

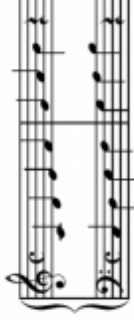
THE MUSICAL DIMENSIONS

<p>A. Pitch</p> <p>The highness or lowness of a sound.</p>  <p>Getting Higher Stepwise (Conjunct)</p> <p>High Pitch</p> <p>Getting Lower Leaps (Disjunct)</p> <p>Low Pitch</p>	<p>B. Tempo</p> <p>The speed of a sound or piece of music.</p> <p>FAST: <i>Allegro, Vivace, Presto</i></p> <p>SLOW: <i>Andante, Adagio, Lento</i></p> <p>GETTING FASTER – Accelerando (accel.)</p> <p>GETTING SLOWER – Ritardando (rit.) or Rallentando (rall.)</p> 	<p>C. Dynamics</p> <p>The volume of a sound or piece of music.</p> <p>VERY LOUD: <i>Fortissimo (ff)</i></p> <p>LOUD: <i>Forte (f)</i></p> <p>QUITE LOUD: <i>Mezzo Forte (mf)</i></p> <p>QUITE SOFT: <i>Mezzo Piano (mp)</i></p> <p>SOFT: <i>Piano (p)</i></p> <p>VERY SOFT: <i>Pianissimo (pp)</i></p> <p>GETTING LOUDER: <i>Crescendo (cresc.)</i></p> <p>GETTING SOFTER: <i>Diminuendo (dim.)</i></p> 	<p>D. Duration</p> <p>The length of a sound.</p>  <p>SHORT → LONG</p> 
<p>E. Texture</p> <p>How much sound we hear.</p> <p>THIN TEXTURE: (sparse/solo) – small amount of instruments or melodies.</p>  <p>THICK TEXTURE: (dense/layered) – lots of instruments or melodies.</p> 	<p>F. Timbre or Sonority</p> <p>Describes the unique sound or tone quality of different instruments voices or sounds.</p>  <p><i>Velvety, Screechy, Throaty, Rattling, Mellow, Chirpy, Brassy, Sharp, Heavy, Buzzy, Crisp, Metallic, Wooden etc.</i></p>	<p>G. Articulation</p> <p>How individual notes or sounds are played/techniques.</p> <p>LEGATO – playing notes in a long, smooth way shown by a SLUR.</p>  <p>STACCATO – playing notes in a short, detached, spiky way shown by a DOT.</p> 	<p>H. Silence</p> <p>The opposite or absence of sound, no sound. In music these are RESTS.</p> 

I. Notation

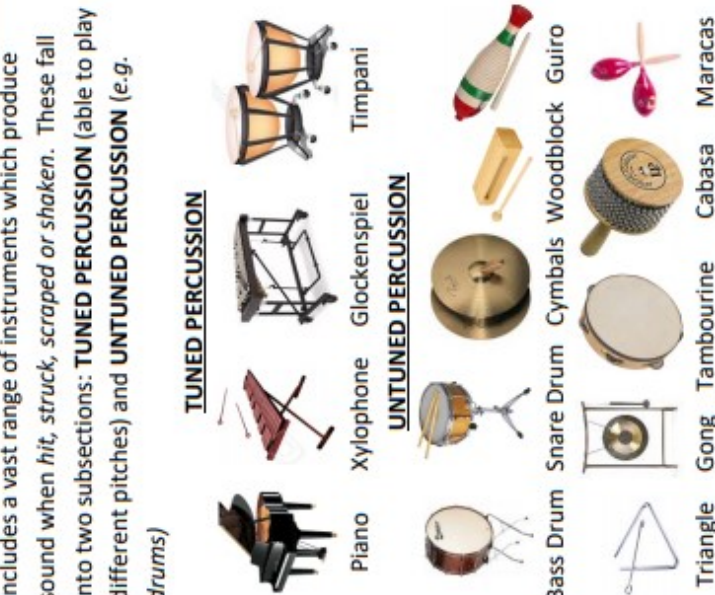
How music is **written down**.

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



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

INSTRUMENTS OF THE ORCHESTRA

A. Strings Section/Family	B. Woodwind Section/Family	C. Brass Section/Family	D. Percussion Section/Family
<p>Made from wood and have strings. They are usually played with a BOW (ARCO) – not the Harp (<i>shown right</i>) but can also be PLUCKED (PIZZICATO). The smaller the instrument, the HIGHER PITCHED it is. The bigger the instrument, the LOWER PITCHED it is. However, the Harp has many more strings so can play both high- and low-pitched notes.</p>  <p>Violin Viola Cello Double Bass</p>	<p>A selection of instruments divided into two subsections: FLUTES (create a sound by air passing over a small hole and include the Flute and Piccolo) and REEDS (use a piece of bamboo reed to create a vibration). The Saxophone (<i>shown above right</i>) is not traditionally used in an orchestra. However, some modern composers have included it.</p>  <p>Piccolo Flute Clarinet Oboe Bassoon</p>	<p>There are more brass instruments used in brass bands, but the orchestra normally has four. They are made of metal and the sound is made by blowing into the mouthpiece by buzzing the lips in a similar way to blowing a raspberry! The bigger the instrument, the lower the pitch. The smaller the instrument, the higher the pitch – the Trumpet is the highest.</p>  <p>Brass Family Trumpet Trombone French Horn Tuba</p>	<p>Includes a vast range of instruments which produce sound when <i>hit, struck, scraped or shaken</i>. These fall into two subsections: TUNED PERCUSSION (able to play different pitches) and UNTUNED PERCUSSION (e.g. drums)</p>  <p>Piano Xylophone Glockenspiel Timpani</p> <p>TUNED PERCUSSION</p> <p>UNTUNED PERCUSSION</p> <p>Bass Drum Snare Drum Cymbals Woodblock Guiro Triangle Gong Tambourine Cabasa Maracas</p>

F. Map/Plan of an Orchestra



E. Key Words

- 1. ORCHESTRA** – A large **ENSEMBLE** (group) of musicians divided into four **SECTIONS** or **FAMILIES** of musical instruments – **STRINGS, WOODWIND, BRASS** and **PERCUSSION** - led by a **CONDUCTOR**.
- 2. ENSEMBLE** – A group of musicians.
- 3. CONDUCTOR** – Stands at the front of the orchestra and directs it. They will indicate the main beats in the music using a **BATON** (a “stick” that they hold and beat time with). All musicians look at the conductor whilst playing as they are ultimately in control of the whole piece.
- 4. PITCH** - The **highness** or **lowness** of a sound or musical note.
- 5. SONORITY** (also called **TIMBRE**) – Describes the **unique sound or tone quality** of different instruments and the way we can identify orchestral instruments as being distinct from each other – “each instruments’ own unique sound”. Sonority can be described by many different words including – *velvety, screechy, throaty, rattling, mellow, chirpy, brassy, sharp, heavy, buzzing, crisp, metallic, wooden etc.*