



Bottisham Village College

KNOWLEDGE ORGANISER

GCSE MUSIC

YEAR 11 ALL YEAR



KNOWLEDGE ORGANISERS

At Bottisham Village College, we are striving to create a five-year curriculum plan that builds effective revision strategies into homework and lessons, to ensure that students are able to place powerful knowledge into their long-term memories. Additionally, we hope that this will help build effective learning strategies from early in their time here at the college.

Based on evidence, we know that regular recall activities are the best way of achieving this goal and committing powerful knowledge into the students' memories.

At the start of each term, we shall publish all the knowledge organisers that students will require for their studies in each curriculum area. These will cover a range of aspects: facts, dates, characters, quotes, precise definitions and important vocabulary. We are clear: if this fundamental knowledge is secured, students can then develop their higher-level skills of analysis and critical understanding with greater depth.

They will be given an electronic A4 Knowledge Organiser (KO) booklet for each term containing all of the knowledge required. In lessons, Bottisham staff will be regularly testing this fundamental knowledge, using short-quizzes or even more formal "Faculty Knowledge Tests".

The best way to use these organisers at home, is to follow a simple mantra:

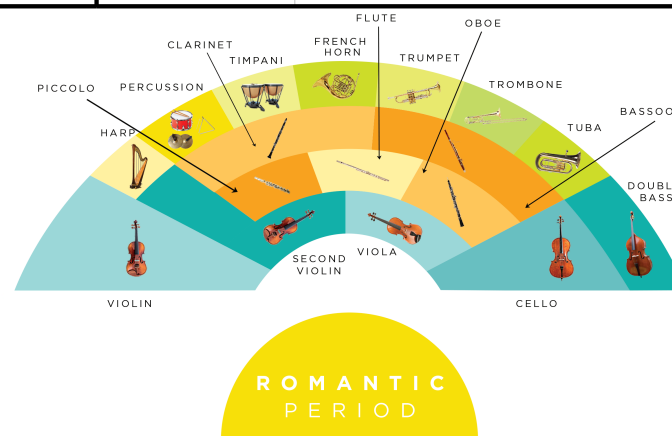
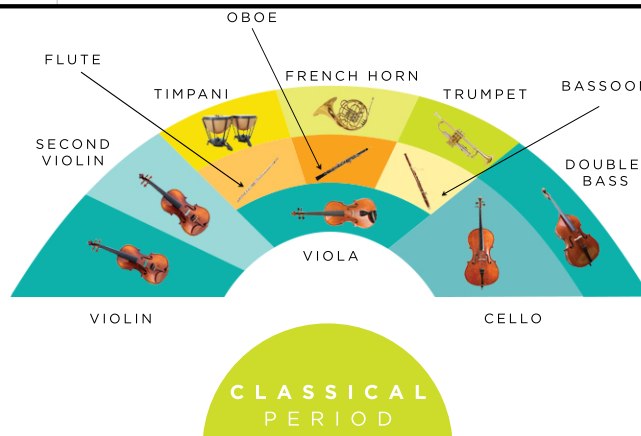
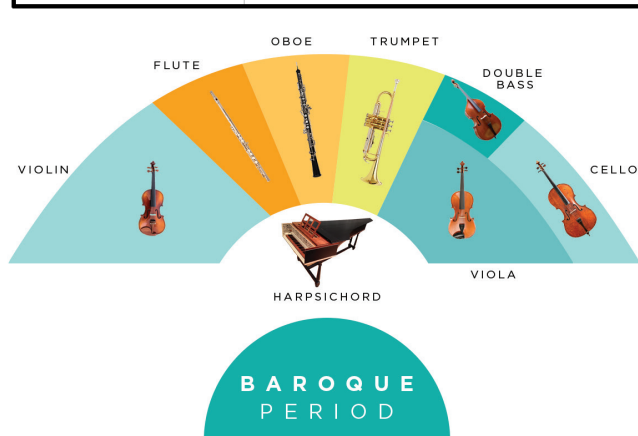


1. Look at a certain aspects of a particular knowledge organiser
2. Cover up part of their knowledge organiser
3. Write it out from memory
4. Check and correct any spelling mistakes, missing bits or mistakes

So simple but so effective.

AoS2: Concerto Through Time

What is a Concerto?		Key Terms			
1. Solo and Orchestra	Uses a solo instrument (solo concerto) OR a group of soloists (concerto grosso) with an orchestral	1. Acciaccatura	An ornament: a very quick, “crushed” grace note (before the main note)	5. Chromatic Harmony	Harmony that uses complex chords, using notes that are not part of the scale (accidentals)
2. Three Movements	1. Fast 2. Slow 3.Fast	2. Alberti Bass	A broken chord accompaniment figure, usually played in quavers	6. Concertino	The group of soloists in a concerto grosso
3. Virtuosity	The soloist shows off the capabilities of the instruments and or the solo performer	3. Appoggiatura	A slightly longer grace note	7. Concerto Grosso	A concerto with a group of soloists instead of just one
4. Metre	Common or Simple time most commonly used in concertos (4/4; 3/4; 6/8)	4. Cadenza	Orchestra stops whilst the soloist has a virtuosic solo section (sometimes improvised)	8. Continuo	Continuous bass line, played by a bass instrument (cello) and a chord instrument (harpsichord)
Baroque		Classical		Romantic	
1600-1750	Corelli; Vivaldi; Bach	1750-1810	Mozart; Haydn; Beethoven	1810-1910	Brahms; Tchaikovsky; Mendelssohn
1. Small orchestra, consisting of strings and continuo section (bass line and chords)		1. Medium sized orchestra, with separate woodwind section including clarinets. No continuo		1. Large orchestra, more likely to include large brass and percussion sections	
2. Concerto Grosso very popular during this period		2. More likely to have horns and timpani used and contrasting dynamics with cresc and dim		2. Brass instruments now have valves giving them a larger range	
3. Diatonic harmony, mostly based on primary chords (I, IV, V)		3. Diatonic harmony still		3. Solo concertos much longer, more virtuosic and cadenzas not longer improvised but written	
4. Heavy use of ornamentation		4. Use of equal length question and answer phrases, known as periodic phrasing		4. More chromatic harmony, creating more dissonance, allowing more emotional/dramatic moods	
5. Often uses contrapuntal texture and use of sequence a lot to develop melody		5. Melody and accompaniment main type of texture, with orchestra often playing homophonically		5. More contrasting dynamics, tonality and pitch used to create emotional/dramatic moods	
6. Terraced dynamics due to the use of the harpsichord		6. Introduction of cadenzas at the end of the first movement in particular		6. Modulations to more distantly related keys.	
Changes to the Orchestra					
Strings	Violin; Viola; Cello; Double Bass	The number of strings increases to be able to be heard over the growing orchestra over time.		9. Contrapuntal	
Woodwind	Flute; Oboe; Bassoon	+ Clarinets	+ Piccolo; Cor anglais; Bass clarinet; Contrabassoon	Polyphonic. Lots of independents melodic lines playing together.	
Brass	Trumpet; Horn (rarely used)	Used more often	+ Trombone; Tuba	10. Diatonic Harmony	
Percussion	Timpani		+ Snare; Bass drum; Cymbals; Glockenspiel	Music in a major or minor key - often based around primary chords	
Other	Harpsichord	Harpsichord fell out of use with the invention of the piano		11. Doubled	
				When the melody is played by another instrument	
				12. Ground Bass	
				A short repetitive theme in the bass line whilst other parts vary over the top	
				13. Mordent	
				An ornament: changing quickly to the note above or below the main note.	
				14. Ornament	
				Decorative notes, e.g.: acciaccaturas, appoggiaturas, trills etc	
				15. Ripieno	
				The orchestral backing in a concerto grosso	
				16. Rubato	
				Momentarily not keeping to strict tempo to allow a slight quicken/slow of expression	
				17. Sequence	
				When a melodic idea/motif is repeated higher or lower each time	
				18. Terraced Dynamics	
				Either loud or soft. No crescendo or diminuendo	
				19. Trill	
				An ornament: alternating quickly between two notes next to each other	
				20. Tutti	
				A section of music where everybody plays	
				21. Valves	
				On brass instruments they allow all notes to be played (as opposed to just the harmonic series)	
				22. Virtuosic	
				Difficult to play/showing off	



AoS2: Concerto Through Time

What is a Concerto?

1	Uses a solo instrument (solo concerto) OR a group of soloists (concerto grosso) with an orchestral accompaniment.
2. Three Movements	
3	The soloist shows off the capabilities of the instruments and or the solo performer
4. Metre	Common or Simple time most commonly used in concertos e.g.: ...

Baroque				Romantic	
...-1750	Corelli; Vivaldi; Bach	1750-1810		1810- ...	Tchaikovsky; Mendelssohn
1. Small orchestra , consisting of strings and ...		1. Medium sized orchestra , with separate woodwind section including clarinets. No continuo		1. Large orchestra , more likely to include ...	
2. very popular during this period		2. More likely to have horns and timpani used and contrasting dynamics with cresc and dim		2. Brass ...	
3. Diatonic harmony , mostly based on ...		3		3. Solo concertos much longer , more virtuosic and cadenzas not longer improvised but written	
4		4. Use of equal length question and answer phrases , known as periodic phrasing		4	
5. Often uses contrapuntal texture and ...		5		5	
6. Terraced dynamics due to the use of the harpsichord		6. Introduction of ...		6. Modulations to more distantly related keys.	

AoS2: Concerto Through Time

What is a Concerto?

1. Solo and Orchestra	Uses a solo instrument (solo concerto) OR a group of soloists (concerto grosso) with an orchestral accompaniment.
2	1. Fast 2. Slow 3. Fast
3	
4	(4/4; 3/4; 6/8)

		Classical	
1600-1750		Mozart; Haydn;	1810-1910
			Brahms; Tchaikovsky; Mendelssohn
1		1. Medium sized orchestra , with separate woodwind section including clarinets. No continuo	1
2. Concerto Grosso very popular during this period	2		2. Brass instruments now have valves giving them a larger range
3. Diatonic harmony , mostly based on primary chords (I, IV, V)	3. Diatonic harmony still		3
4. Heavy use of ornamentation	4		4. More chromatic harmony , creating more dissonance , allowing more emotional/dramatic moods
5	5. Melody and accompaniment main type of texture, with orchestra often playing homophonically		5. More contrasting dynamics , tonality and pitch used to create emotional/dramatic moods
6	6. Introduction of cadenzas at the end of the first movement in particular		6

AoS2: Concerto Through Time

What is a Concerto?

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2	1. Fast 2. Slow 3. Fast
3	The soloist shows off the capabilities of the instruments and or the solo performer
4	Common or Simple time most commonly used in concertos (4/4; 3/4; 6/8)

Baroque		Classical		Romantic	
1600-1750		1750-1810		1810-1910	
1		1		1	
2. Concerto Grosso very popular during this period		2		2. Brass instruments now have valves giving them a larger range	
3		3. Diatonic harmony still		3	
4. Heavy use of ornamentation		4. Use of equal length question and answer phrases , known as periodic phrasing		4. More chromatic harmony , creating more dissonance , allowing more emotional/dramatic moods	
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AoS2: Concerto Through Time

What is a Concerto?

1. Solo and Orchestra	
2. Three Movements	
3. Virtuosity	
4. Metre	

	Corelli; Vivaldi; Bach		Mozart; Haydn; Beethoven		Brahms; Tchaikovsky; Mendelssohn
1. Small orchestra , consisting of strings and continuo section (bass line and chords)	1	1. Large orchestra , more likely to include large brass and percussion sections			
2	2. More likely to have horns and timpani used and contrasting dynamics with <i>cresc</i> and <i>dim</i>	2			
3	3. Diatonic harmony still	3. Solo concertos much longer , more virtuosic and cadenzas not longer improvised but written			
4	4	4. More chromatic harmony , creating more dissonance , allowing more emotional/dramatic moods			
5. Often uses contrapuntal texture and use of sequence a lot to develop melody	5. Melody and accompaniment main type of texture, with orchestra often playing homophonically	5			
6	6. Introduction of cadenzas at the end of the first movement in particular	6			

AoS2: Concerto Through Time

What is a Concerto?

1. Solo and Orchestra	A concerto is...
2. Three Movements	The tempo of the movements are...
3. Virtuosity	This is when...
4. Metre	The most commonly used metres in concerto are...

Baroque		Classical		Romantic	
Dates:	Composers:	Dates:	Composers:	Dates:	Composers:
1. Orchestra size? With a section		1. Orchestra size? Without...		1. Orchestra size? Including...	
2. Type of concerto popular in this period?		2. Instruments more likely to be used... Dynamics now...		2. What's new with brass?	
3. Type of harmony and chords?		3. Harmony...		3. The concerto is now more...	
4. Lots of...		4. Phrases...		4. Harmony...	
5. What type of texture? What technique used in melody?		5. Texture...		5. Contrasts in... Why?	
6. Dynamics... Because of which instrument?		6. New addition to first movement?		6. Tonality?	

AoS2: Concerto Through Time

What is a Concerto?

