

## Glossary

**Acapella** – without accompaniment from musical instruments, i.e. voices only.

**Appraising** – listening carefully.

**Arrangement** – how voices and instruments are used in a song; where they occur in a song.

**Back beat** – beats 2 and 4 in a drum-line or if clapping along to the music.

**Backing** – the accompaniment to a song.

**Balance** – the level of volume at which players sing or play; if the balance is good then everyone can be heard.

**Bridge/middle 8** – contrasting section that leads back to the main material.

**Chord** – more than one note played at the same time.

**Chorus** – a repeated section in a song which gives the main message.

**Coda** – short section which brings the song or piece to an end.

**Cover** - a version of a song performed by someone who is not the original artist that might sound a bit – or very – different.

**Composing** – creating and developing musical ideas by combing the parts, or elements of music.

**Crossover** – a mixture of different styles which introduces new music to different audiences.

**Diatonic** - using notes which belong to the key rather than chromatic notes, which are outside the key e.g. you're playing in the key of C major and you're using C major scale notes, then you would say that the notes you're using are diatonic.

**Ensemble** – a French word used to describe playing/singing/performing together.

**Groove** – a rhythmic part of the music that makes you want to move or dance.

**Harmony** – different notes sung or played at the same time to produce chords.

**Hook** – a term used in pop music to describe a short catchy phrase or riff that we can't stop singing; the bit that hooks us in; the main musical idea from a song that we remember.

**Improvise** – to make up a tune and play it on the spot; there is an assumption that it can never be repeated.

**Interlude** – a passage of music played between the main themes.

**Introduction** – music heard at the beginning of a song or piece of music bridge; a section of music that can take us from a verse to a chorus.

**Lyrics** – the words of a song.

**Melody** – another name for a tune.

**Melodic** – melody or tune.

**Offbeat** – if a piece of has 4 beats in a bar i.e. 1,2,3,4, to clap on the offbeat you would clap on beats 2 and 4 not 1 and 3.

**Original** – the first version of a song.

**Ostinato** – a short repeated pattern.

**Outro** – short section which brings the song or piece to an end.

**Pentatonic scale** – a fixed five-note pattern e.g. the five black keys on a piano.

**Phrase** – a musical sentence.

**Pre-chorus** – a short section in a song before the chorus.

**Pulse/beat** – the heartbeat or steady beat of a song/piece of music.

**Recurring theme** – a tune that repeats again, and again in a piece of music.

**Rhythm** – the combination of long and short sounds to make patterns.

**Riff** – a short repeated phrase, often played on a lead instrument such as guitar, piano, saxophone.

**Sampling** – record a sample of music, a small section and reuse it in another piece of music or song.

**Secular** – non religious

**Solo** – an Italian word used to describe playing/singing/performing on our own.

**Style** – the type/genre of music e.g. blues or rock.

**Style indicators** – identifiers that show us the genre of the music.

**Syncopation** – music with lots of rhythmic variety, often quite difficult. The strong beats occur in unexpected places  
e.g. 1 **AND** 2 **AND** 3 **AND** 4

**Verse** – a section of a song which has the same tune but different words.

### **Interrelated dimensions of music meanings**

**Pitch** – the height of the sound e.g. high or low

**Duration** – the length of time each note or sound is played for e.g. long or short

**Dynamics** – how quietly or loudly a piece of music should be played. Composers use this to convey the mood of a piece e.g. loud or quiet

**Tempo** – the speed of the music e.g. fast or slow. This can also be thought of as the 'pulse' of the music.













**Timbre** – The sound quality, or tone quality, of a note played on a particular instrument; the 'personality' of an instrument. This is most obvious when comparing different families of instruments e.g. brass instruments have a very different timbre to string instruments.

**Texture** – how the layers of sound within a piece of music interact e.g. **thick** = lots of instruments/melodies/harmonies, **thin** = few instruments/melodies/harmonies, **open** = gaps between highest/lowest notes, **closed** = notes are close together.

**Structure** – how a song is organised into different sections e.g. verses and choruses, a bridge, a final chorus, and then a conclusion

**Notation** - written symbols used to represent elements of music e.g. treble clef, semibreve, minim, crotchet, quaver, semiquaver; ways to visually represent music.

### Notes: their values and rests

| Notes   | Name           |                   | Value              | Rest  |
|---|----------------|-------------------|--------------------|---|
|  | Semibreve      | Whole note        | 4 beats            |  |
|  | Minim          | Half note         | 2 beats            |  |
|  | Crotchet       | Quarter note      | 1 beat             |  |
|  | Quaver         | Eighth note       | $\frac{1}{2}$ beat |  |
|  | Semi-quaver    | Sixteenth note    | $\frac{1}{4}$ beat |  |
|  | 2 Quavers      | 2 Eighth notes    | 1 beat             |   |
|  | 4 Semi-quavers | 4 Sixteenth notes | 1 beat             |   |