Concepts of music

**Duration**
Refers to the speed of a piece of music as well as the length and organisation of notes and rests.

*Key terms include:* tempo, rhythm, Lento, Andante, Moderato, Allegro, Presto, syncopation, ostinato, backbeat, polyrhythm.

**Pitch**
Refers to highness and lowness of sound and their combinations.

*Key terms include:* melody, harmony, tonality, atonality, modes, dissonance, blues scale, sequence, modulation, theme, range, drone, pedal point, riff.

**Structure**
Refers to the order of sections and ideas in a piece of music.

*Key terms include:* binary, ternary, rondo, theme and variations, strophic, 12 bar blues, repetition, imitation, call and response, verse/chorus form, sonata form.

**Texture**
Refers to layers of sound.

*Key terms include:* monophonic, homophonic, heterophonic, polyphonic, unison, rhythmic unison, staggered entry.

**Tone colour**
Refers to varying types of sound production and using adjectives to describe quality of sound.

*Key terms include:* chordophone, idiophone, membranophone, aerophone, electrophone, roles of instruments, instrument families (strings, woodwinds, brass, percussion) and types of ensembles.

*Adjectives can include:* dry, woody, hollow, mellow, bright, dull, icy, metallic, grating, resonant, shrill, breathy, airy.

**Dynamics**
Refers to the volume (loudness/softness) of sound

*Key terms include:* pianissimo, piano, mezzo piano, mezzo forte, forte, fortissimo.

**Expressive techniques**
Refers to the manipulation of the other concepts. For example, crescendo manipulates dynamics, accelerando manipulates duration and vibrato manipulates tone colour.

*Key terms include:* crescendo, decrescendo, accelerando, ritardando, rubato, legato, staccato, glissando, double stopping, falsetto, vibrato, muting, pizzicato.