

Music – Musicianship and Performance - Kestrels

Key Vocabulary

Pulse	The steady 'heartbeat' of the music.
Pitch	How high or low the sound is.
Rhythm	A pattern of long or short sounds.
Tempo	How fast or slow the music is.
Dynamics	How loud or quiet the music is.

Key Facts

We can change things about our performance to make it sound different, for example the tempo or the dynamics.

When we perform, we need to watch the leader so that we know when and how to perform.

Sometimes we will use notation to show us what to perform. It helps us to play the right thing at the right time.

Music – Musicianship and Performance - Sparrowhawks

Key Vocabulary	
Pulse	The steady 'heartbeat' of the music.
Pitch	How high or low the sound is.
Rhythm	A pattern of long or short sounds.
Tempo	How fast or slow the music is.
Dynamics	How loud or quiet the music is.
Timbre	The tone or quality of sound made by different instruments (bright, warm, piercing, dull, thin, breathy, brassy...)
Texture	How the music is organised – does your performance have lots of layers or just a few parts? Does your performance stay at the same tempo all the way through or do you change speed?

Key Facts

When we think about our performance, we can change any one of seven things (pulse, pitch, rhythm, tempo, dynamics, timbre and texture) to change the music that we create. If we want to improve our performance, we can consider whether one of these areas needs work.

The leader of a performance could be the teacher, but it can also be a child. If we are the leader, we need to make our signals really clear, and make sure we are thinking carefully about what is coming up next in the music and most importantly watch and listen to the performers to make sure they are doing what they should be doing!

If we are performing our own composition we can change and improve it by listening to other people playing it, or by playing it ourselves and thinking about how it could be made better using the different dimensions of music.

Music – Musicianship and Performance - Buzzards

Key Vocabulary	
Graphic Score	A selection of shapes and symbols used to represent music. Designed to be 'read' by a performer so that they know how and what to play.
Standard Notation	The standardised shapes and symbols used in Western musical tradition to indicate what, when and how to play within a piece of music.
Dynamics	How loudly or quietly we play our instruments or sing.
Tempo	How quickly or slowly we perform.
Conductor	The leader of a group of musicians – they will show, often through hand movements, how and when to play.
Melody	The main tune within a piece of music.
Harmony	A musical effect created by combining two or more notes played or sung simultaneously.
Interrelated dimensions of music	One of several 'building blocks' of music: pulse, pitch, rhythm, timbre, dynamics, tempo, texture.
Improvisation	Creating a performance on the spot which fits within the interrelated dimensions of the piece of music.
Playing by ear	Copying back/finding a melody on an instrument without reference to notation.

Key Facts

A good performance will follow lots of experimentation with changing the interrelated dimensions of music and settling on 'what happens when' in the piece. We can make a note of these changes using notation, and make sure they happen by paying attention to the conductor of the performance.

Part of performance is building a relationship with the audience. This can be as simple as introducing what you have written, but also means making sure we are always 'in the moment' with our performance and, for example, using eye contact to make a connection.

If you are performing with a group, it's really important to listen to the other people and make sure that your playing is sympathetic to theirs.

Improvisation is not just 'making stuff up.' It needs to work within the context of the wider piece.