

THE REVIEW SHEET!!

Musical Elements for All Instruments

Woodwind Family - Uses a reed to vibrate and create sound

- Flute
- Oboe
- Clarinet
- Bassoon
- Saxophone

Brass Family - player buzzes into mouthpiece to create the sound

- Trumpet
- French Horn
- Baritone
- Trombone
- Tuba

Percussion Family - head is struck with a stick/mallet

- Snare Drum
- Bass Drum
- Timpani
- Cymbals
- Xylophone
- Bells
- Chimes
- Marimba

Articulation - How notes are attacked

- Marcato - harsh & short accent
- Staccato - detached and separated
- Legato - smooth and connected
- Accent - Stressed note

Dynamics - The volume of a pitch

- Piano - soft
- Forte - loud
- Mezzo - medium
- Fortissimo - very loud
- Pianissimo - very soft
- Crescendo - Gradually get louder
- Decrescendo - Gradually get softer

Tempo - speed of music

- Andante - walking speed
- Vivace - quick, lively
- Grave - very slow
- Accelerando - Gradually get faster
- Decelerando - Gradually get slower
- Ritardando - Gradually get slower

Scales & Accidentals

• An accidental that is not part of the key signature, changes a note only for the measure in which it is written.

- Sharp - raises a note
- Flat - lowers a note
- Natural Sign- cancels a sharp/flat

• Key Signature - Shows the sharps & flats of a piece to tell you what major or minor key you are playing in.

- C Major - No sharps and/or flats
- F Major - 1 flat, Bb
- Bb Major - 2 flats, Bb & Eb
- Eb Major - 3 flats, Bb, Eb & Ab
- Ab Major - 4 flats, Bb, Eb, Ab & Db
- G Major - 1 sharp, F#
- D Major - 2 sharps, F# & C#
- A Major - 3 sharps, F#, C# & G#
- E Major - 3 sharps, F#, C#, G# & D#

Time Signature - The time signature (also known as meter signature) is a notational convention used in Western musical notation to specify how many beats (or pulses) are to be contained in each measure and which note value is equivalent to one beat. In a music score, the time signature appears at the beginning, as a time symbol or stacked numerals AFTER the key signature.

- Top number shows how many beats are in a measure
- Bottom number shows what kind of note gets the beat

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Rhythm - Organization of sound and silence

Rhythm (in 4/4 time signature)

Whole note = 4 beats

Half note = 2 beats

Quarter note = 1 beat

8th note = 1/2 beat

Dot = adds half of that note value to it

Dotted quarter note = 1.5 beat

Dotted half note = 3 beats

Musical Terms

- Subito - Suddenly
- Molto - very
- Simile - Play in same manner
- Mezzo - medium (MezzoForte: "medium" fast)
- Slur - a curved line that connects notes of different pitches
- Tie - a curved line that joins 2 or more notes together that are the same pitch held for the value of all notes "tied"
- Repeat Sign - II: (a double bar line with 2 dots)
- Phrase- a musical sentence
- D.C. (Da Capo) - repeat from the beginning of the piece
- D.S. (Dal Segno) - Repeat from the sign
- Coda - "Tail" or additional ending part of a piece
- If a piece has 2 endings, they are traditionally called "1st and 2nd" ending
- Subdividing - counting to the smallest note value ("check pattern"). This helps you align rhythm and tempo.

Winds (woodwind/brass) ONLY

Wind Elements

- Embouchure - Shaping of the mouth to produce sound on mouthpiece
- Dissonance - Clashing sounds
- Intonation - Accuracy of Pitch
- Balance - relationship of volume to all voice. More of the bottom voices. Helps with pitch, tone quality and texture.
- Winds should play long tones as first part of warm-up, then exercises, then tune. Never tune first.

Percussion ONLY

Percussion Elements

- Warmup on 8 on a hand
- Percussion Rudiments - Language of Percussion (see "The Book" for notation, sticking and durations)
- Technique - Keep all fingers on sticks, sticks in a "A" frame, use wrist, keep tips even, don't swat at the drum, control the rebound.
- Timpani - Large "pitched" percussion instruments that read in bass clef
- Never use hard mallets on marimba or vibes