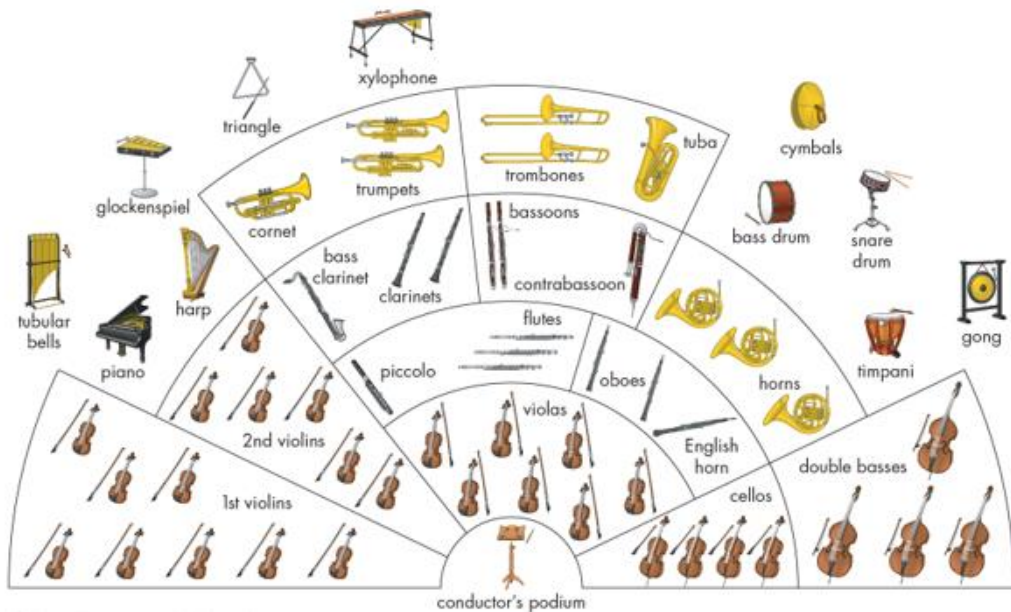


Rhythm & Rhumba – Year 4 – Summer 1

Beat	The steady unit of rhythm you tap your toes to when listening
Note value	The duration of time to play a note
Rest	A musical silence
Pulse	This is a steady series of beats like a heartbeat The pulse can be measured in beats per

Pitch	Structure	Texture
How high or low a note sounds	Overall plan of a piece of music	Combinations of sounds
High	Verse/chorus	Solo
Low	Round	Accompaniment
Ascending	Ostinato	Ensemble
Descending	Question and answer	Duet
Melody	Beginning/middle/end	Quartet
Tone colour	Dynamics	Duration
Different types of sound	How loud or quiet a piece of music is played	How long or short a note is
Vocal	Forte - loud (f)	Grave - Very Slow
Body percussion	Fortissimo - very loud (ff)	Largo, Lento - Slow
Instrumental	Mezzo forte - moderately loud (mf)	Adagio - Moderately Slow
Tuned	Mezzo piano - moderately soft (mp)	Andante - "Walking" Tempo
Untuned	Piano - soft (p)	Allegretto - A little slower than Allegro
Environmental	Pianissimo - very soft (pp)	Allegro - Fast
Electric	Crescendo/decrescendo	Vivace - Lively
		Presto - Very Fast



A conductor stands in front of a group of musicians or a choir. Their job is to set the tempo (the speed) and clearly indicate the pulse. They indicate a clear beginning so everyone starts at the same time. A conductor also indicates to the group to play louder or smoother or more sweetly. Different conductors might interpret the same music slightly differently. A conductor holds a white stick called a baton to make signals clear.



SOUND

VIBRATIONS

Sound is made when an object vibrates and therefore causes the air around it to vibrate too. These vibrations are carried to your ear for you to hear them.



Sound vibrations can travel through different materials:

- SOLIDS: metals, stone, wood
- LIQUIDS: water
- GASES: air

Sound travels better through some materials than others. It travels very well through metal pipes for example.

The louder the volume, the bigger the vibrations. The size of the vibration is called the *amplitude*. Quieter volumes have smaller amplitudes and louder sounds have larger amplitudes.



Sounds travel in a *wave*. The vibrations make *air particles* closest to the object vibrate, which then passes the vibrations to the particle next to it and so on - like dominoes falling!



Outer Ear

Middle ear bones which include the hammer, anvil and stirrup. (The smallest bones in the human body!)

DID YOU KNOW?

Sounds get fainter (quieter) as the distance from the sound source increases.

Nerve sends electrical signals to the brain.

Cochlea contains thousands of tiny hair cells which change the vibrations to electrical signals.

Ear drum which passes vibrations to the middle ear bones.



PITCH

The pitch of a sound is how high or how low it sounds. A high pitch has a high sound and a low pitch has a low sound.

Stringed Instruments

Tighter, thinner or shorter strings make higher pitches. Faster vibrations make pitches high and slower vibrations make pitches low.



Wind Instruments

The column of air inside the instrument causes it to vibrate. Shortening this makes a higher sound, lengthening it makes a lower sound.



Percussion Instruments

The surface is struck and it therefore vibrates. Smaller instruments have higher sounds (smaller keys of a xylophone, hand bells etc.). The tighter or thinner the skin on a drum, the higher the pitch.

