

# Glossary of terms in music



# Year 1

**Beat/ Pulse:** A basic unit of time marking out the speed at which the music is played.

**Rhythm-** Variable sound patterns that fit over a steady beat. E.g. syllables.

**Compose-** To plan and create own music.

**Improvisation-** Creating and inventing music 'On the spot'.

**Tempo-** Speed or pace of the music.

**Melody-** A tune of different pitched notes.

**Dynamics-** volume of the music.

**Pitch-** How high/low a note is.

**Texture-** The overall effect of how melody, harmony, and rhythm are combined in a piece of music.

**Structure-** How a piece is organised.



**Timbre**- the quality of a musical sound. E.g. high in pitch but  
Warm in tone.



# Year 2

See Y1 for previous vocab

**Folk music**- a tradition based music passed down through generations and present since the medieval period.

**Crescendo**- getting louder.

**Diminuendo or decrescendo**- getting quieter.

**Sound effects**- a sound other than speech or music made artificially for use in a play, film, or other broadcast production.

**Bagpipes**- a stringed instrument of the guitar family (often related to Scottish tradition.)

**Layering**- Combining multiple layers of individual sound to get a more interesting, complex sound.

**Appraising**- evaluating music

**Letter notation**- Letter representation of standard notation

**Graphic score**- visual/ drawn representation of music

