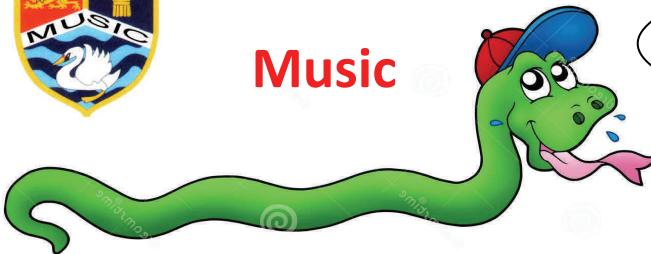




# Appraising Music

You should tell me what your work was like for this unit, so you can reflect on how well you're doing. It's up to you how you do this really, but there are some tipssssssssssssssssssssssssssssss below to help you.



What was **good** about the final piece?



What **sounds** did you use in your piece?



What **type** of piece did you work on?

## JUSTIN BEAVER



What **notes** and **chords** did you use?

How did you use **dynamics** in the piece?



How did you **organise** your music into sections?

- Written doc
- PowerPoint
- Prezi
- Podcast (recorded sound)
- Anything else!



How did you use **tempo** in the piece?



You could also mention extra things such as **major/minor key**, how the music **changes** as it progresses, specific ways of **playing** or **singing** etc.



Turn over for **MUSICAL LANGUAGE**



# MUSICAL LANGUAGE

*Elements of Music (use these as often as you can when talking and writing about music):*

**Dynamics** (volume - is likely to change throughout the piece): quiet, loud, *crescendo* (getting louder), *diminuendo* (getting quieter).

**Tempo** (speed - might change throughout the piece): slow, fast, *ritenuto* (getting slower), *accelerando* (getting louder)

**Pitch**: How **high** or **low** the notes are

**Tonality**: Whether it is **major** (happy and bright) or **minor** (sad or scary)

**Timbre**: which sounds you used, e.g. piano, saxophone, drums, voice etc. and how you used them, e.g. *the piano part has a high pitch and is loud, but my saxophone part is really quiet and plays medium pitched long notes*

**Texture**: How the different instruments or voices **fit together**. Does it start with one and then build up, or do they all start playing together, for example?

**Structure**: how the piece is divided into different **sections**

**Rhythm**: Number of beats per bar, jumpy, swung, 'driving', bouncy, lengths of notes (long, short, quavers, crotchets, minims, semibreves)