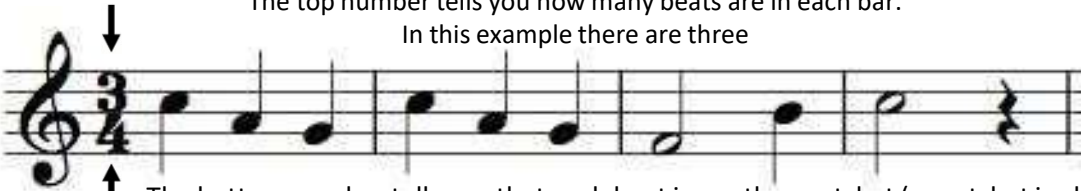
There are also some terms which indicate a change in tempo during a piece

Italian term	English meaning
Accelerando	Gradually speeding up
Ritenuato	A sudden slowing down

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

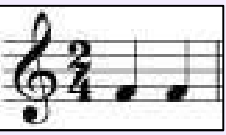
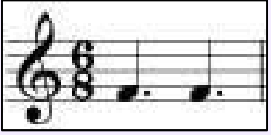

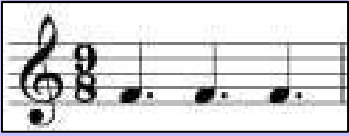
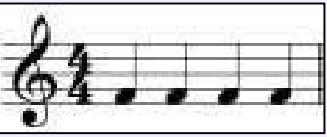
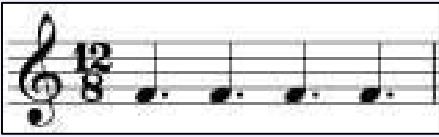


The bottom number tells you that each beat is worth a crotchet (a crotchet is also known as a quarter note hence the number 4 used to denote it)

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

