

Foundation Vocabulary	Definition
Pitch	How high or low the notes are
Metre	The grouping of beats
Melody	Another name for the tune
Articulation	How smooth or detached the notes are
Attack and decay	How the notes begin, continue and end
Dynamics	How loud or soft the music is
Duration	How long or short the notes are
Tempo	How fast or slow the music is
Texture	The number of instruments/voices and how they are combined
Structure	How the music is put together
Harmony	When two or more notes are sounded at the same time
Instrumentation	The instruments or voices used
Rhythm	Patterns of long and short notes
Timbre	The tone quality of the music
Silence	When there is no music



Name	Semi-breve	Dotted minim	Minim	Dotted crotchet	Crotchet	Quaver	Semi-quaver
Symbol							
Beats	4	3	2	1.5	1	0.5	1/4
Rest							

Types of Texture:

Monophonic -one voice/instrument

Homophonic – more than one voice/instrument, playing the same thing.

Polyphonic – more than one voice/instrument, playing different parts within the same piece: Melody and accompaniment – main tune and backing; **Contrapuntal** – interweaving lines of music with equal importance.

Types of Hook:

1. Structural Hook – a part of the structure that acts as the hook. The most commonly used structural hook is the chorus.
2. Instrumental Hook – used as an ostinato (repeated rhythmic or melodic phrase) or as a riff at the beginning/ end of a section/ line.
3. Storyline hook – the story of the song is more powerful than the music, beats or structure.
4. Production hook – these are the studio techniques used by the production.