HISTORICAL CONTEXT

1. Programme Music is music that tells a story without the need for words. It is inspired by a stimulus such as a poem, nature, the weather, people, other music……the list goes on!

2. Instrumental music that is free of a programme and exists purely for its own sake is known as absolute music.

3. Although descriptive music had always existed, orchestral programme music became very popular during the Romantic period (roughly the 19th century)

4. Musical devices used to express the story or inspiration include:	**Musical motifs** - short melodic or rhythmic ideas used to represent characters or images
	Transformation of themes where a basic theme undergoes changes to mirror a situation
	Orchestral colour - use of instruments to represent characters or images
	Imitation of sounds e.g. birdsong or thunder
	Use of musical elements – dynamics, harmony, tempo, key

DYNAMICS (Volume)

Term:	Symbol:	Effect:
piano	p	soft
pianissimo	pp	very soft
mezzo piano	mp	slightly soft
forte	f	loud
fortissimo	ff	very loud
mezzo forte	mf	slightly loud
fortepiano	fp	loud then soft
sforzando	sfz	sudden accent
crescendo	$<$	gradually louder
diminuendo	$>$	gradually softer

Instruments and common associations

Woodwind	Natural sounds such as bird song, animals, rivers
Brass	Soldiers, was royalty, ceremonial occasions
Tuba	Large and slow moving things
Harp	Tenderness, love
Glockenspiel	Magic, fairy tales
Timpani/Drums	War, fighting, thunder
Strings	Often used to portray emotions: passion, grief, loss etc

Key Composers:

Hector Berlioz – Symphonie Fantastique (1830)

Modest Mussorgsky – Pictures at an Exhibition (1874)

Camille Saint-Saëns – The Carnival of the Animals (1886)

Paul Dukas – The Sorcerer's Apprentice (1897)

TEMPO the "speed" of the beat

Largo very slow — Adagio slowly — Andante walking pace — Moderato moderately — Allegro quickly — Presto very fast

slow — FAST

Ritardando — rit. gradually get slower

Accelerando — accel. gradually get FASTER