1	
2	
3	
4	

1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6

AoS2: Concerto Through Time

What is a Concerto?		Key Terms			
1. Solo and Orchestra		6. Concertino		15. Ripieno	
2. Three Movements		7. Concerto Grosso		16. Rubato	
3. Virtuosity		8. Continuo		17. Sequence	
4. Metre		9. Contrapuntal		18. Terraced Dynamics	
1. Acciaccatura		10. Diatonic Harmony		19. Trill	
2. Alberti Bass		11. Doubled		20. Tutti	
3. Appoggiatura		12. Ground Bass		21. Valves	
4. Cadenza		13. Mordent		22. Virtuosoic	
5. Chromatic Harmony		14. Ornament			

AoS2: Concerto Through Time

What is a Concerto?		Key Terms			
1	Uses a solo instrument (solo concerto) OR a group of soloists (concerto grosso) with an orchestral accompaniment.	6	The group of soloists in a concerto grosso	15	The orchestral backing in a concerto grosso
2	1. Fast 2. Slow 3. Fast	7	A concerto with a group of soloists instead of just one	16	Momentarily not keeping to strict tempo to allow a slight quicken/slow of expression
3	The soloist shows off the capabilities of the instruments and or the solo performer	8	Continuous bass line, played by a bass instrument (cello) and a chord instrument (harpsichord)	17	When a melodic idea/motif is repeated higher or lower each time
4	Common or Simple time most commonly used in concertos (4/4; 3/4; 6/8)	9	Polyphonic. Lots of independent melodic lines playing together.	18	Either loud or soft. No crescendo or diminuendo
1	An ornament: a very quick, "crushed" grace note (before the main note)	10	Music in a major or minor key - often based around primary chords	19	An ornament: alternating quickly between two notes next to each other
2	A broken chord accompaniment figure, usually played in quavers	11	When the melody is played by another instrument	20	A section of music where everybody plays
3	A slightly longer grace note	12	A short repetitive theme in the bass line whilst other parts vary over the top	21	On brass instruments they allow all notes to be played (as opposed to just the harmonic series)
4	Orchestra stops whilst the soloist has a virtuosic solo section (sometimes improvised)	13	An ornament: changing quickly to the note above or below the main note.	22	Difficult to play/showing off
5	Harmony that uses complex chords, using notes that are not part of the scale (accidentals)	14	Decorative notes, e.g.: acciaccaturas, appoggiaturas, trills etc		

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AoS2: Concerto Through Time

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2	1. Fast 2. Slow 3. Fast	7. Concerto Grosso		16	Momentarily not keeping to strict tempo to allow a slight quicken/slow of expression
3. Virtuosity		8	Continuous bass line, played by a bass instrument (cello) and a chord instrument (harpsichord)	17. Sequence	
4	Common or Simple time most commonly used in concertos (4/4; 3/4; 6/8)	9. Contrapuntal		18	Either loud or soft. No crescendo or diminuendo
1. Acciaccatura		10	Music in a major or minor key - often based around primary chords	19. Trill	
2	A broken chord accompaniment figure, usually played in quavers	11. Doubled		20	A section of music where everybody plays
3. Appoggiatura		12	A short repetitive theme in the bass line whilst other parts vary over the top	21. Valves	
4	Orchestra stops whilst the soloist has a virtuosic solo section (sometimes improvised)	13. Mordent		22	Difficult to play/showing off
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1. Acciaccatura		10. Diatonic Harmony	Music in a major or minor key - often based around primary chords	19. Trill	
2	A broken chord accompaniment figure, usually played in quavers	11. Doubled		20	A section of music where everybody plays
3	A slightly longer grace note	12. Ground Bass	A short repetitive theme in the bass line whilst other parts vary over the top	21. Valves	On brass instruments they allow all notes to be played (as opposed to just the harmonic series)
4. Cadenza		13. Mordent	An ornament: changing quickly to the note above or below the main note.	22. Virtuoso	
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2. Three Movements		7	A concerto with a group of soloists instead of just one	16. Rubato	
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2. Alberti Bass		11. Doubled	When the melody is played by another instrument	20. Tutti	A section of music where everybody plays
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AoS2: Concerto Through Time					
What is a Concerto?		Key Terms			
1		6		15	
2		7		16	
3		8		17	
4		9		18	
1		10		19	
2		11		20	
3		12		21	
4		13		22	
5		14			

AoS2: Concerto Through Time

What is a Concerto?		Key Terms			
1. Solo and Orchestra		1	An ornament: a very quick, “crushed” grace note (before the main note)	5. Chromatic Harmony	Harmony that uses complex chords, using notes that are not part of the scale (accidentals)
2. Three Movements	1. Fast 2. Slow 3.Fast	2. Alberti Bass	A broken chord accompaniment figure, usually played in quavers	6. Concertino	
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Baroque		Classical			
1600-1750			Mozart; Haydn; Beethoven	1810-1910	Brahms; Tchaikovsky; Mendelssohn
		1. Medium sized orchestra , with separate woodwind section including clarinets. No continuo			
2. Concerto Grosso very popular during this period		2. More likely to have horns and timpani used and contrasting dynamics with <i>cresc</i> and <i>dim</i>		2. Brass instruments now have valves giving them a larger range	
3. Diatonic harmony , mostly based on primary chords (I, IV, V)				3. Solo concertos much longer , more virtuosic and cadenzas not longer improvised but written	
4. Heavy use of ornamentation		4. Use of equal length question and answer phrases , known as periodic phrasing			
		5. Melody and accompaniment main type of texture, with orchestra often playing homophonically		5. More contrasting dynamics, tonality and pitch used to create emotional/dramatic moods	
6. Terraced dynamics due to the use of the harpsichord		6. Introduction of cadenzas at the end of the first movement in particular			
Changes to the Orchestra					
Strings	Violin; Viola; Cello; Double Bass				
Woodwind	Flute; Oboe; Bassoon	+ Piccolo; Cor anglais; Bass clarinet; Contrabassoon			
Brass		Used more often		+ Trombone; Tuba	
Percussion	Timpani	+ Snare; Bass drum; Cymbals; Glockenspiel			
Other	Harpsichord				
				9. Contrapuntal	
				10. Diatonic Harmony	
				11. Doubled	
2. Concerto Grosso very popular during this period				12. Ground Bass	
3. Diatonic harmony , mostly based on primary chords (I, IV, V)				13	
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1600-1750				1750-1810		Mozart; Haydn; Beethoven		1810-1910	
1. Small orchestra , consisting of strings and continuo section (bass line and chords)		1		1. Large orchestra , more likely to include large brass and percussion sections		11. Doubled		When the melody is played by another instrument	
2		2		2		12. Ground Bass			
3		3. Diatonic harmony still		3. Solo concertos much longer , more virtuosic and cadenzas not longer improvised but written		13. Mordent			
4		4		4. More chromatic harmony , creating more dissonance , allowing more emotional/dramatic moods		14. Ornament		Decorative notes, e.g.: acciaccaturas, appoggiaturas, trills etc	
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Changes to the Orchestra						17. Sequence			
	Violin; Viola; Cello; Double Bass	The number of strings increases to be able to be heard over the growing orchestra over time.				18		Either loud or soft. No crescendo or diminuendo	
Woodwind	Flute; Oboe; Bassoon			+ Piccolo; Cor anglais; Bass clarinet; Contrabassoon		19. Trill		An ornament: alternating quickly between two notes next to each other	
Brass		Used more often		+ Trombone; Tuba		20. Tutti		A section of music where everybody plays	
	Timpani					21		On brass instruments they allow all notes to be played (as opposed to just the harmonic series)	
Other						22. Virtuosic			

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4. Metre	Common or Simple time most commonly used in concertos (4/4; 3/4; 6/8)			4. Cadenza			8	Continuous bass line, played by a bass instrument (cello) and a chord instrument (harpsichord)	
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1		1. Medium sized orchestra, with separate woodwind section including clarinets. No continuo			1		11. Doubled	When the melody is played by another instrument	
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5		5			5. More contrasting dynamics, tonality and pitch used to create emotional/dramatic moods		15	The orchestral backing in a concerto grosso	
6. Terraced dynamics due to the use of the harpsichord		6. Introduction of cadenzas at the end of the first movement in particular			6		16. Rubato	Momentarily not keeping to strict tempo to allow a slight quicken/slow of expression	
Changes to the Orchestra							17. Sequence	When a melodic idea/motif is repeated higher or lower each time	
		The number of strings increases to be able to be heard over the growing orchestra over time.					18. Terraced Dynamics		
Woodwind		+ Clarinets			+ Piccolo; Cor anglais; Bass clarinet; Contrabassoon		19. Trill		
		Used more often			+ Trombone; Tuba		20. Tutti		
Percussion		+ Snare; Bass drum; Cymbals; Glockenspiel				21. Valves	On brass instruments they allow all notes to be played (as opposed to just the harmonic series)		
Other		Harpsichord fell out of use with the invention of the piano					22	Difficult to play/showing off	

AoS2: Concerto Through Time

What is a Concerto?			Key Terms		
1. Solo and Orchestra			1	An ornament: a very quick, "crushed" grace note (before the main note)	5. Chromatic Harmony
2	1. Fast 2. Slow 3. Fast		2	A broken chord accompaniment figure, usually played in quavers	6. Concertino
3			3	A slightly longer grace note	7. Concerto Grosso
4. Metre	Common or Simple time most commonly used in concertos (4/4; 3/4; 6/8)		4. Cadenza	Orchestra stops whilst the soloist has a virtuosic solo section (sometimes improvised)	8. Continuo
				9. Contrapuntal	Polyphonic. Lots of independent melodic lines playing together.
	Corelli; Vivaldi; Bach	Mozart; Haydn; Beethoven		Brahms; Tchaikovsky; Mendelssohn	10. Diatonic Harmony
1	1. Medium sized orchestra , with separate woodwind section including clarinets. No continuo		1. Large orchestra , more likely to include large brass and percussion sections		11. Doubled
2. Concerto Grosso very popular during this period	2		2. Brass instruments now have valves giving them a larger range		12
3. Diatonic harmony , mostly based on primary chords (I, IV, V)	3. Diatonic harmony still		3		13
4. Heavy use of ornamentation	4		4		14
5	5. Melody and accompaniment main type of texture, with orchestra often playing homophonically		5. More contrasting dynamics , tonality and pitch used to create emotional/dramatic moods		15. Ripieno
6	6		6. Modulations to more distantly related keys.		16. Rubato
Changes to the Orchestra					17. Sequence
Strings	Violin; Viola; Cello; Double Bass				18
	Flute; Oboe; Bassoon	+ Clarinets			19
Brass	Trumpet; Horn (rarely used)	Used more often			20
	Timpani				21. Valves
Other	Harpsichord	Harpsichord fell out of use with the invention of the piano			22. Virtuoso

AoS2: Concerto Through Time

What is a Concerto?		Key Terms			
1. Solo and Orchestra	A concerto is...	1. Acciaccatura		5. Chromatic Harmony	
2. Three Movements	The tempo of the movements are...	2. Alberti Bass		6. Concertino	
3. Virtuosity	This is when...	3. Appoggiatura		7. Concerto Grosso	
4. Metre	The most commonly used metres in concerto are...	4. Cadenza		8. Continuo	
Baroque		Classical		Romantic	
Dates:	Composers:	Dates:	Composers:	Dates:	Composers:
1. Orchestra size?		1. Orchestra size?		1. Orchestra size?	
With a section		Without...		Including...	
2. Type of concerto popular in this period?		2. Instruments more likely to be used...		2. What's new with brass?	
		Dynamics now...			
3. Type of harmony and chords?		3. Harmony...		3. The concerto is now more...	
4. Lots of...		4. Phrases...		4. Harmony...	
5. What type of texture?		5. Texture...		5. Contrasts in...	
What technique used in melody?				Why?	
6. Dynamics...		6. New addition to first movement?		6. Tonality?	
Because of which instrument?					
		Changes to the Orchestra			
Strings:				17. Sequence	
Woodwind:				18. Terraced Dynamics	
Brass:				19. Trill	
Percussion:				20. Tutti	
Other:				21. Valves	
				22. Virtuosoic	

AoS2: Concerto Through Time									
What is a Concerto?				Key Terms					
1. Solo and Orchestra	A concerto is...			1	An ornament: a very quick, “crushed” grace note (before the main note)		5	Harmony that uses complex chords, using notes that are not part of the scale (accidentals)	
2. Three Movements	The tempo of the movements are...			2	A broken chord accompaniment figure, usually played in quavers		6	The group of soloists in a concerto grosso	
3. Virtuosity	This is when...			3	A slightly longer grace note		7	A concerto with a group of soloists instead of just one	
4. Metre	The most commonly used metres in concerto are...			4	Orchestra stops whilst the soloist has a virtuosic solo section (sometimes improvised)		8	Continuous bass line, played by a bass instrument (cello) and a chord instrument (harpsichord)	
Baroque		Classical		Romantic		9	Polyphonic. Lots of independents melodic lines playing together.		
Dates:	Composers:	Dates:	Composers:	Dates:	Composers:	10	Music in a major or minor key - often based around primary chords		
1. Orchestra size?		1. Orchestra size?		1. Orchestra size?		11	When the melody is played by another instrument		
With a section		Without...		Including...		12	A short repetitive theme in the bass line whilst other parts vary over the top		
2. Type of concerto popular in this period?		2. Instruments more likely to be used...		2. What's new with brass?		13	An ornament: changing quickly to the note above or below the main note.		
3. Type of harmony and chords?		3. Harmony...		3. The concerto is now more...		14	Decorative notes, e.g.: acciaccaturas, appoggiaturas, trills etc		
4. Lots of...		4. Phrases...		4. Harmony...		15	The orchestral backing in a concerto grosso		
5. What type of texture?		5. Texture...		5. Contrasts in...		16	Momentarily not keeping to strict tempo to allow a slight quicken/slow of expression		
What technique used in melody?		6. New addition to first movement?		6. Tonality?		17	When a melodic idea/motif is repeated higher or lower each time		
6. Dynamics...						18	Either loud or soft. No crescendo or diminuendo		
Because of which instrument?						19	An ornament: alternating quickly between two notes next to each other		
		Changes to the Orchestra				20	A section of music where everybody plays		
Strings:						21	On brass instruments they allow all notes to be played (as opposed to just the harmonic series)		
Woodwind:						22	Difficult to play/showing off		
Brass:									
Percussion:									
Other:									

AoS2: Concerto Through Time						
What is a Concerto?			Key Terms			
1			1		5	
2			2		6	
3			3		7	
4			4		8	
					9	
					10	
1		1		1	11	
2		2		2	12	
3		3		3	13	
4		4		4	14	
5		5		5	15	
6		6		6	16	
Changes to the Orchestra					17	
Strings					18	
Woodwind					19	
Brass					20	
Percussion					21	
Other					22	

