



# Music



## 4 areas of Study

**Concerto** (Baroque, Classical, Romantic)/ **Film Music** (music composed for a film, classical music used in a film, music created for a video game soundtrack)/ **Conventions of Pop** (Rock n roll, Rock anthems, Pop ballads, Solo artists from 1990s to present day)/ **Rhythms of the world** (India and Punjab, Eastern Mediterranean and Middle East, Africa, Central and South America)

Technical language within the elements of music:

- dynamics (including all terms pp-ff and associated terms)
- tempo (italian terms largo-presto and tempo changes such as rubato, accelerando)
- articulation (staccato etc...)
- harmony and tonality (Key, dissonance, resolve, scales etc)
- pitch (shape, range, motion)
- rhythm (note lengths, triplets, syncopation, accents)
- texture (layers, homophonic, counter melody etc...)
- metre (time signatures, duple compound etc...)
- as well as the development of the orchestra through time including instrument specific techniques.

## Music Theory

- Key signatures
- Time signatures
- Staff notation (note lengths, note names, common symbols such as ties, repeats, pause marks etc...)
- Aural perception of harmony (intervals, chords such as suspensions, diminished/augmented etc...)
- As well as the development of the orchestra through time including instrument specific tech-

## Revision Strategies

QUIZLET UNDER THE HEADINGS– Y10 EXAM PAPER

FLASHCARDS