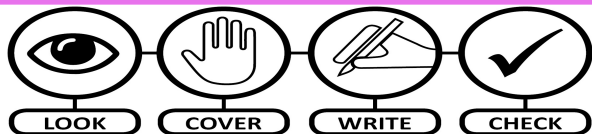


MUSIC KNOWLEDGE ORGANISER



Key Stage 3 Music 7.1 Pulse and Rhythm



7.1 Music KEY WORDS	1	dynamics	how loud or soft the music is There are many words used to describe the range of volume (Italian words are often used to describe changes in volume)
	2	rhythm	the pattern of notes – look at the rhythm chart on the right for basic values
	3	pitch	high / low
	4	structure	sections of music and how they are organised
	5	score	written down music
	6	pulse	the main beat or "heart beat" of the music
	7	percussion	instruments that hit you hit, scrape or shake to make a sound. Some may be tuned or untuned
	8	texture	layers of sound. How the music is build up
	9	tempo	how fast or slow the music may be. Also speeding up / slowing down
	10	ostinato	a repeated rhythm or melody



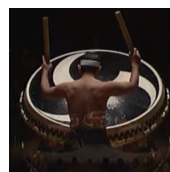
Drop Some Drums
By
[Love] Tattoo



Listen for....

Gradual build up of textures (layers). Once playing, the instrument rhythms don't change. This is a great example of **OSTINATO!** Once all instruments are in (and there are a lot!) the texture begins to reduce again.
This music uses mostly untuned **PERCUSSION SAMBA** instruments along with plenty of music tech. to make a really exciting track! Check out the drop at 5.43!

Kodo - "O-Daiko" Japanese Taiko Drumming.



Listen for....

Use of untuned percussion. The most amazing use of **DYNAMICS** and **OSTINATO**. Co ordination between just 3 musicians. Taiko drumming is both physical and brilliantly theatrical! The use of silence is really effective in this piece!



The rhythm grid below shows basic rhythm values in 4/4 time. You should know the note values and be able to play them. Try using the "Remember it" name and clapping it. This actually helps you understand the beat value.

Basic Rhythm Values in 4/4 time

	Beat 1	Beat 2	Beat 3	Beat 4
Technical name SEMI BREVE (4 beats)				
Remember it... Hold for 4 beats				
Technical name Minim (2 beats)				
Remember it... L - ong				
Technical name Crotchet (1 beat)				
Remember it... tea				
Technical name Quavers (1/2 beat)				
Remember it... Cof - fee				
Technical name Semi quaver (1/4 beat)				
Remember it... Ca - pu - cci - no				

M	A	D	T	S	H	I	R	T
melody	articulation	dynamics	texture	structure	harmony	instruments	rhythm	tempo
the tune	how notes are played	loud / soft and any other volume changes	layers of sound and how they fit together	sections of music and how they are organised	chords used	types of instruments heard	the pattern of notes	the speed