Music 1 | Music context

Genre	Genre refers to a category into which creative works are grouped based on similarities in style, purpose, structure and function. This includes categorisations of music based on formal and cultural criteria. Examples of genres include jazz, western art music and electronic music.
Style	Style refers to related creative works and/or practices that share distinctive conventions and/or characteristics. This includes the characteristic manner in which music is composed, performed or understood. For example, within the genre of jazz, there are styles such as bebop and swing.
Musical conventions	Musical conventions include the established practices, norms and rules that govern the composition, performance and interpretation of music within specific genres, cultures or historical periods. For example, the use of certain chord progressions in contemporary popular music, or specific structures and ornamentation used in Baroque music.

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Music 1 | Theoretical language

Music language

Metre

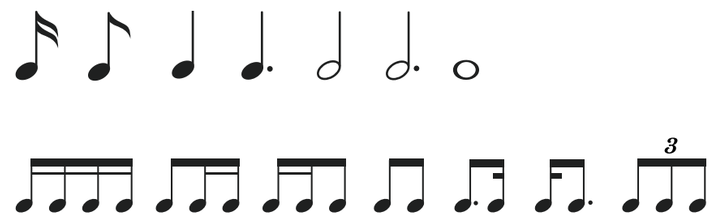
Simple metre

$\frac{2}{4}$ $\frac{3}{4}$ $\frac{4}{4}$

Compound metre

$\frac{6}{8}$

Note values and rhythmic patterns



Scales and modes

- diatonic major
- diatonic minor
- pentatonic
- Aeolian
- Lydian
- Mixolydian
- Dorian

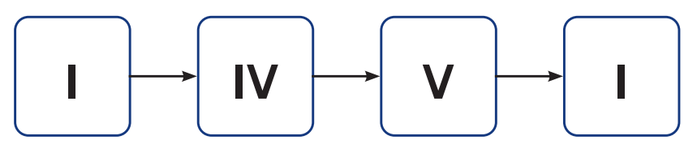
Chords

- I / i (tonic)
- ii / ii° (supertonic)
- IV / iv (subdominant)
- V (dominant)
- vi / VI (submediant)
- V^7 (dominant seventh)

Chord qualities

- major (**M**)
- minor (**m**)
- diminished (°)
- augmented (+)
- dominant seventh (V^7)

Chord progressions and cadences



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Music 1 | Compositional language

Music language

Rhythmic devices

- syncopation
- polyrhythm
- ostinato
- triplets
- hemiola
- backbeat
- swing
- groove

Melodic devices

- sequence
- imitation
- inversion
- hook
- riff
- melisma

Harmonic devices

- modulation
- dissonance
- resolution
- drone
- pedal point
- circle of fifths

Textural devices

- canon
- doubling
- layering
- countermelody
- unison
- parallel
- looping

Structural devices

- verse–chorus
- motifs
- theme
- call and response
- binary
- ternary

Expressive devices

- dynamics
- articulation
- vibrato
- mute
- accent
- phrasing

Digital techniques

- looping
- sampling
- delay
- echo
- pitch shifting
- digital reverb
- electroacoustic

Performing media

- choices of instrumental, vocal, analogue and digital sounds
- manipulation of timbres

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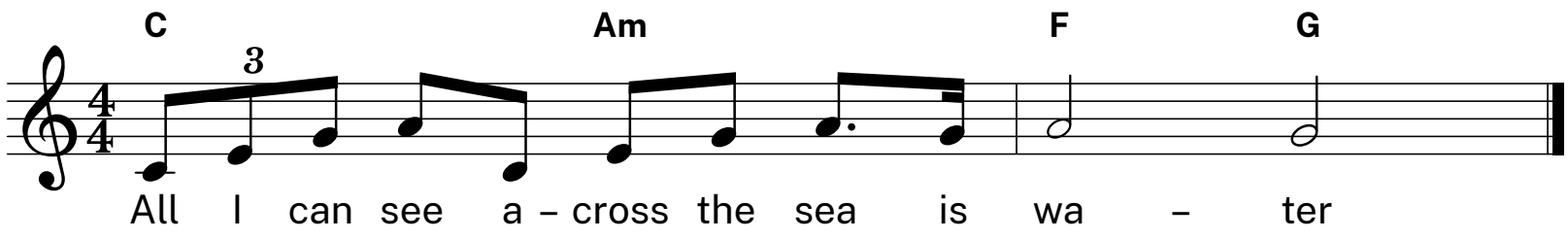
Music 1 | Notational language

