



### What you will learn about?

You will develop your ensemble skills both as a whole class ensemble and a smaller group. You will revisit common chord progressions on the keyboard and ukulele/guitar and learn a chord progression for a famous song. You will develop your skills on the drumkit and understand, through performance the importance of keeping a steady beat throughout ensemble/band work. You will develop your understanding of rehearsal discipline and performance etiquette through working towards your final performance.

### The Elements of Music

- **Beats** – The steady pulse heard throughout any piece of music
- **Rhythm** – A collect of different note lengths put together to create a pattern
- **Pitch** – High/Mid range/Low notes
- **Dynamics** – Volume, loud, quiet, gradual increases/decreases
- **Tempo** – Speed, fast slow, gradual increases and decreases of tempo
- **Tonality** – Major chords CEG (uplifting/happy) and Minor chords EGB (sad/gloomy)
- **Harmony** – where chords and multiple pitches/notes are played/sung together **AT THE SAME TIME**
- **Instrumentation** – the instruments used in a song

### Key words and Vocabulary

- **Chord** – a combination of 3 notes all played together at the same time to create a harmony and an accompaniment
- **Chord progression** – a sequence of different chords heard and played throughout a song
- **Lead sheet** – the lyrics with the chords written over the top of the music
- **Chord symbol** – the name of the chord written over the music to show the player which lyric to change the chord on
- **Lyrics** – the sung words
- **Harmonic rhythm** – how many beats to hold each chord for
- **Accompaniment** – the musicians playing alongside the singer
- **Bassline** – the lowest notes in an accompaniment, played mostly by a bass guitar or the low pitches on a piano/keyboard
- **Rehearsal discipline** – the way we focus during rehearsals
- **Performance etiquette** – showing strong stage presence whilst performing and respect whilst being a member of the audience