AoS3: Rhythms of the World													
Indian Subcontinent							Key Terms						
Indian Classical							1. Accelerando	A gradual increase in tempo					
1. It is highly improvised , with performers communicating with each other throughout the performance			2. Melodic lines are heavily ornamented using techniques such as pitch/note bend , runs and glissando			3. Famous performers include Ravi Shankar (sitar) and Alla Rakha (tabla)		2. Call and response	One instrument plays a 'call', and the rest of the performers respond				
1. Raga	A set of pitches, similar to a scale, used as the basis of the improvised melody		5. Alap	The opening section - slow and only with the raga and drone instruments playing		9. Sarangi	A stringed, violin-like instrument played with a bow		3. Cross rhythm	A complex polyrhythm that uses different 'conflicting' rhythms			
2. Drone	A repeated note or set of notes repeated throughout a piece		6. Gat	The main, middle section - a clear pulse is developed with the introduction of the tala		10. Bansuri	A wooden flute used in Indian Classical music		4. Dotted Rhythms	A rhythm in which the beat is unequally subdivided into a long dotted note and a short note.			
3. Tala	A cycle of beats that repeat and are played by the tabla		7. Jhala	The fast climax of the piece		11. Sarod	A lute used in Indian Classical music		5. Improvisation	Make something up on the spot			
4. Sitar	A stringed, guitar-like instrument. Its distinctive sound is due to a number of 'sympathetic strings'		8. Tanpura	A stringed instrument used to play the drone		12. Tabla	A pair of drums, with of a wide variety of sounds and pitches		6. Microtones	Notes between the semitones of Western classical music			
Bhangra	1. Vocal melodies have a small range , but are heavily ornamented using microtonal intervals		1. Dhol		Double-headed barrel drum, played with a strick		4. Synthesiser		An electronic keyboard instrument				
	2. Most modern bhangra follows a standard pop song structure , and contains shouts of 'Hoi' on the off beats		2. Tumbi		A high-pitched, single-stringed instrument		5. Sampling		Taking an extract from one recording and using it in another				
	3. Famous performers include Punjabi MC		3. Chaal		The rhythm used in bhangra, played on the dhol and tumbi		6. Harmonium		A small keyboard instrument which requires pumping bellows to produce a sound similar to an accordion				
Mediterranean and Middle eastern							10. Polyrhythm				Many different rhythms played at the same time		
Greek			Palestinian			Israeli							
1. Irregular time signatures (5/8, 7/8) are often used, but not always, with the use of irregular rhythms played using accented notes			1. Melodies are improvised around the maqam with lots of ornamentation . Vocals are highly melismatic			1. Israeli music tends to adopt more Western musical instruments , rather than Arabic, like Palestinian music					11. Slide/Glissando	To glide or slide from one note to the next	
2. Simple melodies with lots of ornamentation , often harmonised in thirds			2. Textures can be monophonic , however often hetrophonic textures can be heard with multiple instruments playing and decorating melody lines at once			2. Melodies most often played on violin , clarinet or accordion with heavy ornamentation					12. Syncopation	Playing or accenting rhythms that are off the main beat	
3. Major and minor chords used, with the tonic and dominant notes of the chord emphasised in the bass			1. Maqam			A set of pitches, similar to a scale, used as the basis of the improvised melody		3. Usually in 2/4 or 4/4 , with a fast tempo for dancing, which has a gradual accelerando			13. Tremolo	A rolling effect, created by the fast repetition of notes (on the bazouki in Greek and steel pans in Calypso)	
1. Bouzouki	A stringed instrument that is played using a plectrum, similar to a guitar.		2. Wazn			A rhythmic pattern of beats that repeat and are played by the tabla		4. Melody and accompaniment texture with chords played off-beat and bass playing every beat , often playing alternating tonic and dominant notes			14. Triplets	Three notes played in the time of two	
2. Defi	A Greek hand drum with bangles attached.		3. Oud			A pear-shaped stringed instrument played with a pick.		1. Hammer on		Sharply bringing a finger down on the fingerboard of a stringed instrument, causing a note to sound		African Drumming	
3. Doumbek	A goblet drum, similar to a djembe, but played with a lighter, faster touch.		4. Zither			Similar sounding to a harp, this string instrument is played on ones lap and plucked or strummed		2. Pull off		"Pulling" the finger off a string on a fingerboard of stringed instrument, causing a note to change in pitch			
Latin and South American							2. Played for entertainment but also at special events such as weddings, births and funerals						
Calypso			Samba										
1. Originally song often accompanied by one instrument with lyric that tell a story or commented on politics/society			1. In 2/4 or 4/4 it is highly polyrhythmic and uses call and response between the repinique player and the rest of the ensemble			2. Moderately fast tempo using sudden stops to create excitement in the otherwise repetitive style known as the batacuda							
2. Famous calypso artists include Mighty Sparrow , but now calypso is more commonly associated with performance on steel pans			1. Agogo			A bell like instrument that can produce two pitches		7. Cowbell		Percussion bell		2. Agogo	A bell like instrument that can produce two pitches
3. Simple harmony using the primary chords , often played in a major key			2. Apito			A whistle used in Samba		8. Cuica		A friction drum with a large pitch range, produced by changing tension on the head of the drum.		3. Dundun	A large double headed drum played with a stick
4. Verse/chorus structure in 4/4 time with syncopated and dotted rhythms			3. Batacuda			African-influences Brazilian percussive style, played by an ensemble known as a bateria		9. Guiro		A percussion instrument consisting of a notched gourd which is scraped by a stick		4. Djembe	A single headed, goblet drum that is played with the hands
1. Tenor/ping ping	Highest pitch steel pans that play the melody		4. Clave rhythm			The rhythm used in Samba usually played on the claves		10. Repinique		High pitch Tom Tom drum that is played by the leader of the ensemble		5. Marimba	A percussion instrument with wooden bars that are hit with mallets
2. Altos/guitars/cellos	Steel pans that play the chords		5. Claves			An instrument consisting of two sticks beaten together		11. Surdo		Large drum which provides the basic rhythmic pulse of the music		6. Mbira	A wooden board with metal tines on it that are plucked with thumbs
3. Bass	Low pitch steel pans that play the bass line of the music		6. Conga			Two tall drums of equal height but different diameters, which create different pitches		12. Timbale		Two small drums played with sticks, sounding like high pitched tom-toms		7. Shekere	A rattle made from a hollowed out gourd covered in beads
												8. Talking drum	A drum played with a hooked stick, and contains string that can be tightened and loosened to alter the pitch

AoS3: Rhythms of the World

Indian Subcontinent

Indian Classical

1		2. Melodic lines are heavily ornamented using techniques such as pitch/note bend, runs and glissando	3		
1. Raga		5. Alap		9. Sarangi	
2	A repeated note or set of notes repeated throughout a piece	6	The main, middle section - a clear pulse is developed with the introduction of the tala	10	A wooden flute used in Indian Classical music
3. Tala		7. Jhala		11. Sarod	
3	A stringed, guitar-like instrument. Its distinctive sound is due to a number of 'sympathetic strings'	8	A stringed instrument used to play the drone	11	A pair of drums, with of a wide variety of sounds and pitches
Bhangra	1	1. Dhol		4. Synthesiser	
	2. Most modern bhangra follows a standard pop song structure , and contains shouts of 'Hoi' on the off beats	2	A high-pitched, single-stringed instrument	5	Taking an extract from one recording and using it in another
	3	3. Chaal		6. Harmonium	

AoS3: Rhythms of the World

Indian Subcontinent

Indian Classical

1. It is highly improvised , with performers communicating with each other throughout the performance		2		3. Famous performers include Ravi Shankar (sitar) and Alla Rakha (tabla)	
	A set of pitches, similar to a scale, used as the basis of the improvised melody	5. Ala	The opening section - slow and only with the raga and drone instruments playing		A stringed, violin-like instrument played with a bow
2. Drone		6. Gat		10. Bansuri	
3. Tala	A cycle of beats that repeat and are played by the tabla		The fast climax of the piece		A lute used in Indian Classical music
4. Sitar		8. Tanpura		12. Tabla	
Bhangra	1. Vocal melodies have a small range , but are heavily ornamented using microtonal intervals	1	Double-headed barrel drum, played with a strick	4	An electronic keyboard instrument
	2	2. Tumbi		5. Sampling	
	3. Famous performers include Punjabi MC	3	The rhythm used in bhangra, played on the dhol and tumbi	6	A small keyboard instrument which requires pumping bellows to produce a sound similar to an accordion

AoS3: Rhythms of the World

Indian Subcontinent

Indian Classical

1		2		3	
1	A set of pitches, similar to a scale, used as the basis of the improvised melody	5	The opening section - slow and only with the raga and drone instruments playing	9	A stringed, violin-like instrument played with a bow
2	A repeated note or set of notes repeated throughout a piece	6	The main, middle section - a clear pulse is developed with the introduction of the tala	10	A wooden flute used in Indian Classical music
3	A cycle of beats that repeat and are played by the tabla	7	The fast climax of the piece	11	A lute used in Indian Classical music
4	A stringed, guitar-like instrument. Its distinctive sound is due to a number of 'sympathetic strings'	8	A stringed instrument used to play the drone	12	A pair of drums, with of a wide variety of sounds and pitches
Bhangra	1	1	Double-headed barrel drum, played with a strick	4	An electronic keyboard instrument
	2	2	A high-pitched, single-stringed instrument	5	Taking an extract from one recording and using it in another
	3	3	The rhythm used in bhangra, played on the dhol and tumbi	6	A small keyboard instrument which requires pumping bellows to produce a sound similar to an accordion

AoS3: Rhythms of the World

Indian Subcontinent

Indian Classical

1. Lots of ...		2. Melodic lines ...		3. Performers ...	
1. Raga		5. Alap		9. Sarangi	
2. Drone		6. Gat		10. Bansuri	
3. Tala		7. Jhala		11. Sarod	
4. Sitar		8. Tanpura		12. Tabla	
Bhangra	1. Vocal melodies ...	1. Dohl		4. Synthesiser	
	2. Structure and shouts of ...	2. Tumbi		5. Sampling	
	3. Performers ...	3. Chaal		6. Harmonium	

AoS3: Rhythms of the World

Mediterranean and Middle eastern

Greek		Palestinian		Israeli	
1		1. Melodies are improvised around the maqam with lots of ornamentation . Vocals are highly melismatic		1	
2. Simple melodies with lots of ornamentation , often harmonised in thirds		2		2. Melodies most often played on violin, clarinet or accordion with heavy ornamentation	
		3	1. Maqam	3	
1	A stringed instrument that is played using a plectrum, similar to a guitar.	2	A rhythmic pattern of beats that repeat and are played by the tabla	4. Melody and accompaniment texture with chords played off-beat and bass playing every beat , often playing alternating tonic and dominant notes	
2. Defi		3. Oud		1. Hammer on	
3	A goblet drum, similar to a djembe, but played with a lighter, faster touch.	4	Similar sounding to a harp, this string instrument is played on ones lap and plucked or strummed		"Pulling" the finger off a string on a 2 fingerboard of stringed instrument, causing a note to change in pitch

AoS3: Rhythms of the World

Mediterranean and Middle eastern

Greek		Palestinian		Israeli	
1. Irregular time signatures (5/8, 7/8) are often used, but not always, with the use of irregular rhythms played using accented notes		1		1. Israeli music tends to adopt more Western musical instruments , rather than Arabic, like Palestinian music	
2		2. Textures can be monophonic , however often heterophonic textures can be heard with multiple instruments playing and decorating melody lines at once		2	
3. Major and minor chords used, with the tonic and dominant notes of the chord emphasised in the bass		1	A set of pitches, similar to a scale, used as the basis of the improvised melody	3. Usually in 2/4 or 4/4 , with a fast tempo for dancing, which has a gradual accelerando	
1. Bouzouki		2. Wazn		4	
2	A Greek hand drum with bangles attached.	3	A pear-shaped stringed instrument played with a pick.	1	Sharply bringing a finger down on the fingerboard of a stringed instrument, causing a note to sound
3. Doumbek		4. Zither		2. Pull off	

AoS3: Rhythms of the World

Mediterranean and Middle eastern

Greek		Palestinian		Israeli	
1		1		1	
2		2		2	
3		1	A set of pitches, similar to a scale, used as the basis of the improvised melody	3	
1	A stringed instrument that is played using a plectrum, similar to a guitar.	2	A rhythmic pattern of beats that repeat and are played by the tabla	4	
2	A Greek hand drum with bangles attached.	3	A pear-shaped stringed instrument played with a pick.	1	Sharply bringing a finger down on the fingerboard of a stringed instrument, causing a note to sound
3	A goblet drum, similar to a djembe, but played with a lighter, faster touch.	4	Similar sounding to a harp, this string instrument is played on ones lap and plucked or strummed		"Pulling" the finger off a string on a fingerboard of stringed instrument, causing a note to change in pitch

AoS3: Rhythms of the World

Mediterranean and Middle eastern

Greek		Palestinian		Israeli	
1. Time signatures ...		1. Melodies are ...		1. Uses more ... instruments ...	
2. Melodies are ...		2. Textures can be ...		2. Melodies played by ...	
3. Chords often used ...		1. Maqam		3. Tempo and time signatures ...	
1. Bouzouki		2. Wazn		4. Texture ...	
2. Defi		3. Oud		1. Hammer on	
3. Doumbek		4. Zither		2. Pull off	

AoS3: Rhythms of the World

Latin and South American

Calypso		Samba			
1		1. In 2/4 or 4/4 it is highly polyrhythmic and uses call and response between the repinique player and the rest of the ensemble		2	
2. Famous calypso artists include Mighty Sparrow , but now calypso is more commonly associated with performance on steel pans		1	A bell like instrument that can produce two pitches	7	Percussion bell
3		2. Apito		8. Cuica	
4. Verse/chorus structure in 4/4 time with syncopated and dotted rhythms		3	African-influences Brazilian percussive style, played by an ensemble known as a bateria	9	A percussion instrument consisting of a notched gourd which is scraped by a stick
1. Tenor/ping ping		4. Clave rhythm		10. Repinique	
2	Steel pans that play the chords	5	An instrument consisting of two sticks beaten together	11	Large drum which provides the basic rhythmic pulse of the music
3. Bass		6. Conga		12. Timbale	

AoS3: Rhythms of the World

Latin and South American

Calypso		Samba			
1. Originally song often accompanied by one instrument with lyric that tell a story or commented on politics/society		1		2. Moderately fast tempo using sudden stops to create excitement in the otherwise repetitive style known as the batacuda	
2		1. Agogo		7. Cowbell	
3. Simple harmony using the primary chords , often played in a major key		2	A whistle used in Samba	8	A friction drum with a large pitch range, produced by changing tension on the head of the drum.
4		3. Batacuda		9. Guiro	
1	Highest pitch steel pans that play the melody	4	The rhythm used in Samba usually played on the claves	10	High pitch Tom Tom drum that is played by the leader of the ensemble
2. Altos/guitars/cellos		5. Claves		11. Surdo	
3	Low pitch steel pans that play the bass line of the music	6	Two tall drums of equal height but different diameters, which create different pitches	12	Two small drums played with sticks, sounding like high pitched tom-toms

