ELEMENTS OF MUSIC

Texture:

Monophonic: One melody – nothing else

Polyphonic: Many melodies at once

Homophonic: One main melody with support

Unison: Two instruments playing the same tune at the same time

Harmony:

Diatonic:	**Simple harmony**
Chromatic:	**Complex harmony**
Major:	**Positive harmony (happy, relaxed)**
Minor:	**Negative harmony (angry, sad)**
Chord:	**A group of notes played at the same time (often 3 notes)**

Instruments:

Strings: Violin; Viola; Cello; Double Bass; Guitar; Sitar

Brass: Trumpet; Trombone; French Horn; Tuba

Woodwind: Flute; Oboe; Clarinet; Bassoon; Saxophone

Percussion: Drums (lots of types); Tambourine; Cow Bell

Voice: Soprano (female); Alto (female); Tenor (male); Bass (male)

Electronic: Computer Software; Keyboards, Amplifier, Mixing Desk

Timbre: The sound itself. One instrument might have different timbre depending on how it is played.

Rhythm:

Time Signature: The regular count of the music. How many beats are in each bar?

$$\frac{2}{4} \qquad \frac{3}{4} \qquad \frac{4}{4} \qquad \frac{5}{4} \qquad \frac{3}{8} \qquad \frac{6}{8}$$

Syncopated: Playing off the beat. This will create a more complicated rhythm. Syncopation is common in jazz and popular music as well as much folk music (i.e. African drumming, Samba)

Ostinato: This is a repeated pattern. A repeated rhythm can be very effective in creating a strong sense of rhythm (**Samba** and **African drumming** use layers of **rhythmic ostinato patterns**.

ELEMENTS OF MUSIC

Melody:

Ostinato: Identical repeated patterns of notes or rhythms

Sequence: Repeated patterns of notes at a higher or lower pitch

Conjunct/Smooth: notes move by step…. C,D,E

Disjunct/Leaps: notes move by leap…. C, F#, C#, G#

Form:

How the music is broken up into sections (we use letters to label each section)

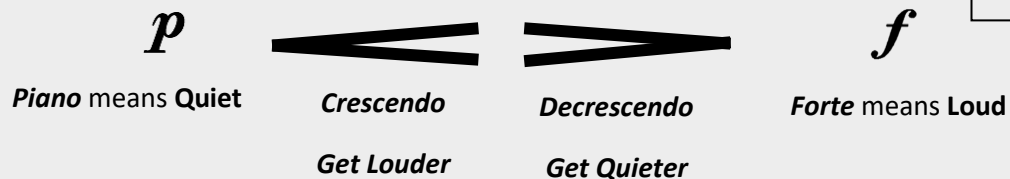**Section A, Section B, Section C, Section D**

Different forms include:

Binary Form (A B)

Ternary Form (A B A)

Rondo Form (A B A C A) – A repeated main section (A)

Verse/Chorus/Middle 8 - Very similar to Rondo form (the chorus repeats)

DYNAMICS:

p

Piano means **Quiet**

Crescendo

Get Louder

Decrescendo

Get Quieter

f

Forte means **Loud**

The more p s then the quieter it should be

The more f s then the louder it should be

M stands for mezzo, which is italian for half, middle or medium … so *mf* = a 'bit' loud and *mp = a 'bit' quiet.*

Tempo:

Presto:	Very Fast
Allegro:	Fast
Accel:	Get Faster
Andante:	Walking Pace
Rit / Rall:	Get Slower
Adagio:	Slow
Rubato:	Change speed to create expression
BPM:	Beats per minute

TIER 2 Vocabulary: