



WELCOME TO YEAR 7 MUSIC AT RAINFORD HIGH

During the first term at Rainford High, we will be getting to know all about you and your musical experience

Some of you may have done a lot of music before and some of you may have done very little

IT DOESN'T MATTER – you will have the chance to do lots of practical music throughout the year and we will encourage you to develop your music at your level.

Here is a taste of what we cover in the first term – have a go at the tasks and enjoy!

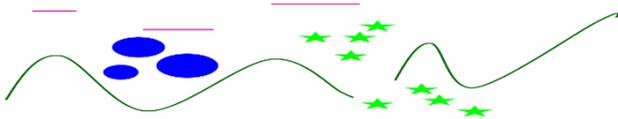
Key Vocabulary	Meaning	
BEAT	<p>Stays the same throughout the music – like a pulse or heartbeat...</p>  <p>You can tap your feet or click your fingers to it.</p>	
RHYTHM and PITCH	<p>A musical pattern that changes:</p> 	<p>How high or low a note sounds:</p> 
PERFORMANCE	<p>By singing or playing on the keyboard:</p>  <p>Performance can either be as a SOLOIST as part of a DUET or as part of a whole group ENSEMBLE</p>	

Task 1: Rhythm Conundrums	<ul style="list-style-type: none"> • Start tapping your foot to keep a steady beat • Over the top, tap a repeated rhythm with your right hand • With your left hand, tap a different rhythm • How long can you keep going? Can you swap or change rhythms half way through? Can you write these rhythms down?
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<p>Task 2: Performance</p>	<ul style="list-style-type: none"> • If you have access to a musical instrument or already play one, choose your favourite piece and practice it for a performance. We'd love to hear it so feel free to record yourself playing and send it in to us. • If you don't have access to a musical instrument, how about using your voice? You can access backing tracks on YouTube – we'd love to hear any recordings of budding Adeles or Ed Sheerans out there!
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Now let's start creating your own music

<p>Key Vocabulary</p> <p>GRAPHIC SCORE NOTATION</p>	<p>Meaning</p> <p>Creating musical sounds from pictures</p>  <p>NOTATION = Music written down</p>																																					
<p>STRUCTURE and TEXTURE</p>	<p>The way music is built</p> 	<p>Texture:</p> <p>How many layers the music has</p> <p>Lots of sounds at the same time = THICK texture</p> <p>One or two sounds = THIN texture</p>																																				
<p>TEMPO and DYNAMICS</p>	<p>TEMPO Speed of the music</p> <table border="1" data-bbox="539 1317 868 1559"> <tr> <td>Largo</td> <td>slow</td> <td></td> </tr> <tr> <td>Moderato</td> <td>moderate/medium</td> <td></td> </tr> <tr> <td>Allegro</td> <td>fast</td> <td></td> </tr> <tr> <td>Presto</td> <td>very fast</td> <td></td> </tr> </table>	Largo	slow		Moderato	moderate/medium		Allegro	fast		Presto	very fast		<table border="1" data-bbox="970 1294 1390 1514"> <thead> <tr> <th>Word:</th> <th>Symbol:</th> <th>Affect on Volume:</th> </tr> </thead> <tbody> <tr> <td>forte</td> <td><i>f</i></td> <td>loud</td> </tr> <tr> <td>piano</td> <td><i>p</i></td> <td>soft</td> </tr> <tr> <td>mezzo piano</td> <td><i>mp</i></td> <td>slightly soft</td> </tr> <tr> <td>mezzo forte</td> <td><i>mf</i></td> <td>slightly loud</td> </tr> <tr> <td>sforzando</td> <td><i>sfz</i></td> <td>instantly loud</td> </tr> <tr> <td>crescendo</td> <td></td> <td>gradually louder</td> </tr> <tr> <td>diminuendo</td> <td></td> <td>gradually softer</td> </tr> </tbody> </table> <p>Dynamics = how loud or quiet the music is</p>	Word:	Symbol:	Affect on Volume:	forte	<i>f</i>	loud	piano	<i>p</i>	soft	mezzo piano	<i>mp</i>	slightly soft	mezzo forte	<i>mf</i>	slightly loud	sforzando	<i>sfz</i>	instantly loud	crescendo		gradually louder	diminuendo		gradually softer
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<p>Task 3</p>	<ul style="list-style-type: none"> • Can you interpret the shapes in the top box through sound? Does the pitch go high or low? Is the texture thick or thin? • You could try performing from this graphic score by using your voice or instrument and interpreting the shapes – there is no right or wrong result here, it's all down to your creativity!!!!
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