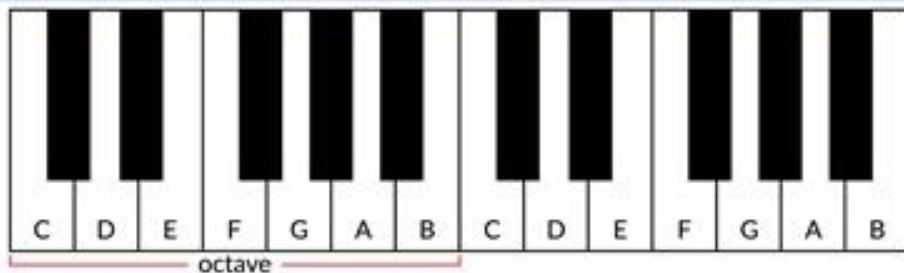


Keyboard Skills

A. Layout of a Keyboard/Piano

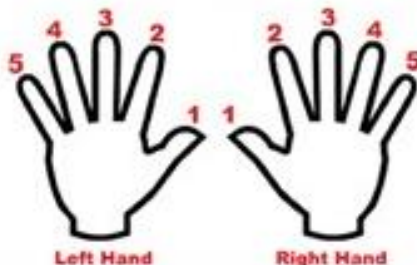


A piano or keyboard is laid out with **WHITE KEYS** and **Black Keys** (see section G). C is to the left of the two Black Keys and the notes continue to G then they go back to A again. Notes with the same letter name/pitch are said to be an **OCTAVE** apart. **MIDDLE C** is normally in the centre of a piano keyboard.

D. Keyboard Functions



E. Left Hand/Right Hand (1-5)



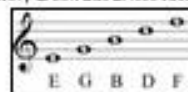
Base Line Test: Walking in the Air

B. Treble Clef & Treble Clef Notation

A **STAVE** or **STAFF** is the name given to the five lines where musical notes are written. The position of notes on the stave or staff shows their **PITCH** (how high or low a note is). The **TREBLE CLEF** is a symbol used to show high-pitched notes on the stave and is usually used for the right hand on a piano or keyboard to play the **MELODY** and also used by high pitched instruments such as the flute and violin. The stave or staff is made up of 5 **LINES** and 4 **SPACES**.



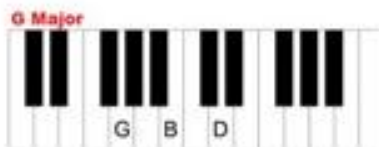
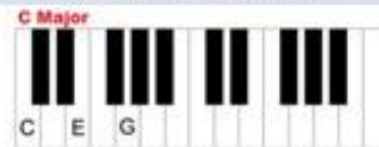
Every Green Bus Drives Fast. Notes in the **SPACES** spell "FACE"



Notes from **MIDDLE C** going up in pitch (all of the white notes) are called a **SCALE**.



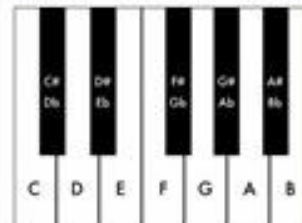
C. Keyboard Chords



Play one - Miss one - play one - miss one - play one

F. Black Keys and Sharps and Flats

There are five different black notes or keys on a piano or keyboard. They occur in groups of two and three right up the keyboard in different pitches. Each one can be a **SHARP** or a **FLAT**. The # symbol means a **SHARP** which raises the pitch by a semitone (e.g. C# is higher in pitch (to the right) than C). The b symbol means a **FLAT** which lowers the pitch by a semitone (e.g. Bb is lower in pitch (to the left) than B). Each black key has 2 names - C# is the same as Db - there's just two different ways of looking at it! Remember, black notes or keys that are to the **RIGHT** of a white note are called **SHARPS** and black notes to the **LEFT** of a white note are called **FLATS**.

