

Area of Study I - Musical Forms and Devices

What?

Musical techniques used within Baroque, Classical and Romantic music.

Why?

To understand how composers write music within the historical context of Baroque, Classical and Romantic styles.

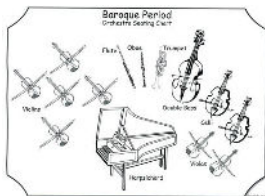
Links to Prior Learning

You understand the musical elements and how to read music and now need to apply this to music in context for your listening exam.

The Baroque era 1600-1750

Bach, Handel, Vivaldi, Corelli, Lully, Purcell

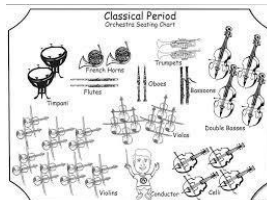
Ornamentation, long interweaving melodies
Functional harmony, I, IV, V, perfect, imperfect, plagal cadences
Major/ minor keys introduced
Binary, Ternary (da capo), Rondeau, variations, ritornellos, fugue
Terraced dynamics
Harpsichord, orchestra mainly strings, Basso continuo, Concerto grosso
Homophony, polyphony, counterpoint
Consistent tempo throughout a piece, simple/compound, continuous rhythms



The Classical era 1750- 1810

Haydn, Mozart, Beethoven

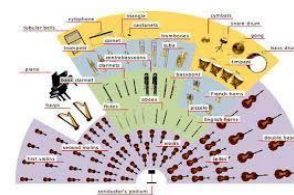
Less complex melodies, balanced phrases
Functional harmony, I, IV, V, perfect, imperfect, plagal cadences
Major/ minor keys used, some modulation to related keys
Sonata form, ternary, rondo, theme and variations, minuet and trio
More varied dynamics, changes of mood
Orchestra increased in size, clarinet and piano
Texture mainly homophonic
Greater variety of tempo, and metre.
Consistent, balanced rhythms, dotted rhythms



The Romantic era 1810-1910

Schubert, Mendelssohn, Chopin, Schumann, Liszt, Wagner, Verdi, Brahms, Tchaikovsky, Dvorak

Lyrical melodies, thematic ideas and leitmotif
Richer harmonies, chromaticism
More frequent modulations
Greater freedom in form and structure, programme music
Greater range of dynamics and expression
The orchestra grew, wider brass and percussion sections. Development of the piano
More textural and rhythmic variety, tempo and time signature changes. Use of rubato.



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Suggested
Listening

Instrument
Sounds
[LINK](#)

Extended
Reading

Area of Study 2 - Music for Ensemble

What?

Music to accompany films, television and gaming

Why?

To understand how composers write music for different moods and scenes, and explore our own creativity through composing.

How?

Applying your previous study of musical elements, pitch, rhythm and chords, as well as your practical skills using instruments and music technology.

Section 1: The Functions of Film Music

To create or enhance a mood or emotion	Eg suspense, anticipation, tension
Leitmotif	Music to represent a character
Mickey-Mousing	Music that exactly copies an action/gesture
Diegetic Music	Sounds that the characters can hear
Non-Diegetic Music	Sounds that the characters can't hear-i.e the soundtrack

Section 2: Musical Devices

Ostinato	A repeating musical phrase
Drone	A single note or chord held or repeated
Loop	The process of repeating a phrase
Glissando	Sliding from one note to the next
Crescendo/  Decrescendo 	Gradually getting louder/ Softer

Section 3: Harmony/ chords

Major 	A bright, happier sounding chord or key
Minor 	A duller, sadder sounding chord or key
Cluster Chord	Notes close together played as a chord, creating a clashing sound
Chromatic 	Using the semitones, sharps and flats

Section 4: Timbre/ Sonority

Orchestra	The orchestra is made up of: Strings, brass, percussion and woodwind instruments
Use of technology	Synthesisers, effects, sound effects, reverb, delay, echo, panning

GAMECHANGERS

Suggested Listening



Instrument Sounds

[LINK](#)



Extended Reading



Area of Study 3 - Film Music

What?

Music to accompany films, television and gaming

Why?

To understand how composers write music for different moods and scenes, and explore our own creativity through composing.

How?

Applying your previous study of musical elements, pitch, rhythm and chords, as well as your practical skills using instruments and music technology.

Section 1: The Functions of Film Music

To create or enhance a mood or emotion

Eg suspense, anticipation, tension

Leitmotif

Music to represent a character

Mickey-Mousing

Music that exactly copies an action/gesture

Diegetic Music

Sounds that the characters can hear

Non-Diegetic Music

Sounds that the characters can't hear-i.e the soundtrack

Section 3: Harmony/ chords

Major



A **bright, happier** sounding chord or key

Minor



A **duller, sadder** sounding chord or key

Cluster Chord

Notes close together played as a chord, creating a clashing sound

Chromatic



Using the semitones, sharps and flats

Suggested Listening



Instrument Sounds

[LINK](#)



Extended Reading



Section 2: Musical Devices

Ostinato

A repeating musical phrase

Drone

A single note or chord held or repeated

Loop

The process of repeating a phrase

Glissando

Sliding from one note to the next

Crescendo/ <
Decrescendo >

Gradually getting louder/ Softer

Section 4: Timbre/ Sonority

Orchestra

The orchestra is made up of: Strings, brass, percussion and woodwind instruments

Use of technology

Synthesisers, effects, sound effects, reverb, delay, echo, panning

Area of Study 4 - Popular Music

What?

Music to accompany films, television and gaming

Why?

To understand how composers write music for different moods and scenes, and explore our own creativity through composing.

How?

Applying your previous study of musical elements, pitch, rhythm and chords, as well as your practical skills using instruments and music technology.

Section 1: The Functions of Film Music

To create or enhance a mood or emotion	Eg suspense, anticipation, tension
Leitmotif	Music to represent a character
Mickey-Mousing	Music that exactly copies an action/gesture
Diegetic Music	Sounds that the characters can hear
Non-Diegetic Music	Sounds that the characters can't hear-i.e the soundtrack

Section 2: Musical Devices

Ostinato	A repeating musical phrase
Drone	A single note or chord held or repeated
Loop	The process of repeating a phrase
Glissando	Sliding from one note to the next
Crescendo/  Decrescendo 	Gradually getting louder/ Softer

Section 3: Harmony/ chords

Major 	A bright, happier sounding chord or key
Minor 	A duller, sadder sounding chord or key
Cluster Chord	Notes close together played as a chord, creating a clashing sound
Chromatic 	Using the semitones, sharps and flats

Section 4: Timbre/ Sonority

Orchestra	The orchestra is made up of: Strings, brass, percussion and woodwind instruments
Use of technology	Synthesisers, effects, sound effects, reverb, delay, echo, panning

GAMECHANGERS

Suggested Listening



Instrument Sounds

[LINK](#)



Extended Reading

