

Music Knowledge Organiser

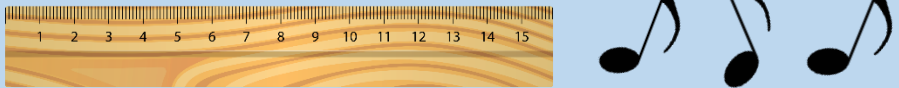
Program Music
A piece of music which either **tells a story** or **describes something**.



Pitch
Pitches is how high or low a piece of music, or a particular note, is.



Rhythm/Duration
Duration/rhythm means how long or short a note is.



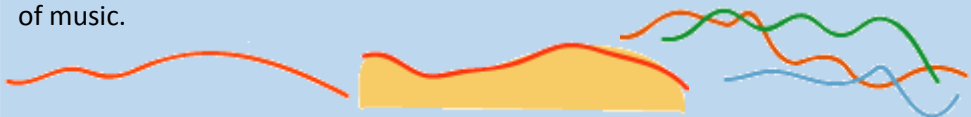
Dynamics
Dynamics are how loud or quiet the music is played.



Tempo
Tempo is how fast or slow a piece of music is played.



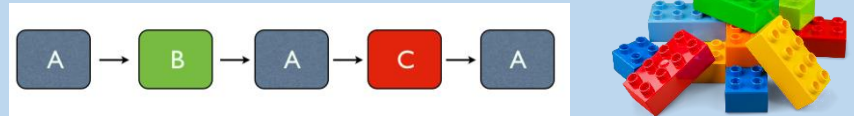
Texture
Texture describes how melodies, rhythms and harmonies are layered in a piece of music.



Timbre/Sonority
Timbre (or sonority) describes the particular sound quality of an instrument or voice.



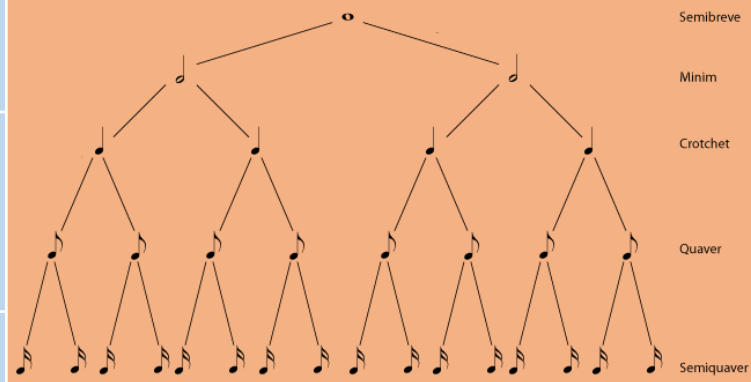
Structure
Structure (or form) is the overall plan of a piece of music.



It's Theory Time!

Note Values
This is a *Rhythm Tree* – it is designed to help you identify what the symbols for different note values are, and how they relate to one another. Here are the note values!

- Semibreve = 4 beats
- Minim = 2 beats
- Crotchet = 1 beat
- Quaver = 1/2 beat
- Semiquaver = 1/4 beat



Notes on the Stave
Here are the notes of the **treble** (top line) and **bass** (bottom line) clefs. When the notes fall outside the five lines of music paper, we add extra lines called **ledger** lines. Here are some phrases to help you remember where the notes go!

- Treble Clef Lines: **Every Green Bus Drives Fast**
- Treble Clef Spaces: **F A C E** (in the space!)
- Bass Clef Lines: **Green Buses Drive Fast Always**
- Bass Clef Spaces: **All Cows Eat Grass**