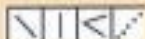




GRAPHIC SCORES



A graphic score is a different way of writing a piece of music. Instead of the standard lines and spaces on the staff to indicate pitch (see Playing and Reading 2), symbols can be used. Symbols, colour and pictures might also indicate the volume, the instrument, the style, the texture, the timbre—it's up to you



The direction of the lines above might indicate a tune that starts high and gets lower, it might be interpreted as a bang, a crescendo, a staccato tune that rises...

Graphic scores might be described as a guide to the music or a music map. They can be played by anyone of any standard on any instrument

Graphic scores do not follow rules. They are all completely different. Every composer and performer makes up their own rules!

If two children read and interpreted the same graphic score, the two performances would probably sound completely different but the two children will be following the same instructions

How might you interpret these scores?



Kandinsky

Wassily Kandinsky was a Russian artist born in 1866. He was unique because he saw colours when he heard music, and heard music when he painted. How cool is that? What could he hear when he painted his **Concentric Circles**?



He used colour, lines, shapes and texture to create a visual experience that represented rhythm, melody and emotion

He believed that yellow sounded like a trumpet and a triangle was aggressive!



What does this sound like?



This painting is called **Composition VI**

Crescendo Music gradually becoming louder.

Staccato Sounds are jumpy and very short.

Volume This refers to the dynamics—how loud or soft the music is

Texture How many sounds can be heard playing at any one time. The texture might be thick or thin

Rhythm Notation Performing

Definitions

1. Pulse = the underlying count in the music. Like a heartbeat. You clap/dance to this. You *feel* it rather than *hear* it.

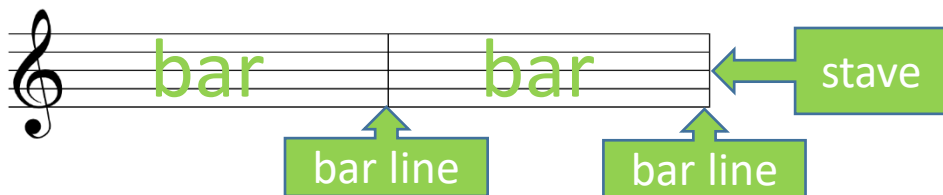


2. Rhythm = long and short notes, and the gaps between them:



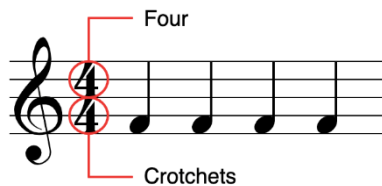
Bars and time signatures

1. Notes on the **stave** are divided up into bars by **bar lines**.



2. The **time signature** = two numbers at the start of the music. It tells us **how many beats are in a bar: how we count in the piece.**

3. The top number tells us how many **beats** are in a bar. The bottom number tells us what sort of beats they are.



How to read rhythms

1. These are the basic types of notes.

American note names are more logical: here, the UK names are in brackets.

Note/Rest Name	Note Symbol	Rest Symbol	Note/Rest Value (Length)
Whole Note/Rest (Semibreve)			4 beats
Half Note/Rest (Minim)			2 beats
Quarter Note/Rest (Crotchet)			1 beat
Eighth Note/Rest (Quaver)			1/2 beat

Pairs or 4s of quavers are beamed together. Remember each blob is a note.

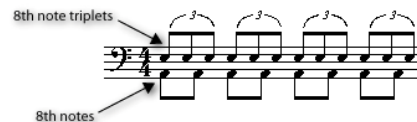
2. Rhythms can be made up of any combination of notes or rests, as long as each bar adds up correctly.

