	Pop Music
Structure	The way sections of the song are constructed
Intro	Introduction / opening section
Verse	A main section that tells the story in the song
Chorus	A main section that repeats & is catchy
Instrumental	A section with no singing—eg. guitar solo
Bridge	A link section between main parts of song
Pre-Chorus	A section that builds into the chorus
Middle 8	A contrasting section for interest
Drum Fill	Busy drum pattern that pushes song forward
Hook	Short catchy idea eg. 'We will, we will, rock you'
Outro	Ending section to song

Elements		
Dynamics	Volume – see dynamics chart	
Tempo	Speed – see Y8 tempo chart	
Pitch	How High or Low	
Timbre	Type of sound / instrument	
Texture	How the sounds combine	
Rhythm	Different lengths of note	
Melody	The tune / main line	

	)	;b #	G F	i♭ A # G	.⊳ E ä# A	8Ь (#	
С	D	E	F	G	Α	В	С

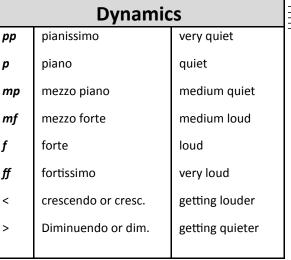
Technical Terms			
Pitch shift	Moving a pattern up/down in pitch		
Vol envelope	A line entered to control volume		
Pan	Pan left = send music to left speaker		
XLR	Connection using 3 pins (eg for mic)		
Mic	Microphone		
Jack Lead	Cable used to connect guitar / bass		
Channel	The input number you are on		
Mixer	Dials that lets you balance sounds		
Fade	The audio gets quieter electronically		

## Y9 MUSIC

In the bars below are lots of feature. Can you identify:
Minim (2), Crotchet (1), Quaver (1/2), Crotchet rest, Quaver rest,
Time signature, Treble clef, Pair of quavers, high & low ledger lines,
Key signature, G#, Natural, Flat, quiet dynamic, crescendo, forte, staccato, accents

## FULL YEAR SUMMARY

	Dynamics				
pp	pianissimo	very quiet			
p	piano	quiet			
mp	mezzo piano	medium quiet			
mf	mezzo forte	medium loud			
f	forte	loud			
ff	fortissimo	very loud			
<	crescendo or cresc.	getting louder			
>	Diminuendo or dim.	getting quieter			



## **Bass Clef**

Names of bass clef notes on the lines & in the spaces (Great Big Dogs Frighten Arthur = line notes) ( All Cows Eat Grass = spaces)



Tempo		
largo	v slow	
andante	walking pace (steady)	
moderato	medium speed	
allegro	fast	
presto	v fast	
accel. / accelerando	getting faster	
rit. / ritardando	getting slower	