

Year 7 Music Half Term 1: Musical Ensembles

Strings Family

Largest section of the orchestra who sit at the front, directly in front of the conductor.

They all have **STRINGS** on them.

Usually played with a **BOW (ARCO)**,
(not the HARP) but can be
PLUCKED (PIZZICATO).

VIOLINS split into two groups:

1st VIOLINS (often have the
main MELODY of the piece
of music) and 2nd VIOLINS.



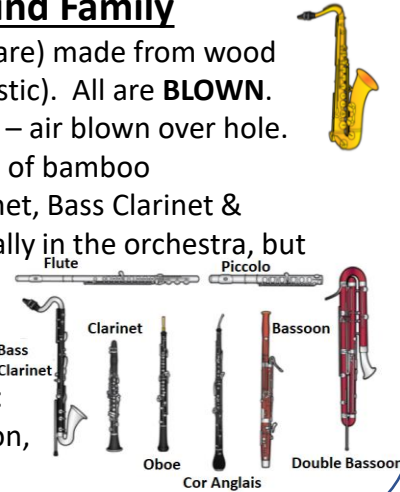
Woodwind Family

Originally (and some still are) made from wood
(some now metal and plastic). All are **BLOWN**.

FLUTES: Flute and Piccolo – air blown over hole.

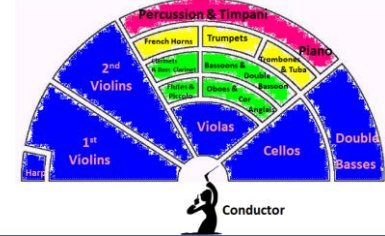
SINGLE REED (small piece of bamboo
in the mouthpiece): Clarinet, Bass Clarinet &
Saxophone (not traditionally in the orchestra, but
some modern composers
have used it)

DOUBLE REED (two
reeds in the mouthpiece):
Oboe, Cor Anglais, Bassoon,
Double Bassoon.



An **Orchestra** is a large ensemble (group) of
instruments. They can be divided in to 4 Families:

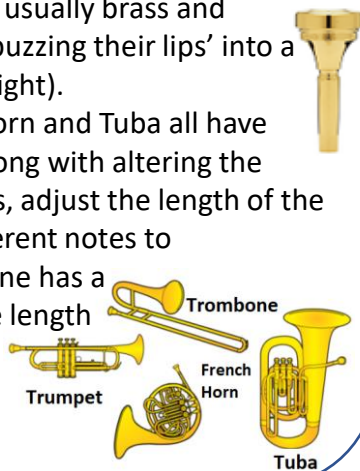
Strings, **Woodwind**, **Brass** & **Percussion**. A
conductor leads the orchestra and beats time,
often with a **BATON**



Brass Family

Four types of brass instruments in an orchestra,
all made from **METAL** – usually brass and
BLOWN by the player 'buzzing their lips' into a
MOUTHPIECE (shown right).

The Trumpet, French Horn and Tuba all have
three **VALVES** which, along with altering the
players mouth positions, adjust the length of the
tubing allowing for different notes to
be played. The Trombone has a
SLIDE which adjusts the length
of the tubing.



Percussion Family

Always located at the very back of the orchestra (due
to their very loud sounds!). Large number of
instruments which produce their sound then hit,
struck, scraped, or shaken.

TUNED PERCUSSION (able to play different
pitches/notes)



UNTUNED PERCUSSION (only able to produce
'sounds').



An ensemble of singers is called a **CHOIR**. Voices
can be put into types, depending on how high or
low they can sing.