Music language

Lead sheets

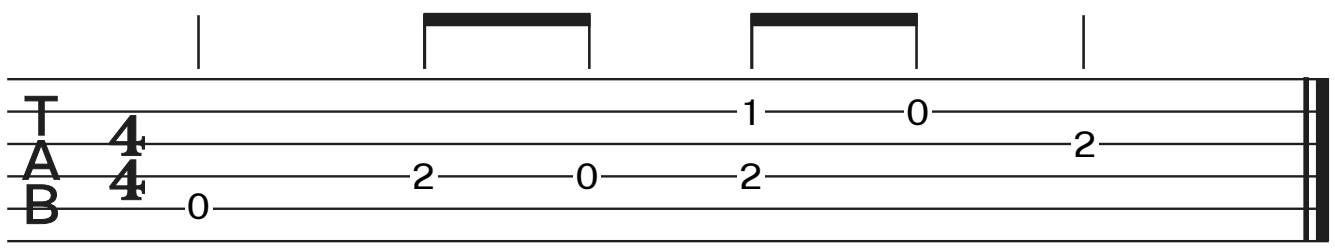
A simplified version of a score that provides the essential information needed to perform a song.
A lead sheet usually includes:

- melody
- lyrics
- chord symbols



Guitar tablature

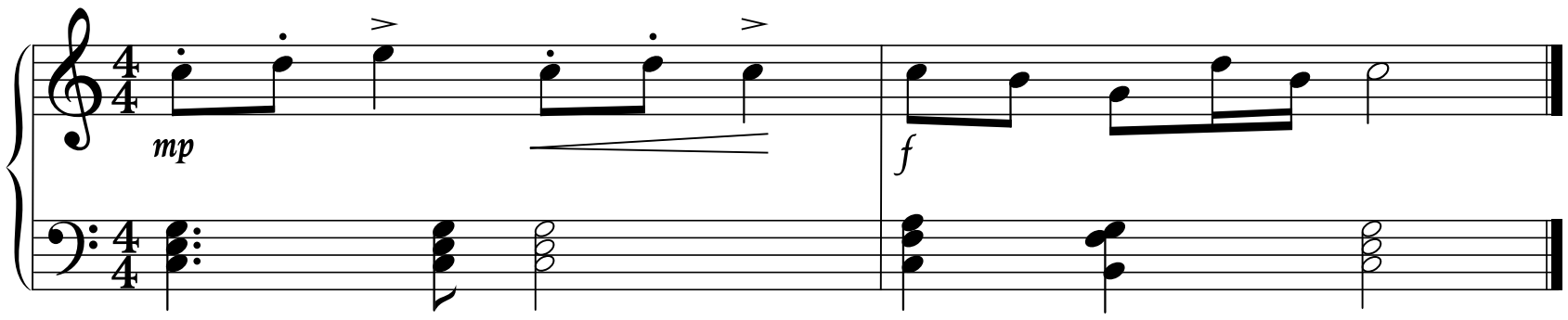
Tablature (TAB) shows guitarists where to place their fingers on the fingerboard. The numbers represent the frets on the strings.



Five-line staff notation

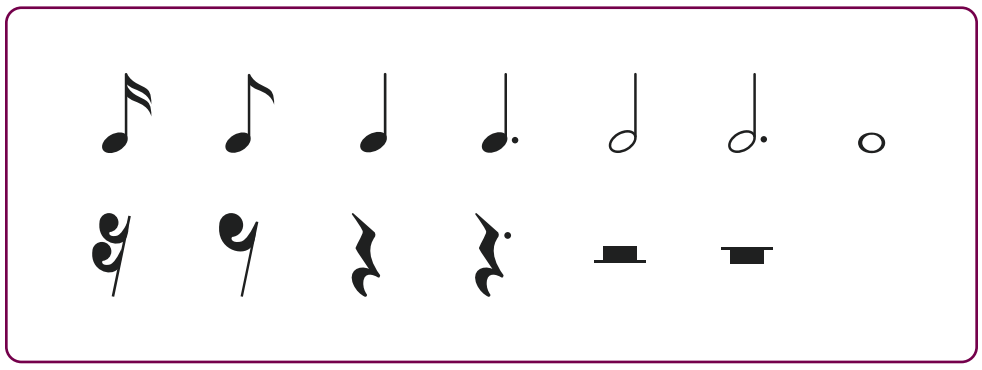
A common written system for representing sound using symbols such as:

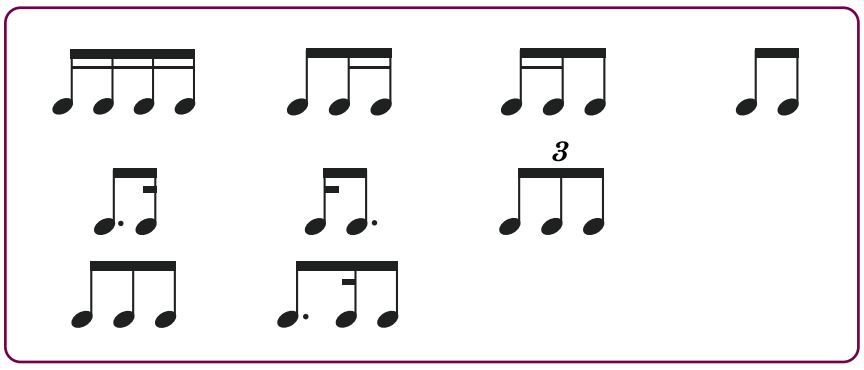
- clefs
- notes
- rhythms
- dynamics
- articulations
- expression markings



Note and rest notation

Symbols used in staff notation that indicate the length of sound (notes) and silence (rests).





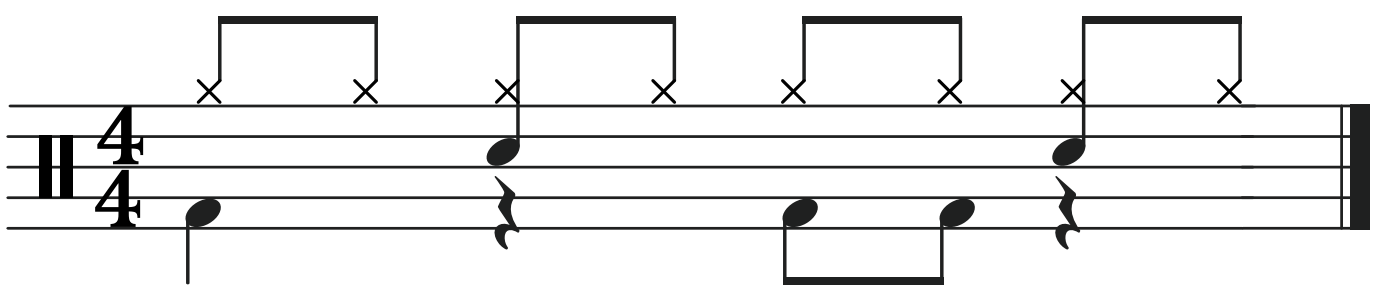
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Music 1 | Notational language

Music language

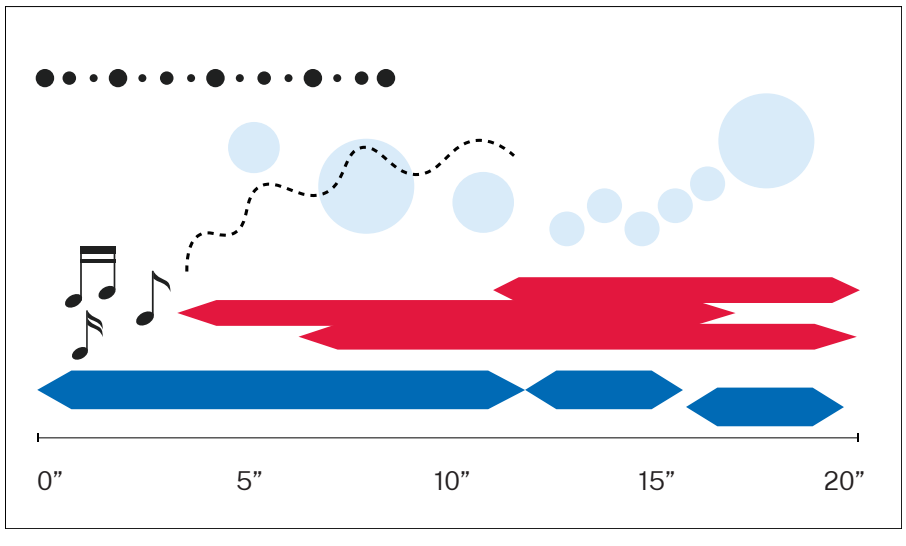
Drum notation

Drum notation represents percussion and drum kit parts. Crossed noteheads represent cymbals and standard noteheads represent drums.