AoS3: Rhythms of the World

Latin and South American

Calypso		Samba			
1		1		2	
2		1	A bell like instrument that can produce two pitches	7	Percussion bell
3		2	A whistle used in Samba	8	A friction drum with a large pitch range, produced by changing tension on the head of the drum.
4		3	African-influences Brazilian percussive style, played by an ensemble known as a bateria	9	A percussion instrument consisting of a notched gourd which is scraped by a stick
1	Highest pitch steel pans that play the melody	4	The rhythm used in Samba usually played on the claves	10	High pitch Tom Tom drum that is played by the leader of the ensemble
2	Steel pans that play the chords	5	An instrument consisting of two sticks beaten together	11	Large drum which provides the basic rhythmic pulse of the music
3	Low pitch steel pans that play the bass line of the music	6	Two tall drums of equal height but different diameters, which create different pitches	12	Two small drums played with sticks, sounding like high pitched tom-toms

AoS3: Rhythms of the World

Latin and South American

Calypso

Samba

1. Originally ...

1. Time signature and texture ...

2. Tempo is ...

2. Calypso artist ...

1. Agogo

7. Cowbell

3. Simple harmony using ...

2. Apito

8. Cuica

4. Structure and time signatures ...

3. Batacuda

9. Guiro

1. Tenor/ping ping

4. Clave rhythm

10. Repinique

2. Altos/guitars/
cellos

5. Claves

11. Surdo

3. Bass

6. Conga

12. Timbale

AoS3: Rhythms of the World

Key Terms		African Drumming	
1	A gradual increase in tempo	1. Learnt aurally African drumming relies on layers of ostinato which have a steady pulse	
2. Call and response		2	
3	A complex polyrhythm that uses different 'conflicting' rhythms	1	The leader of the group in n African ensemble, often the most virtuosic of the group
4. Dotted Rhythms		2. Agogo	
5	Make something up on the spot	3	A large double headed drum played with a stick
6. Microtones		4. Djembe	
7	Fast notes that are added to a melody as decoration, for example a trill	5	A percussion instrument with wooden bars that are hit with mallets
8. Ostinato		6. Mbira	
9	Slightly changing the pitch of a note on a stringed instrument, by pulling down of the string	7	A rattle made from a hollowed out gourd covered in beads
10. Polyrhythm		8. Talking drum	
11	To glide or slide from one note to the next	14. Triplets	
12. Syncopation		15	Playing with a high level of technical ability (showing off)
13	A rolling effect, created by the fast repetition of notes (on the bazouki in Greek and steel pans in Calypso)		

AoS3: Rhythms of the World

Key Terms		African Drumming	
1. Accelerando		1	
2	One instrument plays a 'call', and the rest of the performers respond	2. Played for entertainment but also at special events such as weddings, births and funerals	
3. Cross rhythm		1. Master Drummer	
4	A rhythm in which the beat is unequally subdivided into a long dotted note and a short note.	2	A bell like instrument that can produce two pitches
5. Improvisation		3. Dundun	
6	Notes between the semitones of Western classical music	4	A single headed, goblet drum that is played with the hands
7. Ornamentation		5. Marimba	
8	A repeated rhythmic pattern	6	A wooden board with metal tines on it that are plucked with thumbs
9. Pitch/Note Bend		7. Shekere	
10	Many different rhythms played at the same time	8	A drum played with a hooked stick, and contains string that can be tightened and loosened to alter the pitch
11. Slide/Glissando		14	Three notes played in the time of two
12	Playing or accenting rhythms that are off the main beat	15. Virtuosoic	
13. Tremolo			

AoS3: Rhythms of the World

Key Terms		African Drumming	
1	A gradual increase in tempo	1	
2	One instrument plays a 'call', and the rest of the performers respond	2	
3	A complex polyrhythm that uses different 'conflicting' rhythms	1	The leader of the group in an African ensemble, often the most virtuosic of the group
4	A rhythm in which the beat is unequally subdivided into a long dotted note and a short note.	2	A bell like instrument that can produce two pitches
5	Make something up on the spot	3	A large double headed drum played with a stick
6	Notes between the semitones of Western classical music	4	A single headed, goblet drum that is played with the hands
7	Fast notes that are added to a melody as decoration, for example a trill	5	A percussion instrument with wooden bars that are hit with mallets
8	A repeated rhythmic pattern	6	A wooden board with metal tines on it that are plucked with thumbs
9	Slightly changing the pitch of a note on a stringed instrument, by pulling down of the string	7	A rattle made from a hollowed out gourd covered in beads
10	Many different rhythms played at the same time	8	A drum played with a hooked stick, and contains string that can be tightened and loosened to alter the pitch
11	To glide or slide from one note to the next	14. Triplets	Three notes played in the time of two
12	Playing or accenting rhythms that are off the main beat	15. Virtuosic	Playing with a high level of technical ability (showing off)
13	A rolling effect, created by the fast repetition of notes (on the bazouki in Greek and steel pans in Calypso)		

AoS3: Rhythms of the World

Key Terms		African Drumming	
1. Accelerando		1. Learnt ...	
2. Call and response		2. Played for ...	
3. Cross rhythm		1. Master Drummer	
4. Dotted Rhythms		2. Agogo	
5. Improvisation		3. Dundun	
6. Microtones		4. Djembe	
7. Ornamentation		5. Marimba	
8. Ostinato		6. Mbira	
9. Pitch/Note Bend		7. Shekere	
10. Polyrhythm		8. Talking drum	
11. Slide/Glissando		14. Triplets	
12. Syncopation		15. Virtuosoic	
13. Tremolo			

AoS3: Rhythms of the World											
Indian Subcontinent							Key Terms				
Indian Classical							1	A gradual increase in tempo			
1. It is highly improvised , with performers communicating with each other throughout the performance			2		3. Famous performers include Ravi Shankar (sitar) and Alla Rakha (tabla)			2. Call and response			
1	A set of pitches, similar to a scale, used as the basis of the improvised melody		5	The opening section - slow and only with the raga and drone instruments playing		9	A stringed, violin-like instrument played with a bow		3	A complex polyrhythm that uses different 'conflicting' rhythms	
2. Drone			6. Gat			10. Bansuri			4. Dotted Rhythms		
3	A cycle of beats that repeat and are played by the tabla		7	The fast climax of the piece		11	A lute used in Indian Classical music		5	Make something up on the spot	
4. Sitar			8. Tanpura			12. Tabla			6. Microtones		
Bhangra	1		1	Double-headed barrel drum, played with a strick		4	An electronic keyboard instrument		7	Fast notes that are added to a melody as decoration, for example a trill	
	2. Most modern bhangra follows a standard pop song structure , and contains shouts of 'Hoi' on the off beats		2. Tumbi			5. Sampling			8. Ostinato		
	3		3	The rhythm used in bhangra, played on the dhol and tumbi		6	A small keyboard instrument which requires pumping bellows to produce a sound similar to an accordion		9	Slightly changing the pitch of a note on a stringed instrument, by pulling down of the string	
Mediterranean and Middle eastern											
Greek		Palestinian			Israeli			10. Polyrhythm			
1. Irregular time signatures (5/8, 7/8) are often used, but not always, with the use of irregular rhythms played using accented notes		1			1. Israeli music tends to adopt more Western musical instruments , rather than Arabic, like Palestinian music			11	To glide or slide from one note to the next		
2		2. Textures can be monophonic , however often hetrophonic textures can be heard with multiple instruments playing and decorating melody lines at once			2			12. Syncopation			
3. Major and minor chords used, with the tonic and dominant notes of the chord emphasised in the bass		1		A set of pitches, similar to a scale, used as the basis of the improvised melody		3. Usually in 2/4 or 4/4 , with a fast tempo for dancing, which has a gradual accelerando		13	A rolling effect, created by the fast repetition of notes (on the bazouki in Greek and steel pans in Calypso)		
1	A stringed instrument that is played using a plectrum, similar to a guitar.		2. Wazn		4		14. Triplets		15	Playing with a high level of technical ability (showing off)	
2. Defi		3		A pear-shaped stringed instrument played with a pick.		1	Sharply bringing a finger down on the fingerboard of a stringed instrument, causing a note to sound		African Drumming		
3	A goblet drum, similar to a djembe, but played with a lighter, faster touch.		4. Zither		2. Pull off		1				
Latin and South American											
Calypso		Samba					2. Played for entertainment but also at special events such as weddings, births and funerals				
1. Originally song often accompanied by one instrument with lyric that tell a story or commented on politics/society		1. In 2/4 or 4/4 it is highly polyrhythmic and uses call and response between the repinique player and the rest of the ensemble			2		1	The leader of the group in n African ensemble, often the most virtuosic of the group			
2		1. Agogo		A bell like instrument that can produce two pitches		7. Cowbell	Percussion bell	3	A large double headed drum played with a stick		
3. Simple harmony using the primary chords , often played in a major key		2				8		4. Djembe			
4		3. Batacuda		African-influences Brazilian percussive style, played by an ensemble known as a bateria		9. Guiro	A percussion instrument consisting of a notched gourd which is scraped by a stick	5	A percussion instrument with wooden bars that are hit with mallets		
1	Highest pitch steel pans that play the melody		4		10		6. Mbira				
2. Altos/guitars/cellos		5. Claves		An instrument consisting of two sticks beaten together		11. Surdo	Large drum which provides the basic rhythmic pulse of the music	7	A rattle made from a hollowed out gourd covered in beads		
3	Low pitch steel pans that play the bass line of the music		6		12		8. Talking drum				

AoS3: Rhythms of the World										
Indian Subcontinent							Key Terms			
Indian Classical							1. Accelerando			
1		2. Melodic lines are heavily ornamented using techniques such as pitch/note bend , runs and glissando			3		2	One instrument plays a 'call', and the rest of the performers respond		
1. Raga		5. Alap		9. Sarangi		3. Cross rhythm				
2	A repeated note or set of notes repeated throughout a piece	6	The main, middle section - a clear pulse is developed with the introduction of the tala		10	A wooden flute used in Indian Classical music		4	A rhythm in which the beat is unequally subdivided into a long dotted note and a short note.	
3. Tala		7. Jhala		11. Sarod		5. Improvisation				
4	A stringed, guitar-like instrument. Its distinctive sound is due to a number of 'sympathetic strings'	8	A stringed instrument used to play the drone		12	A pair of drums, with of a wide variety of sounds and pitches		6	Notes between the semitones of Western classical music	
Bhangra	1. Vocal melodies have a small range , but are heavily ornamented using microtonal intervals	1. Dohl		4. Synthesiser		7. Ornamentation				
	2	2		A high-pitched, single-stringed instrument		5	Taking an extract from one recording and using it in another		8	A repeated rhythmic pattern
	3. Famous performers include Punjabi MC		3. Chaal		6. Harmonium		9. Pitch/Note Bend			
Mediterranean and Middle eastern							10	Many different rhythms played at the same time		
Greek		Palestinian			Israeli		11. Slide/Glissando			
1		1. Melodies are improvised around the maqam with lots of ornamentation . Vocals are highly melismatic			1		12	Playing or accenting rhythms that are off the main beat		
2. Simple melodies with lots of ornamentation , often harmonised in thirds		2			2. Melodies most often played on violin , clarinet or accordion with heavy ornamentation		13. Tremolo			
3		1. Maqam			3		14		Three notes played in the time of two	
1. Bouzouki		2	A rhythmic pattern of beats that repeat and are played by the tabla		4. Melody and accompaniment texture with chords played off-beat and bass playing every beat , often playing alternating tonic and dominant notes		15. Virtuosoic			
2	A Greek hand drum with bangles attached.	3. Oud			1. Hammer on		African Drumming			
3. Doumbek		4			2		1. Learnt aurally African drumming relies on layers of ostinato which have a steady pulse			
Latin and South American							2			
Calypso		Samba					1. Master Drummer			
1		1			2. Moderately fast tempo using sudden stops to create excitement in the otherwise repetitive style known as the batacuda		2	A bell like instrument that can produce two pitches		
2. Famous calypso artists include Mighty Sparrow , but now calypso is more commonly associated with performance on steel pans		1. Agogo			7. Cowbell		3. Dundun			
3		2			A whistle used in Samba		8	A friction drum with a large pitch range, produced by changing tension on the head of the drum.		
4. Verse/chorus structure in 4/4 time with syncopated and dotted rhythms		3. Batacuda			9. Guiro		5. Marimba			
1. Tenor/ping ping		4			The rhythm used in Samba usually played on the claves		10	High pitch Tom Tom drum that is played by the leader of the ensemble		
2	Steel pans that play the chords	5. Claves			11. Surdo		7. Shekere			
3. Bass		6			Two tall drums of equal height but different diameters, which create different pitches		12	Two small drums played with sticks, sounding like high pitched tom-toms		
							8	A drum played with a hooked stick, and contains string that can be tightened and loosened to alter the pitch		