TREBLE – children's voices
SOPRANO – high female voice
ALTO – low female voice
TENOR – high male voice
BASS – low male voice



Year 7 Music Half Term 2: Introduction to Keyboards

Glossary:

Tempo – the speed of music

Pitch – how high or low a note is

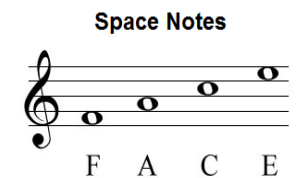
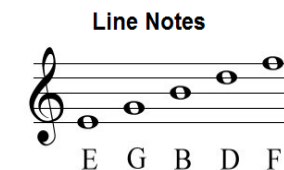
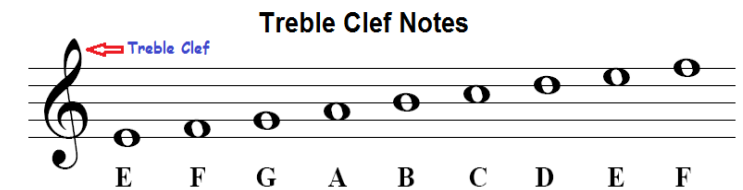
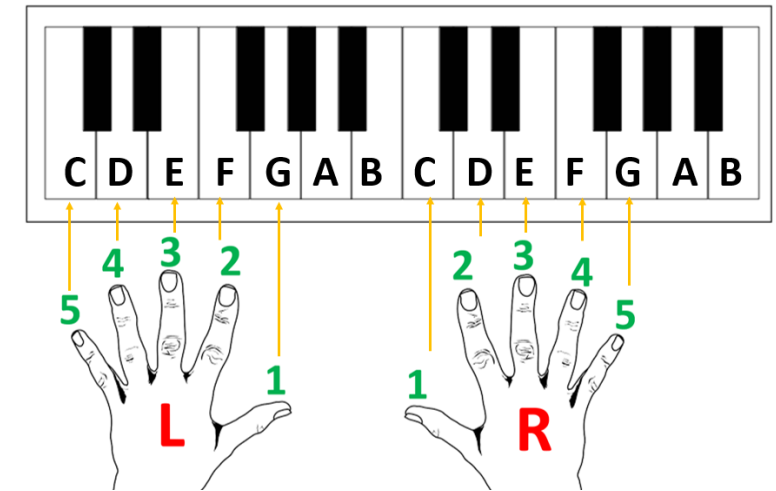
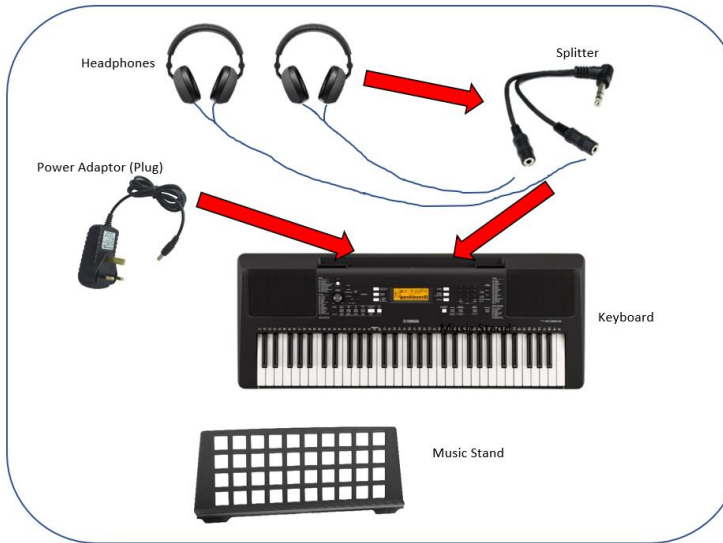
Rhythm – the pattern of long & short notes








Technique – how well you control your instrument

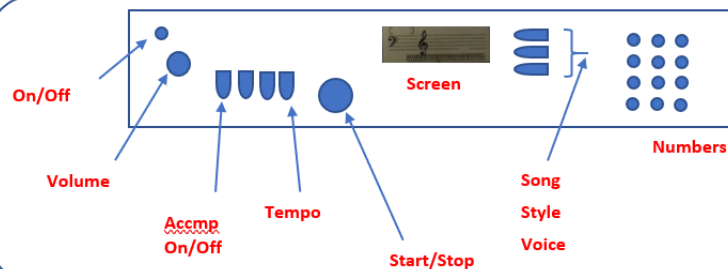
Fluency – how smoothly you can play the music

