



## Year 8 Assessment Window 2: Music

### *Key Terms Revision List*

These key terms have been covered across your music lessons since Christmas. Spend time revising and consolidating these key terms in preparation for your music assessment during Assessment Window 2. **Create mind maps, cue cards or a method of your choice to help you learn and remember.**

Key term: MUSIC	Definition
<b>Ascending melody</b>	Moving upwards in pitch.
<b>Descending melody</b>	Moving downwards in pitch.
<b>Dotted rhythm</b>	This can help provide a 'bouncy' feel to the music.
<b>Crescendo</b>	Gradually getting louder.
<b>Diminuendo</b>	Gradually getting quieter.
<b>Major key</b>	This helps provide a happy feeling to the music.
<b>Minor key</b>	This helps create a sad feeling to the music.
<b>Ritardando</b>	Gradually slowing down.
<b>Accelerando</b>	Gradually speeding up.
<b>Glissando</b>	A continuous slide upwards or downwards between the notes.

Key term: MUSIC TECH	Definition
<b>Step input</b>	Inserting the notes into music software with a mouse (rather than playing them in on a MIDI controller)
<b>Quantize</b>	The division of a bar of music into a certain number of sections, <i>e.g. quantize 1/4 would separate a bar into 4 sections; quantize 1/16 would separate a bar into 16 sections.</i>
<b>Synthesiser</b>	An electronic musical instrument, often operated by a keyboard, that produces a variety of man-made sounds.
<b>Plug-ins</b>	An instrument sound in Cubase will be selected from a plug-in. <i>Some examples you will have used are HalioneSonic, Prologue, GrooveAgent.</i>
<b>Mixer</b>	Where the volume of all the tracks can be adjusted to create a balance of sound in a project.
<b>Locators</b>	Represented by small triangles in Cubase that are used to work within a specific part or area of the project, <i>e.g. you may set your locators between 1-9 to create an introduction.</i>