

## Elements of Music

<b>Articulation</b>	The techniques used on the instrument
<b>Melody</b>	The main tune of the music
<b>Dynamics</b>	How loud or soft an instrument is played
<b>Tonality</b>	The mood of the music
<b>Metre</b>	The number of beats in a bar
<b>Structure</b>	The sections within a piece of music
<b>Tempo</b>	The speed of the pulse
<b>Harmony</b>	The chords in a piece of music
<b>Sonority</b>	The sound an instrument makes
<b>Rhythm</b>	A pattern of long and short notes
<b>Texture</b>	The layers of sounds in a piece of music

## Other Key Vocabulary

<b>Pulse</b>	The beat, or "heartbeat" of the music
<b>Ensemble</b>	A group of musicians playing together
<b>Polyrhythm</b>	When different beat cycles occur at the same time
<b>Simple Metre</b>	"Wigan" Metre – when the rhythms use multiples of 2 and 4
<b>Compound Metre</b>	"Atherton" Metre – when the rhythms use multiples of 3

## Year 8 – Term 1 Knowledge Organiser

### Topic - Advanced Rhythm and Metre

#### Key Skills



#### Playing In Time -

When the **rhythm** of the music is in sync with the **pulse**

**Ensemble Skills -**  
Performing music with others. The way musicians blend their voices and instruments to make a pleasing sound



**Listening and Appraising -**  
Identifying key features and musical elements in music through listening

#### Compound and Simple



## Why?

This topic re-introduces students to the fundamental skills of being a musician and key musical elements and vocabulary, while expanding on concepts from year 7 and deepening understanding. This is done through musical activities such as singing, drumming, listening, and composing.

Students are able to progress to more challenging content with greater understanding and proficiency in the key skills and elements of music.

#### Reading Notation

<b>Semibreve</b>		4 beats
<b>Minim (Squash)</b>		2 beats
<b>Crotchet (Tea)</b>		1 beat
<b>Quaver</b>		½ beat
<b>Joined Quavers (Coffee)</b>		½ + ½ = 1 beat
<b>Semiquaver</b>		¼ beat
<b>Joined Semiquavers (Coca-Cola)</b>		4 x ¼ = 1 beat