AoS3: Rhythms of the World										
Indian Subcontinent							Key Terms			
Indian Classical							1	A gradual increase in tempo		
1. Lots of ...			2. Melodic lines ...			3. Performers ...		2	One instrument plays a 'call', and the rest of the performers respond	
1	A set of pitches, similar to a scale, used as the basis of the improvised melody		5	The opening section - slow and only with the raga and drone instruments playing		9	A stringed, violin-like instrument played with a bow		3	A complex polyrhythm that uses different 'conflicting' rhythms
2	A repeated note or set of notes repeated throughout a piece		6	The main, middle section - a clear pulse is developed with the introduction of the tala		10	A wooden flute used in Indian Classical music		4	A rhythm in which the beat is unequally subdivided into a long dotted note and a short note.
3	A cycle of beats that repeat and are played by the tabla		7	The fast climax of the piece		11	A lute used in Indian Classical music		5	Make something up on the spot
4	A stringed, guitar-like instrument. Its distinctive sound is due to a number of 'sympathetic strings'		8	A stringed instrument used to play the drone		12	A pair of drums, with of a wide variety of sounds and pitches		6	Notes between the semitones of Western classical music
Bhangra	1. Vocal melodies have a small range , but are heavily ornamented using microtonal intervals		1	Double-headed barrel drum, played with a strick		4	An electronic keyboard instrument		7	Fast notes that are added to a melody as decoration, for example a trill
	2. Most modern bhangra follows a standard pop song structure , and contains shouts of 'Hoi' on the off beats		2	A high-pitched, single-stringed instrument		5	Taking an extract from one recording and using it in another		8	A repeated rhythmic pattern
	3. Famous performers include Punjabi MC		3	The rhythm used in bhangra, played on the dhol and tumbi		6	A small keyboard instrument which requires pumping bellows to produce a sound similar to an accordion		9	Slightly changing the pitch of a note on a stringed instrument, by pulling down of the string
Mediterranean and Middle eastern							10	Many different rhythms played at the same time		
Greek			Palestinian			Israeli		11	To glide or slide from one note to the next	
1. Time signatures ...			1. Melodies are ...			1. Uses more ... instruments ...		12	Playing or accenting rhythms that are off the main beat	
2. Melodies are ...			2. Textures can be ...			2. Melodies played by ...		13	A rolling effect, created by the fast repetition of notes (on the bazouki in Greek and steel pans in Calypso)	
3. Chords often used ...			1	A set of pitches, similar to a scale, used as the basis of the improvised melody		3. Tempo and time signatures ...		14	Three notes played in the time of two	
1	A stringed instrument that is played using a plectrum, similar to a guitar.		2	A rhythmic pattern of beats that repeat and are played by the tabla		4. Texture ...		15	Playing with a high level of technical ability (showing off)	
2	A Greek hand drum with bangles attached.		3	A pear-shaped stringed instrument played with a pick.		1	Sharply bringing a finger down on the fingerboard of a stringed instrument, causing a note to sound		African Drumming	
3	A goblet drum, similar to a djembe, but played with a lighter, faster touch.		4	Similar sounding to a harp, this string instrument is played on ones lap and plucked or strummed		2	"Pulling" the finger off a string on a fingerboard of stringed instrument, causing a note to change in pitch		1. Learnt ...	
Latin and South American							2. Played for ...			
Calypso			Samba				1	The leader of the group in n African ensemble, often the most virtuosic of the group		
1. Originally ...			1. Time signature and texture ...			2. Tempo is ...		2	A bell like instrument that can produce two pitches	
2. Calypso artist ...			1	A bell like instrument that can produce two pitches		7	Percussion bell		3	A large double headed drum played with a stick
3. Simple harmony using ...			2	A whistle used in Samba		8	A friction drum with a large pitch range, produced by changing tension on the head of the drum.		4	A single headed, goblet drum that is played with the hands
4. Structure and time signatures ...			3	African-influences Brazilian percussive style, played by an ensemble known as a bateria		9	A percussion instrument consisting of a notched gourd which is scraped by a stick		5	A percussion instrument with wooden bars that are hit with mallets
1	Highest pitch steel pans that play the melody		4	The rhythm used in Samba usually played on the claves		10	High pitch Tom Tom drum that is played by the leader of the ensemble		6	A wooden board with metal tines on it that are plucked with thumbs
2	Steel pans that play the chords		5	An instrument consisting of two sticks beaten together		11	Large drum which provides the basic rhythmic pulse of the music		7	A rattle made from a hollowed out gourd covered in beads
3	Low pitch steel pans that play the bass line of the music		6	Two tall drums of equal height but different diameters, which create different pitches		12	Two small drums played with sticks, sounding like high pitched tom-toms		8	A drum played with a hooked stick, and contains string that can be tightened and loosened to alter the pitch

AoS3: Rhythms of the World									
Indian Subcontinent							Key Terms		
Indian Classical							1		
1		2		3			2		
1		5		9			3		
2		6		10			4		
3		7		11			5		
4		8		12			6		
Bhangra	1	1		4			7		
	2	2		5			8		
	3	3		6			9		
Mediterranean and Middle eastern							10		
Greek		Palestinian			Israeli		11		
1		1			1		12		
2		2			2		13		
3		1			3		14		
1		2			4		15		
2		3			1		African Drumming		
3		4			2		1		
Latin and South American							2		
Calypso		Samba					1		
1		1			2		2		
2		1			7		3		
3		2			8		4		
4		3			9		5		
1		4			10		6		
2		5			11		7		
3		6			12		8		

AoS4: Film and Video Game Music

Key Ideas		Key Terms			
1. Purpose	Music in a film is there to set the scene, enhance the mood, tell the audience things that the visuals cannot, or manipulate their feelings. Sound effects are not music!	1. Click Track	A click metronome heard by musicians through headphones as they perform to keep in time	5. Mickey Mousing	When music fits exactly with a specific action on screen
2. Theme Song	Sometimes a song, usually a pop song, is used as a theme song for a film. This helps with marketing and publicity .	2. Cues	The parts of the film that require music. This is agreed between the director and composer	6. Non-diegetic	Music that is not part of the action: the audience can hear it but the character in the film cannot
3. Video Game Music	Music for video games fulfils a very similar function to that of film music.	3. Diegetic	Music that is part of the action: the characters in the film can actually hear the music	7. Sync point	A precise moment where the music needs to fit with an action
Composing to enhance a mood:		4. Leitmotif	A short melody that is associated with a character or idea in a film	8. Underscore	Music played underneath action or dialogue - used to set a mood
War/Military	1. Use of simple/duple metre will work for a military style drum beat	Pitch & Melody		Harmony & Tonality	
	2. Percussion instruments used to help depict a military band, including snare , bass drum and cymbals .	1. Arpeggio/Broken Chord	Going up or down the notes of a chord one at a time, ascending or descending	1. Atonal	Not in a key - often sounds dissonant
	3. Brass instruments evoke a military feel but also heroism associated with fanfares .	2. Chromatic scale	Going up or down by one semitone at a time	2. Consonant	Not clashing - harmony that sounds nice
Drama	1. Thick textures and rich timbres can help to convey emotion	3. Conjunct/stepwise	Moving up or down by step (notes that are next to each other)	3. Dissonant	Clashing harmony
	2. Often using string instruments	4. Disjunct/leap	Moving up or down by leaps (notes that are further apart from each other)	4. Major/Minor	The key - generally major keys sound happy and minor keys sound sad
	3. Major tonality for epic/ triumphant feel. Minor tonality for tragedy /reflectiveness	5. Ostinato	A repeating pattern (can be melodic or rhythmic)	5. Pedal Note	a held note under or over the rest of the music
Horror	1. Sustained/ tremolo strings bring tension to a scene, especially when played quietly	Dynamics, expression and articulation		Texture	
	2. Sudden changes in dynamics and pitch prevent the listener from feeling comfortable	1. Accent/Stab	A note that is louder than the ones surrounding it (a chord is known as a stab in film music)	1. Antiphonal	Alternating groups of instruments
	3. Unpleasant/ screeching timbres and dissonance	2. Crescendo/Diminuendo	Getting louder/quieter gradually	2. Call and Response	Question and answer
Comedy	1. Faster tempo and major key to help create a bright melody	3. Glissando	A very quick scale, played as fast as possible so that it is as close to a slide as possible	3. Homophonic	Chords
	2. Pizzicato strings and usually a lot of Mickey Mousing	4. Muted	A dampened sound on a brass or string instrument	4. Monophonic	A single melody - no harmony
Tragedy	1. Minor tonality with heavy use of strings	5. Legato	Played smoothly	5. Polyphonic	Many independent lines of music
	2. Slow tempo, unless conveying a panic before a tragedy	6. Pizzicato	When a violin, viola, cello or double bass is plucked (instead of bowed)	6. Octave	The interval of an 8th
	3. Generally quiet dynamics with warm timbres	7. Staccato	Short, detached notes	7. Imitative	A melody repeated a little later by another instrument

AoS4: Film and Video Game Music

Key Ideas		Composing to enhance a mood:	
1. Purpose		War/Military	1. Use of simple /duple metre will work for a military style drum beat
2. Theme Song	Sometimes a song, usually a pop song, is used as a theme song for a film. This helps with marketing and publicity .		2
3. Video Game Music			3. Brass instruments evoke a military feel but also heroism associated with fanfares .
Horror	1. Sustained/ tremolo strings bring tension to a scene, especially when played quietly	Drama	1. Thick textures and rich timbres can help to convey emotion
	2		2
	3. Unpleasant/ screeching timbres and dissonance		3. Major tonality for epic/ triumphant feel. Minor tonality for tragedy /reflectiveness
Comedy	1. Faster tempo and major key to help create a bright melody	Tragedy	1. Minor tonality with heavy use of strings
	2		2
			3. Generally quiet dynamics with warm timbres

AoS4: Film and Video Game Music

Key Ideas		Composing to enhance a mood:	
	Music in a film is there to set the scene, enhance the mood, tell the audience things that the visuals cannot, or manipulate their feelings. Sound effects are not music!	War/Military	1
2. Theme Song			2. Percussion instruments used to help depict a military band, including snare , bass drum and cymbals .
	Music for video games fulfils a very similar function to that of film music.		3. Brass instruments evoke a military feel but also heroism associated with fanfares .
Horror	1	Drama	1
	2. Sudden changes in dynamics and pitch prevent the listener from feeling comfortable		2. Often using string instruments
	3. Unpleasant/ screeching timbres and dissonance		3. Major tonality for epic/ triumphant feel. Minor tonality for tragedy /reflectiveness
Comedy	1	Tragedy	1
	2. Pizzicato strings and usually a lot of Mickey Mousing		2. Slow tempo, unless conveying a panic before a tragedy
			3. Generally quiet dynamics with warm timbres

AoS4: Film and Video Game Music

Key Ideas		Composing to enhance a mood:	
1. Purpose		War/Military	1. Use of simple /duple metre will work for a military style drum beat
2. Theme Song			2. Percussion instruments used to help depict a military band, including snare , bass drum and cymbals .
3. Video Game Music			3
Horror	1. Sustained/ tremolo strings bring tension to a scene, especially when played quietly	Drama	1. Thick textures and rich timbres can help to convey emotion
	2. Sudden changes in dynamics and pitch prevent the listener from feeling comfortable		2. Often using string instruments
	3		3
Comedy	1. Faster tempo and major key to help create a bright melody	Tragedy	1. Minor tonality with heavy use of strings
	2		2. Slow tempo, unless conveying a panic before a tragedy
			3

AoS4: Film and Video Game Music

Key Ideas		Composing to enhance a mood:	
1	Music in a film is there to set the scene, enhance the mood, tell the audience things that the visuals cannot, or manipulate their feelings. Sound effects are not music!	War/Military	1
2	Sometimes a song, usually a pop song, is used as a theme song for a film. This helps with marketing and publicity .		2
3	Music for video games fulfils a very similar function to that of film music.		3. Brass instruments evoke a military feel but also heroism associated with fanfares .
Horror	1	Drama	1
	2. Sudden changes in dynamics and pitch prevent the listener from feeling comfortable		2. Often using string instruments
	3		3
Comedy	1	Tragedy	1. Minor tonality with heavy use of strings
	2. Pizzicato strings and usually a lot of Mickey Mousing		2
			3

AoS4: Film and Video Game Music

Key Ideas		Composing to enhance a mood:	
1. Purpose		War/Military	1
2. Theme Song	Sometimes a song, usually a pop song, is used as a theme song for a film. This helps with marketing and publicity .		2. Percussion instruments used to help depict a military band, including snare , bass drum and cymbals .
3. Video Game Music			3. Brass instruments evoke a military feel but also heroism associated with fanfares .
Horror	1. Sustained/ tremolo strings bring tension to a scene, especially when played quietly	Drama	1
	2		2
	3. Unpleasant/ screeching timbres and dissonance		3
Comedy	1	Tragedy	1. Minor tonality with heavy use of strings
			2. Slow tempo, unless conveying a panic before a tragedy
	2		3

AoS4: Film and Video Game Music

Key Ideas		Composing to enhance a mood:	
1. Purpose		War/Military	1. Metre...
2. Theme Song			2. Percussion Instrumentation ...
3. Video Game Music			3. Melodic instruments ...
Horror	1. Strings play with dynamics are...	Drama	1. Texture...
	2. Dynamic and pitch changes ...		2. Instrumentation ...
	3. Timbre and harmony are ...		3. Tonality ...
Comedy	1. Tempo ... Tonality	Tragedy	1. Tonality... Instrumentation ...
	2. Strings play ... Lots of		2. Tempo ...
			3. Dynamics ... Timbre ...

