

Queen Performance Listening Test – 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, often played by the right hand.

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 – texture where the right hand is playing a melody line and the left hand is playing the accompaniment to support it, often at the same time.

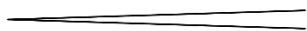
High pitch – high pitch notes played on the right hand side of the piano/keyboard.

Low pitch – low pitch notes played on the left hand side of the piano/keyboard.

Dynamics – the volume of the music.

Italian Dynamics – pianissimo=very quiet piano=quiet
 forte=loud 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.

Riff – a repeating pattern. This is a rhythmic device.

Effects – A piece of software added on to a sound to change it.

Delay – a type of effect that keeps repeating something that has played.

Reverb – a type of effect that makes the sound bounce around, a bit like an echo.

Pitch Shift – a type of effect that allows you to change the pitch of an instrument or voice.

Distortion – a type of effect that makes an instrument sound heavy, fuzzy or distorted.

Synthesizer – A keyboard instrument that can synthesis (or mimic) different sounds.

Time Signature – How many beats there are in a bar and what the type of beats are.

Glissando – This is where an instrument slides between two different notes. Can often be played on string instruments or keyboard instruments.