3. A dot after a note adds on half as much again: $\text{dotted quarter} = \text{quarter} + \text{eighth} = 3 \text{ beats}$

$$\text{dotted quarter} = \text{quarter} + \text{eighth} = 1\frac{1}{2} \text{ beats}$$

4. A triplet squeezes three notes into the time it normally takes to play two:

3 Notes in the Space of 2



Melodies: pitch notation & melody writing

Definitions

1. **Rhythm** = long and short notes, and the gaps between them:



2. **Melody** = tune. This has **pitch** as well as rhythm (i.e. it goes up and down):



Words for describing melodies

MELODY

Register – how **high or low** the notes are

Range – the distance from the lowest note to the highest: **wide or narrow**

Sequence – a pattern that repeats, **ascending or descending**

Scalic (moving in a scale) or **broken chord** (moving in chord shapes) movement

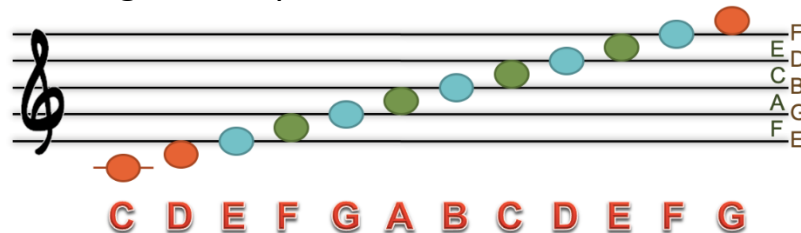
Steps (going to a **next-door note**) or **leaps** (**jumping** to a note further away)

Ornaments (extra notes added to **decorate**)

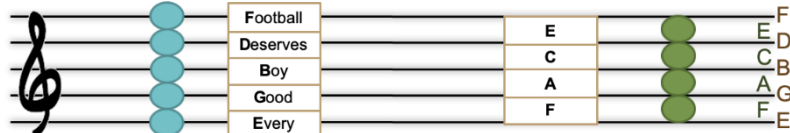
Melodic **ostinato/riff**: a **repeating pattern**

How to read pitches

1. The blobs of the notes are arranged on the lines and spaces of the staff. The higher the blob on the staff, the higher the pitch.



2. Notes alternate being on a line and in a space.
3. Notes higher or lower than the staff have their own little line called a **ledger line**, like middle C shown above.



4. You can remember the notes on the **lines** with '**Every Good Boy Deserves Football**', and the notes in the **spaces** spell '**FACE**'. Remember to go **upwards** when doing this!

Topic: Music for adverts

1. Key advert terms		
1	Jingle	A short, catchy melody used at the end of an advert, or series of adverts, that people associate with a product.
2	Underscore	The music underneath the advert information to create the mood.
3	Voicover	A spoken or sung part of the advert, telling you what is being advertised.
4	Target market	The group of people the advert is made for e.g. Young people between 12 and 16.
5	Rhyming couplets	Ensuring that the lines of the lyrics rhyme in pairs.

2. Advert composition terms		
1	Primary chords	The three most important chords that a key is constructed with. They are built from the 1 st , 4 th and 5 th note of the scale. In C major, this would be C, F and G.
2	C major chord	A happy sounding chord using the notes C, E and G
3	F major chord	A happy sounding chord using the notes F, A and C
4	G major chord	A happy sounding chord using the notes G, B and D.
5	Scales	A group of notes that create certain moods when combined together. We use them to create our melody.

3. Key Vocab - Musical elements		
1	Melody	The main tune, played on instruments or sung.
2	Chords	Two or more notes played at once.
3	Bass line	The lowest part in music, provides the harmonic structure of the music.
4	Motif	A repeated musical pattern used in Rock, Pop and Jazz.
5	Chord sequence	A pattern of chords used in music.
6	Riff	A short repeated pattern used in rock, pop and jazz music.
7	Dynamics	The volume of the music
8	Texture	How the instruments are combined, for example monophonic, homophonic, melody and accompaniment.
9	Instrumentation/Timbre	The instruments used to create the music, and how they are played.
10	Tempo	The speed of the music.
11	Major Key	A group of notes that generally sound happy when used together.
12	Minor key	A group of notes that generally sound sad when used together.

Other musical styles linked to this: Lots of these techniques are used in both TV and radio adverts, and also in film music.