Chord – 2 or more notes played at the same time

Accompaniment – music that provides a background for the main tune



beats	notation	name
$\frac{1}{4}$		Semi quaver
$\frac{1}{2}$		quaver
$\frac{1}{2}$		Quaver rest
1		Crotchet
1		Crotchet rest
1		2 quavers
1		4 semiquavers

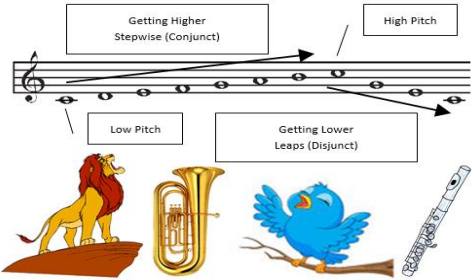


Ode to Joy Easy version: <https://youtu.be/wMhu0j391rU>
 Ode to Joy Medium version: <https://youtu.be/qRAHvk7LVoe>
 Ode to Joy Hard version: <https://youtu.be/eC1cRedWcJM>

Year 7 Music Half Term 3: Elements of Music & Graphic Scores



Pitch: The **highness** or **lowness** of a sound



Tempo: The **speed** of a sound or piece of music

FAST: *Allegro, Vivace, Presto*
SLOW: *Andante, Adagio, Lento*
GETTING FASTER – *Accelerando (accel.)*
GETTING SLOWER – *Ritardando (rit.)* or *Rallentando (rall.)*



Dynamics: The **volume** of a sound or piece of music

VERY LOUD: *Fortissimo (ff)*
LOUD: *Forte (f)*
QUITE LOUD: *Mezzo Forte (mf)*
QUITE SOFT: *Mezzo Piano (mp)*
SOFT: *Piano (p)*
VERY SOFT: *Pianissimo (pp)*
GETTING LOUDER: *Crescendo (cresc.)*
GETTING SOFTER: *Diminuendo (dim.)*



Duration: The **length** of a sound



Texture: How much sound we hear

THIN TEXTURE: (*sparse/solo*) – small amount of instruments or melodies.



THICK TEXTURE: (*dense/layered*) – lots of instruments or melodies.

Timbre: The unique sound or tone quality of different instruments voices or sounds



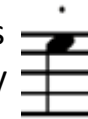
Velvety, Screechy, Throaty, Rattling, Mellow, Chirpy, Brassy, Sharp, Heavy, Buzzing, Crisp, Metallic, Wooden etc.

Articulation: How individual notes or sounds are played

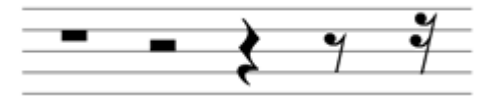
LEGATO – playing notes in a long, smooth way shown by a SLUR.



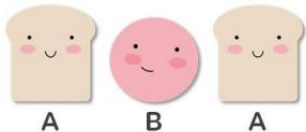
STACCATO – playing notes in a short, detached, spiky way shown by a DOT.



Silence: The opposite or absence of sound, no sound. In music these are RESTS



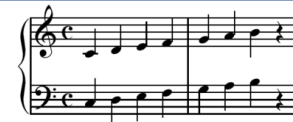
Structure: How a piece of music is organised into different sections or parts



Notation: How music is written down.

STAFF NOTATION – music written on a STAVE (5 lines and spaces)

GRAPHIC NOTATION/SCORE – music written down using shapes and symbols to represent sounds.



Music can create an **atmosphere** or **ambience**. Music can also create an **image** e.g., in response to art, a story, a poem, a character, a situation – this is called **PROGRAMME MUSIC**.