AoS4: Film and Video Game Music			
Key Ideas		Composing to enhance a mood:	
1		War/Military	1
2			2
3			3
Horror	1	Drama	1
	2		2
	3		3
Comedy	1	Tragedy	1
			2
	2		3

AoS4: Film and Video Game Music

Key Terms			
1. Click Track		5. Mickey Mousing	
2. Cues		6. Non-diegetic	
3. Diegetic		7. Sync point	
4. Leitmotif		8. Underscore	
Pitch & Melody		Harmony & Tonality	
1. Arpeggio/Broken Chord		1. Atonal	
2. Chromatic scale		2. Consonant	
3. Conjunct/stepwise		3. Dissonant	
4. Disjunct/leap		4. Major/Minor	
5. Ostinato		5. Pedal Note	
Dynamics, expression and articulation		Texture	
1. Accent/Stab		1. Antiphonal	
2. Crescendo/Diminuendo		2. Call and Response	
3. Glissando		3. Homophonic	
4. Muted		4. Monophonic	
5. Legato		5. Polyphonic	
6. Pizzicato		6. Octave	
7. Staccato		7. Imitative	

AoS4: Film and Video Game Music

Key Terms			
1	A click metronome heard by musicians through headphones as they perform to keep in time	5	When music fits exactly with a specific action on screen
2	The parts of the film that require music. This is agreed between the director and composer	6	Music that is not part of the action: the audience can hear it but the character in the film cannot
3	Music that is part of the action: the characters in the film can actually hear the music	7	A precise moment where the music needs to fit with an action
4	A short melody that is associated with a character or idea in a film	8	Music played underneath action or dialogue - used to set a mood
Pitch & Melody		Harmony & Tonality	
1	Going up or down the notes of a chord one at a time, ascending or descending	1	Not in a key - often sounds dissonant
2	Going up or down by one semitone at a time	2	Not clashing - harmony that sounds nice
3	Moving up or down by step (notes that are next to each other)	3	Clashing harmony
4	Moving up or down by leaps (notes that are further apart from each other)	4	The key - generally major keys sound happy and minor keys sound sad
5	A repeating pattern (can be melodic or rhythmic)	5	a held note under or over the rest of the music
Dynamics, expression and articulation		Texture	
1	A note that is louder than the ones surrounding it (a chord is known as a stab in film music)	1	Alternating groups of instruments
2	Getting louder/quieter gradually	2	Question and answer
3	A very quick scale, played as fast as possible so that it is as close to a slide as possible	3	Chords
4	A dampened sound on a brass or string instrument	4	A single melody - no harmony
5	Played smoothly	5	Many independent lines of music
6	When a violin, viola, cello or double bass is plucked (instead of bowed)	6	The interval of an 8th
7	Short, detached notes	7	A melody repeated a little later by another instrument

AoS4: Film and Video Game Music

Key Terms			
1. Click Track	A click metronome heard by musicians through headphones as they perform to keep in time	5. Mickey Mousing	
2. Cues		6. Non-diegetic	Music that is not part of the action: the audience can hear it but the character in the film cannot
3. Diegetic	Music that is part of the action: the characters in the film can actually hear the music	7. Sync point	
4. Leitmotif		8. Underscore	Music played underneath action or dialogue - used to set a mood
Pitch & Melody		Harmony & Tonality	
1. Arpeggio/Broken Chord		1. Atonal	Not in a key - often sounds dissonant
2. Chromatic scale	Going up or down by one semitone at a time	2. Consonant	
3. Conjunct/stepwise		3. Dissonant	Clashing harmony
4. Disjunct/leap	Moving up or down by leaps (notes that are further apart from each other)	4. Major/Minor	
5. Ostinato		5. Pedal Note	a held note under or over the rest of the music
Dynamics, expression and articulation		Texture	
1. Accent/Stab	A note that is louder than the ones surrounding it (a chord is known as a stab in film music)	1. Antiphonal	
2. Crescendo/Diminuendo		2. Call and Response	Question and answer
3. Glissando	A very quick scale, played as fast as possible so that it is as close to a slide as possible	3. Homophonic	
4. Muted		4. Monophonic	A single melody - no harmony
5. Legato	Played smoothly	5. Polyphonic	
6. Pizzicato		6. Octave	The interval of an 8th
7. Staccato	Short, detached notes	7. Imitative	

AoS4: Film and Video Game Music

Key Terms			
1. Click Track		5. Mickey Mousing	When music fits exactly with a specific action on screen
2. Cues	The parts of the film that require music. This is agreed between the director and composer	6. Non-diegetic	
3. Diegetic		7. Sync point	A precise moment where the music needs to fit with an action
4. Leitmotif	A short melody that is associated with a character or idea in a film	8. Underscore	
Pitch & Melody		Harmony & Tonality	
1. Arpeggio/Broken Chord	Going up or down the notes of a chord one at a time, ascending or descending	1. Atonal	
2. Chromatic scale		2. Consonant	Not clashing - harmony that sounds nice
3. Conjunct/stepwise	Moving up or down by step (notes that are next to each other)	3. Dissonant	
4. Disjunct/leap		4. Major/Minor	The key - generally major keys sound happy and minor keys sound sad
5. Ostinato	A repeating pattern (can be melodic or rhythmic)	5. Pedal Note	
Dynamics, expression and articulation		Texture	
1. Accent/Stab		1. Antiphonal	Alternating groups of instruments
2. Crescendo/Diminuendo	Getting louder/quieter gradually	2. Call and Response	
3. Glissando		3. Homophonic	Chords
4. Muted	A dampened sound on a brass or string instrument	4. Monophonic	
5. Legato		5. Polyphonic	Many independent lines of music
6. Pizzicato	When a violin, viola, cello or double bass is plucked (instead of bowed)	6. Octave	
7. Staccato		7. Imitative	A melody repeated a little later by another instrument

AoS4: Film and Video Game Music

Key Terms

1. Click Track	A click metronome heard by musicians through headphones as they perform to keep in time	5. Mickey Mousing	
2	The parts of the film that require music. This is agreed between the director and composer	6	Music that is not part of the action: the audience can hear it but the character in the film cannot
3. Diegetic		7	A precise moment where the music needs to fit with an action
4. Leitmotif	A short melody that is associated with a character or idea in a film	8. Underscore	Music played underneath action or dialogue - used to set a mood

Pitch & Melody

1. Arpeggio/Broken Chord	
2	Going up or down by one semitone at a time
3. Conjunct/stepwise	
4	Moving up or down by leaps (notes that are further apart from each other)
5. Ostinato	A repeating pattern (can be melodic or rhythmic)

Harmony & Tonality

1. Atonal	Not in a key - often sounds dissonant
2. Consonant	Not clashing - harmony that sounds nice
3	Clashing harmony
4	The key - generally major keys sound happy and minor keys sound sad
5. Pedal Note	

Dynamics, expression and articulation

1	A note that is louder than the ones surrounding it (a chord is known as a stab in film music)
2. Crescendo/Diminuendo	
3. Glissando	A very quick scale, played as fast as possible so that it is as close to a slide as possible
4	A dampened sound on a brass or string instrument
5	Played smoothly
6	When a violin, viola, cello or double bass is plucked (instead of bowed)
7. Staccato	

Texture

1. Antiphonal	Alternating groups of instruments
2. Call and Response	
3	Chords
4. Monophonic	A single melody - no harmony
5	Many independent lines of music
6	The interval of an 8th
7. Imitative	

AoS4: Film and Video Game Music

Key Terms			
1	A click metronome heard by musicians through headphones as they perform to keep in time	5	When music fits exactly with a specific action on screen
2. Cues	The parts of the film that require music. This is agreed between the director and composer	6	Music that is not part of the action: the audience can hear it but the character in the film cannot
3	Music that is part of the action: the characters in the film can actually hear the music	7. Sync point	A precise moment where the music needs to fit with an action
4. Leitmotif		8. Underscore	
Pitch & Melody		Harmony & Tonality	
1. Arpeggio/Broken Chord		1	Not in a key - often sounds dissonant
2	Going up or down by one semitone at a time	2. Consonant	Not clashing - harmony that sounds nice
3	Moving up or down by step (notes that are next to each other)	3. Dissonant	
4. Disjunct/leap	Moving up or down by leaps (notes that are further apart from each other)	4	The key - generally major keys sound happy and minor keys sound sad
5. Ostinato		5	a held note under or over the rest of the music
Dynamics, expression and articulation		Texture	
1. Accent/Stab	A note that is louder than the ones surrounding it (a chord is known as a stab in film music)	1. Antiphonal	
2	Getting louder/quieter gradually	2. Call and Response	Question and answer
3	A very quick scale, played as fast as possible so that it is as close to a slide as possible	3	Chords
4	A dampened sound on a brass or string instrument	4. Monophonic	
5. Legato	Played smoothly	5. Polyphonic	Many independent lines of music
6. Pizzicato		6	The interval of an 8th
7. Staccato		7. Imitative	A melody repeated a little later by another instrument

AoS4: Film and Video Game Music			
Key Terms			
1		5	
2		6	
3		7	
4		8	
Pitch & Melody		Harmony & Tonality	
1		1	
2		2	
3		3	
4		4	
5		5	
Dynamics, expression and articulation		Texture	
1		1	
2		2	
3		3	
4		4	
5		5	
6		6	
7		7	

AoS4: Film and Video Game Music

Key Ideas		Key Terms			
1. Purpose		1. Click Track		5. Mickey Mousing	
2	Sometimes a song, usually a pop song, is used as a theme song for a film. This helps with marketing and publicity .	2. Cues	The parts of the film that require music. This is agreed between the director and composer	6. Non-diegetic	Music that is not part of the action: the audience can hear it but the character in the film cannot
3. Video Game Music		3. Diegetic		7. Sync point	
Composing to enhance a mood:		4	A short melody that is associated with a character or idea in a film	8. Underscore	Music played underneath action or dialogue - used to set a mood
War/Military	1. Use of simple/duple metre will work for a military style drum beat	Pitch & Melody		Harmony & Tonality	
	2	1. Arpeggio/Broken Chord		1. Atonal	
	3. Brass instruments evoke a military feel but also heroism associated with fanfares .	2. Chromatic scale	Going up or down by one semitone at a time	2	Not clashing - harmony that sounds nic
Drama	1	3. Conjunct/stepwise		3. Dissonant	
	2. Often using string instruments	4	Moving up or down by leaps (notes that are further apart from each other)	4. Major/Minor	The key - generally major keys sound happy and minor keys sound sad
	3	5. Ostinato		5. Pedal Note	
Horror	1. Sustained/ tremolo strings bring tension to a scene, especially when played quietly	Dynamics, expression and articulation		Texture	
	2	1. Accent/Stab	A note that is louder than the ones surrounding it (a chord is known as a stab in film music)	1	Alternating groups of instruments
	3. Unpleasant/ screeching timbres and dissonance	2. Crescendo/Diminuendo		2. Call and Response	
Comedy	1	3	A very quick scale, played as fast as possible so that it is as close to a slide as possible	3. Homophonic	Chords
	2. Pizzicato strings and usually a lot of Mickey Mousing	4. Muted		4. Monophonic	
Tragedy	1	5. Legato	Played smoothly	5	Many independent lines of music
	2. Slow tempo, unless conveying a panic before a tragedy	6. Pizzicato		6. Octave	
	3	7. Staccato	Short, detached notes	7. Imitative	A melody repeated a little later by another instrument

AoS4: Film and Video Game Music

Key Ideas		Key Terms			
1. Purpose	Music in a film is there to set the scene, enhance the mood, tell the audience things that the visuals cannot, or manipulate their feelings. Sound effects are not music!	1	A click metronome heard by musicians through headphones as they perform to keep in time	5	When music fits exactly with a specific action on screen
2. Theme Song		2. Cues		6. Non-diegetic	
3	Music for video games fulfils a very similar function to that of film music.	3. Diegetic	Music that is part of the action: the characters in the film can actually hear the music	7. Sync point	A precise moment where the music needs to fit with an action
Composing to enhance a mood:		4. Leitmotif		8. Underscore	
War/Military	1	Pitch & Melody		Harmony & Tonality	
	2. Percussion instruments used to help depict a military band, including snare , bass drum and cymbals .	1. Arpeggio/Broken Chord	Going up or down the notes of a chord one at a time, ascending or descending	1. Atonal	Not in a key - often sounds dissonant
	3	2. Chromatic scale		2. Consonant	
Drama	1. Thick textures and rich timbres can help to convey emotion	3	Moving up or down by step (notes that are next to each other)	3. Dissonant	Clashing harmony
	2	4. Disjunct/leap		4. Major/Minor	
	3. Major tonality for epic/ triumphant feel. Minor tonality for tragedy /reflectiveness	5. Ostinato	A repeating pattern (can be melodic or rhythmic)	5. Pedal Note	a held note under or over the rest of the music
Horror	1	Dynamics, expression and articulation		Texture	
	2. Sudden changes in dynamics and pitch prevent the listener from feeling comfortable	1. Accent/Stab		1. Antiphonal	
	3	2. Crescendo/Diminuendo	Getting louder/quieter gradually	2	Question and answer
Comedy	1. Faster tempo and major key to help create a bright melody	3. Glissando		3. Homophonic	
	2	4. Muted	A dampened sound on a brass or string instrument	4. Monophonic	A single melody - no harmony
Tragedy	1. Minor tonality with heavy use of strings	5. Legato		5. Polyphonic	
	2	6	When a violin, viola, cello or double bass is plucked (instead of bowed)	6. Octave	The interval of an 8th
	3. Generally quiet dynamics with warm timbres	7. Staccato		7. Imitative	

AoS4: Film and Video Game Music

Key Ideas		Key Terms			
1. Purpose		1	A click metronome heard by musicians through headphones as they perform to keep in time	5	When music fits exactly with a specific action on screen
2	Sometimes a song, usually a pop song, is used as a theme song for a film. This helps with marketing and publicity .	2. Cues		6. Non-diegetic	
3. Video Game Music	Music for video games fulfils a very similar function to that of film music.	3. Diegetic	Music that is part of the action: the characters in the film can actually hear the music	7. Sync point	
Composing to enhance a mood:		4	A short melody that is associated with a character or idea in a film	8	Music played underneath action or dialogue - used to set a mood
War/Military	1. Use of simple/duple metre will work for a military style drum beat	Pitch & Melody		Harmony & Tonality	
	2. Percussion instruments used to help depict a military band, including snare , bass drum and cymbals .	1. Arpeggio/Broken Chord		1	Not in a key - often sounds dissonant
	3. Brass instruments evoke a military feel but also heroism associated with fanfares .	2. Chromatic scale	Going up or down by one semitone at a time	2. Consonant	Not clashing - harmony that sounds nice
Drama	1	3	Moving up or down by step (notes that are next to each other)	3	Clashing harmony
	2	4	Moving up or down by leaps (notes that are further apart from each other)	4. Major/Minor	
	3. Major tonality for epic/ triumphant feel. Minor tonality for tragedy /reflectiveness	5.Ostinato		5. Pedal Note	
Horror	1. Sustained/ tremolo strings bring tension to a scene, especially when played quietly	Dynamics, expression and articulation		Texture	
	2	1. Accent/Stab		1. Antiphonal	
	3	2. Crescendo/Diminuendo		2. Call and Response	
Comedy	1. Faster tempo and major key to help create a bright melody	3. Glissando		3	Chords
	2	4. Muted	A dampened sound on a brass or string instrument	4	A single melody - no harmony
Tragedy	1. Minor tonality with heavy use of strings	5	Played smoothly	5	Many independent lines of music
	2	6	When a violin, viola, cello or double bass is plucked (instead of bowed)	6. Octave	The interval of an 8th
	3. Generally quiet dynamics with warm timbres	7	Short, detached notes	7. Imitative	A melody repeated a little later by another instrument

