

BUILDING BRICKS

Exploring the Elements of Music



A. Pitch

The highness or lowness of a sound.

B. Tempo

The speed of a sound or piece of music.

FAST: *Allegro, Vivace, Presto*
SLOW: *Andante, Adagio, Lento*
GETTING FASTER –
Accelerando (accel.)
GETTING SLOWER –
Ritardando (rit.) or Rallentando (rall.)



C. Dynamics

The volume of a sound or piece of music.

VERY LOUD: *Fortissimo (ff)*
LOUD: *Forte (f)*
QUITE LOUD: *Mezzo Forte (mf)*
QUITE SOFT: *Mezzo Piano (mp)*
SOFT: *Piano (p)*
VERY SOFT: *Pianissimo (pp)*
GETTING LOUDER: *Crescendo (cresc.)*
GETTING SOFTER: *Diminuendo (dim.)*



D. Duration

The length of a sound.

E. Texture

How much sound we hear.

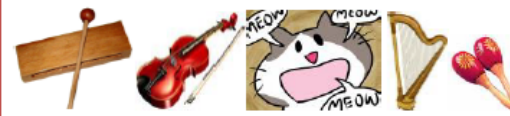
THIN TEXTURE: (*sparse/solo*) – small amount of instruments or melodies.



THICK TEXTURE: (*dense/layered*) – lots of instruments or melodies.

F. Timbre or Sonority

Describes the unique sound or tone quality of different instruments voices or sounds.



Velvety, Screechy, Throaty, Rattling, Mellow, Chirpy, Brassy, Sharp, Heavy, Buzzing, Crisp, Metallic, Wooden etc.

G. Articulation

How individual notes or sounds are played/techniques.

LEGATO – playing notes in a long, smooth way shown by a **SLUR**.



STACCATO – playing notes in a short, detached, spiky way shown by a **DOT**.



H. Silence

The opposite or absence of sound, no sound. In music these are **RESTS**.



I. Notation

How music is written down.

STAFF NOTATION – music written on a **STAVE** (5 lines and spaces)



GRAPHIC NOTATION/SCORE – music written down using shapes and symbols to represent sounds.

