

What should I already know?

- Musical pieces most often have rhythm that can be recognised and repeated.
- Different musical notes have different values.
- Musical pieces have different beats per bar.

Key knowledge

Crotchet - one beat long

Quaver - half beat long

Rest can be any number of beats long, usually one or two

Minim - two beats long

Semibreves - four beats long

Keeping the pulse is very important, especially when there are musicians playing different parts all at the same time

A time signature of $\frac{3}{4}$ means 3 crotchet beats in a bar. The 4 refers to the kind of note, so any time signature with 4 on the bottom means crotchet beats.

The position of notes on the staff indicates pitch: notes written higher up indicate a higher pitch, whilst notes written lower down indicate a lower pitch.

Key Vocabulary

Crotchet - A symbol and musical measurement of time representing 1 beat

Dynamics - How loudly or softly to play a part or piece of music

Minim - A symbol and musical measurement of time representing two beats

Ostinato - A repeated musical phrase or rhythm

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

Quaver - A symbol and musical measurement of time representing $\frac{1}{2}$ a beat

Rhythm - A pattern of sounds played through time, formed by a series of notes.

Semibreve - A symbol and musical measurement of time representing four beats

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

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

Time Signature - Two numbers written like a fraction at the start of a piece to explain how the music is to be counted. The top number denotes the number of beats (pulses) and the bottom number denotes the type of beat

Bar - A segment of time corresponding to a specific number of beats marked in music by vertical 'bar lines'

Stave - A set of 5 horizontal lines and 4 spaces that each represent a different musical pitch



Main events



Location



Settlements



Artefacts