AoS4: Film and Video Game Music

Key Ideas		Key Terms			
1. Purpose		1. Click Track	A click metronome heard by musicians through headphones as they perform to keep in time	5. Mickey Mousing	
2. Theme Song		2	The parts of the film that require music. This is agreed between the director and composer	6	Music that is not part of the action: the audience can hear it but the character in the film cannot
3. Video Game Music		3. Diegetic		7. Sync point	A precise moment where the music needs to fit with an action
Composing to enhance a mood:		4. Leitmotif		8	Music played underneath action or dialogue - used to set a mood
War/Military	1	Pitch & Melody		Harmony & Tonality	
	2	1. Arpeggio/Broken Chord	Going up or down the notes of a chord one at a time, ascending or descending	1. Atonal	Not in a key - often sounds dissonant
	3	2	Going up or down by one semitone at a time	2. Consonant	
Drama	1. Thick textures and rich timbres can help to convey emotion	3. Conjunct/stepwise		3. Dissonant	
	2. Often using string instruments	4. Disjunct/leap		4	The key - generally major keys sound happy and minor keys sound sad
	3. Major tonality for epic/ triumphant feel. Minor tonality for tragedy /reflectiveness	5. Ostinato	A repeating pattern (can be melodic or rhythmic)	5. Pedal Note	
Horror	1. Sustained/ tremolo strings bring tension to a scene, especially when played quietly	Dynamics, expression and articulation		Texture	
	2	1. Accent/Stab		1. Antiphonal	Alternating groups of instruments
	3. Unpleasant/ screeching timbres and dissonance	2	Getting louder/quieter gradually	2. Call and Response	Question and answer
Comedy	1	3	A very quick scale, played as fast as possible so that it is as close to a slide as possible	3. Homophonic	
	2. Pizzicato strings and usually a lot of Mickey Mousing	4. Muted	A dampened sound on a brass or string instrument	4. Monophonic	
Tragedy	1	5. Legato		5	Many independent lines of music
	2. Slow tempo, unless conveying a panic before a tragedy	6. Pizzicato		6. Octave	The interval of an 8th
	3. Generally quiet dynamics with warm timbres	7	Short, detached notes	7	A melody repeated a little later by another instrument

AoS4: Film and Video Game Music

Key Ideas		Key Terms			
1. Purpose		1. Click Track		5. Mickey Mousing	
2. Theme Song		2. Cues		6. Non-diegetic	
3. Video Game Music		3. Diegetic		7. Sync point	
Composing to enhance a mood:		4. Leitmotif		8. Underscore	
War/Military	1. Metre...	Pitch & Melody		Harmony & Tonality	
	2. Percussion Instrumentation ...				
	3. Melodic instruments ...	1. Arpeggio/Broken Chord		1. Atonal	
Drama	1. Texture...	2. Chromatic scale		2. Consonant	
	2. Instrumentation ...	3. Conjunct/stepwise		3. Dissonant	
	3. Tonality ...	4. Disjunct/leap		4. Major/Minor	
Horror	1. Strings play with dynamics are...	5. Ostinato		5. Pedal Note	
	2. Dynamic and pitch changes ...	Dynamics, expression and articulation		Texture	
	3. Timbre and harmony are ...				
Comedy	1. Tempo ...	1. Accent/Stab		1. Antiphonal	
	Tonality	2. Crescendo/Diminuendo		2. Call and Response	
	2. Strings play ...	3. Glissando		3. Homophonic	
Tragedy	Lots of	4. Muted		4. Monophonic	
	1. Tonality...	5. Legato		5. Polyphonic	
	Instrumentation ...	6. Pizzicato		6. Octave	
	2. Tempo ...	7. Staccato		7. Imitative	
	3. Dynamics ...				
	Timbre ...				

AoS4: Film and Video Game Music					
Key Ideas		Key Terms			
1		1		5	
2		2		6	
3		3		7	
Composing to enhance a mood:		4		8	
War/Military	1	Pitch & Melody		Harmony & Tonality	
	2	1		1	
	3	2		2	
Drama	1	3		3	
	2	4		4	
	3	5		5	
Horror	1	Dynamics, expression and articulation		Texture	
	2	1		1	
	3	2		2	
Comedy	1	3		3	
	2	4		4	
Tragedy	1	5		5	
	2	6		6	
	3	7		7	

AoS5: Conventions of Pop

Rock n' Roll of the 50s & 60s		Rock Anthems of the 70s & 80s		Pop Ballads of the 70s, 80s & 90s		Solo Artists from 90s to the present	
Small dance hall/clubs or concert halls	Little Richard/Elvis Presley	Clubs/Festivals or Stadiums	Queen/Europe	Clubs/Concert Halls or individual listening	Elton John/Bonnie Tyler	Clubs/Small concert hall or Stadium	Rihanna/Adelle/Ed Sheeran
1. Moderate - fast tempo, with a strong back beat rhythm, in 4/4		1. Moderately fast tempo, in 4/4 , with a steady rock beat (often a back beat)		1. Often in 4/4 (sometimes in 6/8 or 3/4) with a slow tempo		1. A range of popular styles including: pop, rock, rap, RnB, electronic and dance	
2. Almost always using primary chords , often using 12 bar blues structure		2. Powerful and uplifting lyrics designed to be sung along with by the audience in the chorus		2. Range of textures to reflect the emotional lyrics of the song		2. More use of electronic instruments and synthesisers with improvements in technology	
3. Melody and accompaniment texture, with homophonic chordal accompaniment		3. Power chords used on electric guitars, to create a melody and accompaniment texture		3. Sentimental lyrics often reflected in the vocals with the use of rubato and melisma		3. Typical band instruments but with more computerised additions and effects	
4. Syncopated walking bass lines, and often swung rhythms in the chords		4. Riffs played by keyboards, electric guitars and bass , with long drum or guitar solos		4. Harmony often using a mix of major and minor chords with inversions		4. Effects like autotune can now be applied to live performances and so are used more creatively	
5. Rock band instruments mostly acoustic: piano, drums, guitar (electric), bass/double bass and brass		5. More electronic sounds using music technology: distortion; overdrive, delay and wah-wah pedals		5. Instruments with a typical band setup (guitar, drums, bass) but with more piano and strings		5. Still often uses a typical pop song structure (as do the other 3 styles)	

Key Terms

1. A capella	Voices without instrumental accompaniment	11. Glissando	A slide between two notes, when you can hear individual notes (e.g.: like on a piano)	21. Reverb	Effect added to vocals once they have been recorded to add 'warmth' - gives a slight echo
2. Autotune	An effect which alters pitch in vocal and instrumental music recording and performances	12. Hook	The catchy part of the song, often in the chorus	22. Riff	A repeating melodic or rhythmic idea
3. Back beat	A drum beat which emphasises the second and fourth beats of the bar	13. Instrumental break	A section where the singing stops and there is a solo on an instrument	23. Rubato	Momentarily not keeping to strict tempo to allow a slight quicken/slow of expression
4. Bridge	A section that links the verse and chorus. Sometimes called a pre-chorus	14. Looping	Technology-based method of repeating a short musical idea	24. Sampling	A short extract of already composed music and reused in a new piece
5. Broken Chord	Each note of a chord played separately	15. Melisma	Lots of notes sung to a single syllable	25. Scat	Vocal improvisation with nonsense syllables or without words
6. Delay	Electronic effect that delays the sound. Sounds like an exaggerated echo	16. Middle Eight	A section of the song where there is a new, different tune	26. Strumming	Playing all the strings of a guitar at once to play a chord
7. Distortion	An effect used on guitars: a dirty, fuzzy kind of sound	17. Overdrive	An effect like distortion, but more subtle to create a more natural effect and less aggressive	27. Syllabic	Each syllable is sung to a single note
8. Falsetto	High pitched male voice (when he is using his head voice)	18. Panning	Making certain tracks come through different sides of the speakers/headphones (left/right)	28. Turn	Playing the note above, then the main note, then the note below and then back to the main note quickly
9. Fill	At the end of a phrase, the drummer plays a more complex beat for a moment	19. Picking	On guitar, playing one note at a time (as opposed to strumming)	29. Vibrato	Pulsating change of pitch. It is used to add expression
10. Flanger	A guitar effect that makes a whooshing sound	20. Portamento	When a singer slides between notes	30. Wah-Wah pedal	a guitar effects pedal that alters the tone and frequencies to mimicking the human voice saying "wah-wah"

AoS5: Conventions of Pop

Rock n' Roll of the 50s & 60s		Rock Anthems of the 70s & 80s	
Small dance hall/clubs or concert halls	Little Richard/Elvis Presley	Clubs/Festivals or Stadiums	Queen/Europe
1. Moderate - fast tempo, with a strong back beat rhythm, in 4/4		1	
2		2. Powerful and uplifting lyrics designed to be sung along with by the audience in the chorus	
3. Melody and accompaniment texture, with homophonic chordal accompaniment		3	
4		4. Riffs played by keyboards, electric guitars and bass , with long drum or guitar solos	
5. Rock band instruments mostly acoustic: piano, drums, guitar (electric), bass/double bass and brass		5	
Pop Ballads of the 70s, 80s & 90s		Solo Artists from 90s to the present	
Clubs/Concert Halls or individual listening	Elton John/Bonnie Tyler	Clubs/Small concert hall or Stadium	Rihanna/Adelle/Ed Sheeran
1		1. A range of popular styles including: pop, rock, rap, RnB, electronic and dance	
2. Range of textures to reflect the emotional lyrics of the song		2	
3		3. Typical band instruments but with more computerised additions and effects	
4. Harmony often using a mix of major and minor chords with inversions		4	
5		5. Still often uses a typical pop song structure (as do the other 3 styles)	

AoS5: Conventions of Pop

Rock n' Roll of the 50s & 60s		Rock Anthems of the 70s & 80s	
Small dance hall/clubs or concert halls	Little Richard/Elvis Presley	Clubs/Festivals or Stadiums	Queen/Europe
1		1. Moderately fast tempo, in 4/4 , with a steady rock beat (often a back beat)	
2. Almost always using primary chords , often using 12 bar blues structure		2	
3		3. Power chords used on electric guitars, to create a melody and accompaniment texture	
4. Syncopated walking bass lines, and often swung rhythms in the chords		4	
5		5. More electronic sounds using music technology: distortion; overdrive, delay and wah-wah pedals	
Pop Ballads of the 70s, 80s & 90s		Solo Artists from 90s to the present	
Clubs/Concert Halls or individual listening	Elton John/Bonnie Tyler	Clubs/Small concert hall or Stadium	Rihanna/Adelle/Ed Sheeran
1. Often in 4/4 (sometimes in 6/8 or 3/4) with a slow tempo		1	
2		2. More use of electronic instruments and synthesisers with improvements in technology	
3. Sentimental lyrics often reflected in the vocals with the use of rubato and melisma		3	
4		4. Effects like autotune can now be applied to live performances and so are used more creatively	
5. Instruments with a typical band setup (guitar, drums, bass) but with more piano and strings		5	

AoS5: Conventions of Pop

	Little Richard/Elvis Presley		Queen/Europe
1. Moderate - fast tempo, with a strong back beat rhythm, in 4/4		1	
2. Almost always using primary chords , often using 12 bar blues structure		2. Powerful and uplifting lyrics designed to be sung along with by the audience in the chorus	
3		3	
4. Syncopated walking bass lines, and often swung rhythms in the chords		4. Riffs played by keyboards, electric guitars and bass , with long drum or guitar solos	
5		5. More electronic sounds using music technology: distortion; overdrive, delay and wah-wah pedals	
Pop Ballads of the 70s, 80s & 90s		Solo Artists from 90s to the present	
	Elton John/Bonnie Tyler		Rihanna/Adelle/Ed Sheeran
1		1. A range of popular styles including: pop, rock, rap, RnB, electronic and dance	
2		2	
3. Sentimental lyrics often reflected in the vocals with the use of rubato and melisma		3. Typical band instruments but with more computerised additions and effects	
4		4. Effects like autotune can now be applied to live performances and so are used more creatively	
5. Instruments with a typical band setup (guitar, drums, bass) but with more piano and strings		5	

AoS5: Conventions of Pop

Rock n' Roll of the 50s & 60s			
Small dance hall/clubs or concert halls		Clubs/Festivals or Stadiums	Queen/Europe
1		1. Moderately fast tempo, in 4/4 , with a steady rock beat (often a back beat)	
2		2. Powerful and uplifting lyrics designed to be sung along with by the audience in the chorus	
3. Melody and accompaniment texture, with homophonic chordal accompaniment		3	
4. Syncopated walking bass lines, and often swung rhythms in the chords		4	
5. Rock band instruments mostly acoustic: piano, drums, guitar (electric), bass/double bass and brass		5	
		Solo Artists from 90s to the present	
Clubs/Concert Halls or individual listening	Elton John/Bonnie Tyler		Rihanna/Adelle/Ed Sheeran
1		1	
2. Range of textures to reflect the emotional lyrics of the song		2. More use of electronic instruments and synthesisers with improvements in technology	
3		3. Typical band instruments but with more computerised additions and effects	
4		4. Effects like autotune can now be applied to live performances and so are used more creatively	
5. Instruments with a typical band setup (guitar, drums, bass) but with more piano and strings		5	

AoS5: Conventions of Pop			
	Little Richard/Elvis Presley		Queen/Europe
1		1	
2		2	
3. Melody and accompaniment texture, with homophonic chordal accompaniment		3. Power chords used on electric guitars, to create a melody and accompaniment texture	
4		4	
5. Rock band instruments mostly acoustic: piano, drums, guitar (electric), bass/double bass and brass		5. More electronic sounds using music technology: distortion; overdrive, delay and wah-wah pedals	
	Elton John/Bonnie Tyler		Rihanna/Adelle/Ed Sheeran
1		1	
2. Range of textures to reflect the emotional lyrics of the song		2. More use of electronic instruments and synthesisers with improvements in technology	
3		3. Typical band instruments but with more computerised additions and effects	
4. Harmony often using a mix of major and minor chords with inversions		4	
5		5	

AoS5: Conventions of Pop

Rock n' Roll of the 50s & 60s		Rock Anthems of the 70s & 80s	
Venue:	Artist:	Venue:	Band:
1. Tempo, Metre & Drum beat...		1. Tempo, Metre & Drum beat...	
2. Chords mostly used are...		2. Lyrics...	
3. Texture...		3. Chords and texture...	
4. Rhythms...		4. Keyboards and guitars play...	
5. Instrumentation...		5. Music technology...	
Pop Ballads of the 70s, 80s & 90s		Solo Artists from 90s to the present	
Venue:	Artist:	Venue:	Artist:
1. Tempo and metre...		1. Styles...	
2. Texture...		2. Types of instruments...	
3. Lyrics and vocals...		3. Instrumentation...	
4. Harmony...		4. Music Technology...	
5. Instrumentation...		5. Structure...	

