

Film Music – REVISION SHEET YEAR 9

Bass line – a low pitch part of the song that supports the melody line.

Melody line – the main tune of the song, the part you can hum or sing.

Polyphonic texture – several different rhythms played at the same time on different instruments.

Monophonic texture – one instrument playing on a single melody line without any accompaniment.

Melody and accompaniment – a melody line which has the main tune to the song which is accompanied by other instruments support it. This is a type of musical texture.

High pitch – high pitch notes.

Low pitch – low pitch notes, often called bass notes.

Dynamics – the volume of the music.

Italian Dynamics –

pianissimo = very quiet
forte = loud

piano = quiet
fortissimo = very loud

Crescendo – the music gradually gets louder. The symbol looks like this:



Diminuendo - the music gradually gets quieter. The symbol looks like this:



Tempo change – the speed of the music.

Largo – slow tempo

Moderato – fairly fast tempo but not too fast. The speed is moderate.

Allegro – fast tempo

Presto – very fast tempo

Chords – two or more notes played together at the same time.

Broken Chords - a chord which has its note separated. They are broken apart and played one after the other.

Harmony – A musical device where different instruments are playing different notes at the same time, which work well together. This is often used by singers. It is a musical device.

Ascending – this is where the notes played get higher and higher in pitch.

Descending – this is where the notes played get lower and lower in pitch.

Fanfare – A loud brass melody used to introduce something.

Ostinato – A repeated pattern (over and over and over again) – can be used as a rhythmic device.

Call and Response – One part is copied by another (usually in a group).

Chord types:

Major = happy

Minor = sad

Diminished = tense/scary

Augmented = dreamy

Instrument groups:

Woodwind - flutes, clarinets, piccolos, etc.

Strings - violins, violas, cellos, etc.

Brass - trumpets, trombones, horns, etc.

Percussion - drums, cymbals, xylophones, etc.

Chromaticism – Moving up or down to the very next note (white or black) - can sound creepy.

Glissando – Sliding down lots of notes.

Cluster chords – A set of notes very close together played at the same time.
Sounds horrible!

Dissonance – Very harsh sounds where notes clash together. Used a lot in horror music.

Conjunct – Moves in small steps.

Disjunct – Moves in bigger leaps.

Star Wars – Main Titles/Rebel Blockade Runner

