



## What should I already know?

You can create mood, feeling and emotion in music.

Different characters and film genre can have musical themes of their own.

Well-known pieces from iconic films create an atmosphere through music.

## Key knowledge

- Different musical devices such as timbre, texture, dynamics and tempo change the atmosphere of a piece of music.
- There is a vast range of live and recorded music from different traditions, genres, styles and times.
- Semitone intervals can create music that is threatening and scary, like in a horror or Western.
- Pitch has an important influence on the mood of a piece of music.
- Compositions and performances must have a high level of **musicality** to be successful.

## Key Vocabulary

**Pulse** - the regular 'heartbeat' of a piece, holding the core timing together in a piece of music. This is also known as the beat.

**Tempo** - the speed at which a piece of music is played

**Arpeggio** - A type of broken chord, using notes 1,3,5 and 8 from a scale played one after another ascending or descending

**Chord** - A group of notes which sound at the same time

**Harmony** - The sound of two or more notes played simultaneously

**Interval** - The difference in pitch between 2 sounds

**Melodic phrase** - A 'musical sentence' created by a series of notes which sounds complete even when played alone

**Motif** - A short musical 'idea' representing a mood or character in a piece of music

**Ostinato** - A repeated musical phrase or rhythm

**Pitch** - How high or low a note is

**Rhythm** - The pattern of syllables or sounds played through time, formed by a series of notes

**Tone** - A musical or vocal sound characterised by its pitch, quality, and strength

**Semitone** - Half a tone (the smallest interval in Western Classical music)

**Texture** - The way that pitch and rhythm are combined in a piece of music which determines the overall quality of the sound.

**Timbre** - The quality or 'colour' of sound that makes one voice or instrument different from another

**Tone cluster** - A group of notes close together played at the same time resulting in a dissonant sound



Main events



Location



Settlements



Artefacts