AoS5: Conventions of Pop			
Rock n' Roll of the 50s & 60s		Rock Anthems of the 70s & 80s	
1		1	
2		2	
3		3	
4		4	
5		5	
Pop Ballads of the 70s, 80s & 90s		Solo Artists from 90s to the present	
1		1	
2		2	
3		3	
4		4	
5		5	

AoS5: Conventions of Pop

Key Terms

1. A capella		11. Glissando		21. Reverb	
2. Autotune		12. Hook		22. Riff	
3. Back beat		13. Instrumental break		23. Rubato	
4. Bridge		14. Looping		24. Sampling	
5. Broken Chord		15. Melisma		25. Scat	
6. Delay		16. Middle Eight		26. Strumming	
7. Distortion		17. Overdrive		27. Syllabic	
8. Falsetto		18. Panning		28. Turn	
9. Fill		19. Picking		29. Vibrato	
10. Flanger		20. Portamento		30. Wah-Wah pedal	

AoS5: Conventions of Pop

Key Terms

1	Voices without instrumental accompaniment	11	A slide between two notes, when you can hear individual notes (e.g.: like on a piano)	21	Effect added to vocals once they have been recorded to add 'warmth' - gives a slight echo
2	An effect which alters pitch in vocal and instrumental music recording and performances	12	The catchy part of the song, often in the chorus	22	A repeating melodic or rhythmic idea
3	A drum beat which emphasises the second and fourth beats of the bar	13	A section where the singing stops and there is a solo on an instrument	23	Momentarily not keeping to strict tempo to allow a slight quicken/slow of expression
4	A section that links the verse and chorus. Sometimes called a pre-chorus	14	Technology-based method of repeating a short musical idea	24	A short extract of already composed music and reused in a new piece
5	Each note of a chord played separately	15	Lots of notes sung to a single syllable	25	Vocal improvisation with nonsense syllables or without words
6	Electronic effect that delays the sound. Sounds like an exaggerated echo	16	A section of the song where there is a new, different tune	26	Playing all the strings of a guitar at once to play a chord
7	An effect used on guitars: a dirty, fuzzy kind of sound	17	An effect like distortion, but more subtle to create a more natural effect and less aggressive	27	Each syllable is sung to a single note
8	High pitched male voice (when he is using his head voice)	18	Making certain tracks come through different sides of the speakers/headphones (left/right)	28	Playing the note above, then the main note, then the note below and then back to the main note quickly
9	At the end of a phrase, the drummer plays a more complex beat for a moment	19	On guitar, playing one note at a time (as opposed to strumming)	29	Pulsating change of pitch. It is used to add expression
10	A guitar effect that makes a whooshing sound	20	When a singer slides between notes	30	a guitar effects pedal that alters the tone and frequencies to mimicking the human voice saying "wah-wah"

AoS5: Conventions of Pop

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AoS5: Conventions of Pop

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9	At the end of a phrase, the drummer plays a more complex beat for a moment	19. Picking		29	Pulsating change of pitch. It is used to add expression
10. Flanger		20	When a singer slides between notes	30. Wah-Wah pedal	

AoS5: Conventions of Pop

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8. Falsetto	High pitched male voice (when he is using his head voice)	18	Making certain tracks come through different sides of the speakers/headphones (left/right)	28. Turn	
9	At the end of a phrase, the drummer plays a more complex beat for a moment	19. Picking		29. Vibrato	Pulsating change of pitch. It is used to add expression
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AoS5: Conventions of Pop

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AoS5: Conventions of Pop					
Key Terms					
1		11		21	
2		12		22	
3		13		23	
4		14		24	
5		15		25	
6		16		26	
7		17		27	
8		18		28	
9		19		29	
10		20		30	

AoS5: Conventions of Pop

Rock n' Roll of the 50s & 60s		Rock Anthems of the 70s & 80s		Pop Ballads of the 70s, 80s & 90s		Solo Artists from 90s to the present	
Small dance hall/clubs or concert halls	Little Richard/Elvis Presley	Clubs/Festivals or Stadiums	Queen/Europe	Clubs/Concert Halls or individual listening	Elton John/Bonnie Tyler	Clubs/Small concert hall or Stadium	Rihanna/Adelle/Ed Sheeran
1. Moderate - fast tempo, with a strong back beat rhythm, in 4/4		1. Moderately fast tempo, in 4/4 , with a steady rock beat (often a back beat)		1. Often in 4/4 (sometimes in 6/8 or 3/4) with a slow tempo		1. A range of popular styles including: pop, rock, rap, RnB, electronic and dance	
2		2		2		2	
3. Melody and accompaniment texture, with homophonic chordal accompaniment		3. Power chords used on electric guitars, to create a melody and accompaniment texture		3. Sentimental lyrics often reflected in the vocals with the use of rubato and melisma		3. Typical band instruments but with more computerised additions and effects	
4		4		4		4	
5. Rock band instruments mostly acoustic: piano, drums, guitar (electric), bass/double bass and brass		5. More electronic sounds using music technology: distortion; overdrive, delay and wah-wah pedals		5. Instruments with a typical band setup (guitar, drums, bass) but with more piano and strings		5. Still often uses a typical pop song structure (as do the other 3 styles)	

Key Terms

1	Voices without instrumental accompaniment	11. Glissando	A slide between two notes, when you can hear individual notes (e.g.: like on a piano)	21. Reverb	Effect added to vocals once they have been recorded to add 'warmth' - gives a slight echo
2. Autotune		12. Hook		22. Riff	
3. Back beat	A drum beat which emphasises the second and fourth beats of the bar	13	A section where the singing stops and there is a solo on an instrument	23. Rubato	
4. Bridge	A section that links the verse and chorus. Sometimes called a pre-chorus	14. Looping		24. Sampling	A short extract of already composed music and reused in a new piece
5. Broken Chord		15	Lots of notes sung to a single syllable	25. Scat	
6. Delay		16	A section of the song where there is a new, different tune	26	Playing all the strings of a guitar at once to play a chord
7	An effect used on guitars: a dirty, fuzzy kind of sound	17. Overdrive	An effect like distortion, but more subtle to create a more natural effect and less aggressive	27	Each syllable is sung to a single note
8. Falsetto		18. Panning		28. Turn	Playing the note above, then the main note, then the note below and then back to the main note quickly
9. Fill	At the end of a phrase, the drummer plays a more complex beat for a moment	19. Picking	On guitar, playing one note at a time (as opposed to strumming)	29. Vibrato	Pulsating change of pitch. It is used to add expression
10. Flanger	A guitar effect that makes a whooshing sound	20. Portamento	When a singer slides between notes	30	a guitar effects pedal that alters the tone and frequencies to mimicking the human voice saying "wah-wah"

AoS5: Conventions of Pop

Rock n' Roll of the 50s & 60s		Rock Anthems of the 70s & 80s		Pop Ballads of the 70s, 80s & 90s		Solo Artists from 90s to the present	
Small dance hall/clubs or concert halls		Clubs/Festivals or Stadiums		Clubs/Concert Halls or individual listening		Clubs/Small concert hall or Stadium	
1		1		1		1	
2. Almost always using primary chords , often using 12 bar blues structure		2. Powerful and uplifting lyrics designed to be sung along with by the audience in the chorus		2. Range of textures to reflect the emotional lyrics of the song		2. More use of electronic instruments and synthesisers with improvements in technology	
3		3		3		3	
4. Syncopated walking bass lines, and often swung rhythms in the chords		4. Riffs played by keyboards , electric guitars and bass , with long drum or guitar solos		4. Harmony often using a mix of major and minor chords with inversions		4. Effects like autotune can now be applied to live performances and so are used more creatively	
5		5		5		5	

Key Terms

1. A capella		11. Glissando	A slide between two notes, when you can hear individual notes (e.g.: like on a piano)	21	Effect added to vocals once they have been recorded to add 'warmth' - gives a slight echo
2. Autotune		12	The catchy part of the song, often in the chorus	22. Riff	
3	A drum beat which emphasises the second and fourth beats of the bar	13. Instrumental break		23. Rubato	
4. Bridge	A section that links the verse and chorus. Sometimes called a pre-chorus	14. Looping		24. Sampling	A short extract of already composed music and reused in a new piece
5. Broken Chord		15. Melisma		25. Scat	
6. Delay		16. Middle Eight		26. Strumming	
7. Distortion		17. Overdrive	An effect like distortion, but more subtle to create a more natural effect and less aggressive	27. Syllabic	
8	High pitched male voice (when he is using his head voice)	18	Making certain tracks come through different sides of the speakers/headphones (left/right)	28. Turn	Playing the note above, then the main note, then the note below and then back to the main note quickly
9	At the end of a phrase, the drummer plays a more complex beat for a moment	19. Picking	On guitar, playing one note at a time (as opposed to strumming)	29	Pulsating change of pitch. It is used to add expression
10. Flanger		20	When a singer slides between notes	30. Wah-Wah pedal	a guitar effects pedal that alters the tone and frequencies to mimicking the human voice saying "wah-wah"

AoS5: Conventions of Pop

	Rock Anthems of the 70s & 80s		Solo Artists from 90s to the present
Small dance hall/clubs or concert halls	Clubs/Festivals or Stadiums	Clubs/Concert Halls or individual listening	Clubs/Small concert hall or Stadium
1	1	1. Often in 4/4 (sometimes in 6/8 or 3/4) with a slow tempo	1
2	2. Powerful and uplifting lyrics designed to be sung along with by the audience in the chorus	2. Range of textures to reflect the emotional lyrics of the song	2
3. Melody and accompaniment texture, with homophonic chordal accompaniment	3	3	3
4. Syncopated walking bass lines, and often swung rhythms in the chords	4. Riffs played by keyboards, electric guitars and bass , with long drum or guitar solos	4	4. Effects like autotune can now be applied to live performances and so are used more creatively
5. Rock band instruments mostly acoustic: piano, drums, guitar (electric), bass/double bass and brass	5. More electronic sounds using music technology: distortion; overdrive, delay and wah-wah pedals	5	5. Still often uses a typical pop song structure (as do the other 3 styles)

Key Terms

1	Voices without instrumental accompaniment	11. Glissando	21. Reverb	
2. Autotune		12. Hook	22. Riff	A repeating melodic or rhythmic idea
3	A drum beat which emphasises the second and fourth beats of the bar	13	23	Momentarily not keeping to strict tempo to allow a slight quicken/slow of expression
4. Bridge	A section that links the verse and chorus. Sometimes called a pre-chorus	14. Looping	24. Sampling	
5. Broken Chord		15. Melisma	25. Scat	Vocal improvisation with nonsense syllables or without words
6	Electronic effect that delays the sound. Sounds like an exaggerated echo	16. Middle Eight	26	Playing all the strings of a guitar at once to play a chord
7	An effect used on guitars: a dirty, fuzzy kind of sound	17. Overdrive	27. Syllabic	
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9. Fill		19	29. Vibrato	
10. Flanger		20. Portamento	30. Wah-Wah pedal	

AoS5: Conventions of Pop

Rock n’ Roll of the 50s & 60s				Pop Ballads of the 70s, 80s & 90s			
		Clubs/Festivals or Stadiums	Queen/Europe			Clubs/Small concert hall or Stadium	Rihanna/Adelle/Ed Sheeran
1		1. Moderately fast tempo, in 4/4 , with a steady rock beat (often a back beat)		1		1	
2. Almost always using primary chords , often using 12 bar blues structure		2		2. Range of textures to reflect the emotional lyrics of the song		2. More use of electronic instruments and synthesisers with improvements in technology	
3		3		3		3. Typical band instruments but with more computerised additions and effects	
4		4. Riffs played by keyboards , electric guitars and bass , with long drum or guitar solos		4		4	
5. Rock band instruments mostly acoustic: piano, drums, guitar (electric), bass/double bass and brass		5		5		5	

Key Terms

1. A capella		11. Glissando		21	Effect added to vocals once they have been recorded to add 'warmth' - gives a slight echo
2	An effect which alters pitch in vocal and instrumental music recording and performances	12. Hook		22. Riff	
3	A drum beat which emphasises the second and fourth beats of the bar	13. Instrumental break		23	Momentarily not keeping to strict tempo to allow a slight quicken/slow of expression
4. Bridge		14. Looping		24. Sampling	
5. Broken Chord		15	Lots of notes sung to a single syllable	25. Scat	Vocal improvisation with nonsense syllables or without words
6. Delay		16. Middle Eight	A section of the song where there is a new, different tune	26. Strumming	
7	An effect used on guitars: a dirty, fuzzy kind of sound	17. Overdrive		27	Each syllable is sung to a single note
8. Falsetto		18	Making certain tracks come through different sides of the speakers/headphones (left/right)	28. Turn	
9. Fill	At the end of a phrase, the drummer plays a more complex beat for a moment	19	On guitar, playing one note at a time (as opposed to strumming)	29. Vibrato	
10. Flanger		20. Portamento	When a singer slides between notes	30. Wah-Wah pedal	

AoS5: Conventions of Pop

Rock n' Roll of the 50s & 60s		Rock Anthems of the 70s & 80s		Pop Ballads of the 70s, 80s & 90s		Solo Artists from 90s to the present	
Venue:	Artist/Band:	Venue:	Artist/Band:	Venue:	Artist/Band:	Venue:	Artist/Band:
1. Tempo, Metre & Drum beat...		1. Tempo, Metre & Drum beat...		1. Tempo and metre...		1. Styles...	
2. Chords mostly used are...		2. Lyrics...		2. Texture...		2. Types of instruments...	
3. Texture...		3. Chords and texture...		3. Lyrics and vocals...		3. Instrumentation...	
4. Rhythms...		4. Keyboards and guitars play...		4. Harmony...		4. Music Technology...	
5. Instrumentation...		5. Music technology...		5. Instrumentation...		5. Structure...	

Key Terms

1. A capella		11. Glissando		21. Reverb	
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AoS5: Conventions of Pop							
Rock n' Roll of the 50s & 60s		Rock Anthems of the 70s & 80s		Pop Ballads of the 70s, 80s & 90s		Solo Artists from 90s to the present	
1		1		1		1	
2		2		2		2	
3		3		3		3	
4		4		4		4	
5		5		5		5	
Key Terms							
1		11		21			
2		12		22			
3		13		23			
4		14		24			
5		15		25			
6		16		26			
7		17		27			
8		18		28			
9		19		29			
10		20		30			