Graphic notation

Graphic notation uses shapes, symbols and images instead of traditional notation. It allows performers to interpret music visually and creatively.



Systems

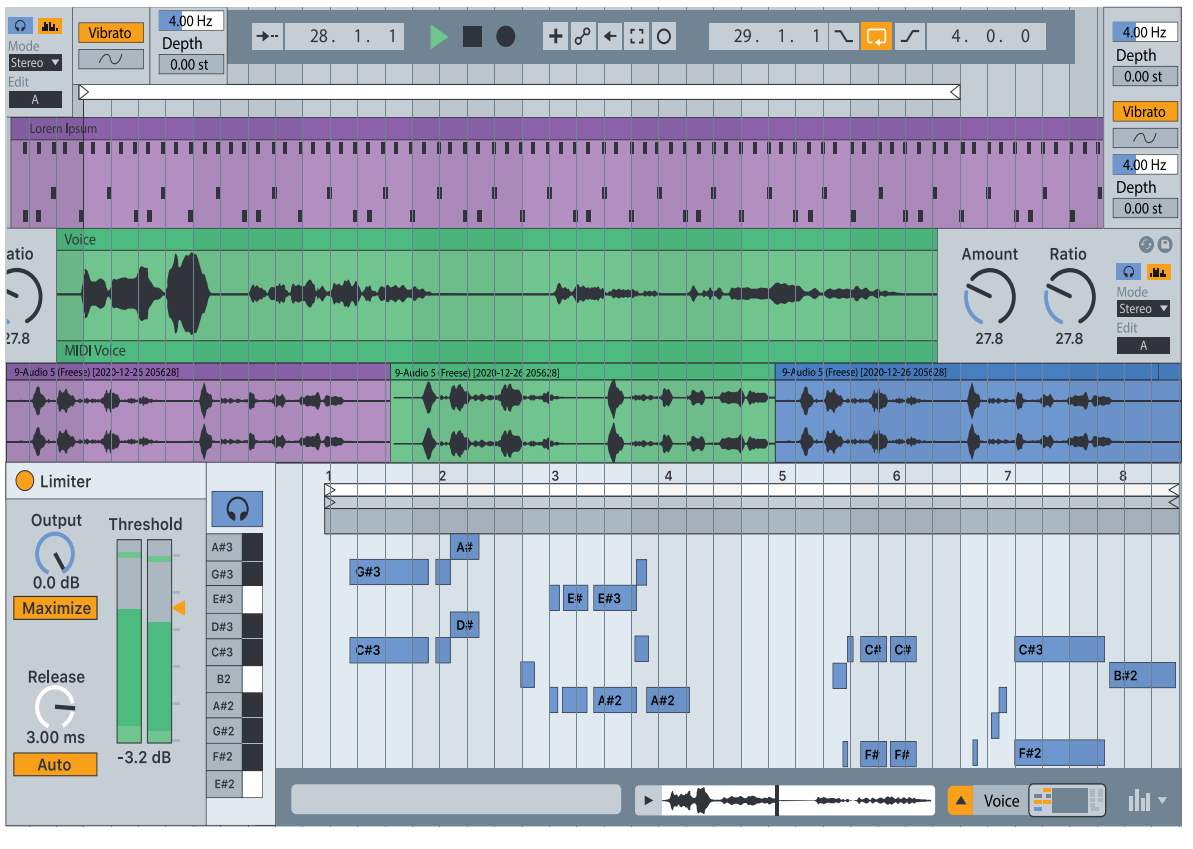
Systems associated with music from specific cultural or performance traditions which may include oral, kinaesthetic gesture-based systems.

dhā	dhin	dhin	dhā
x			
dhā	dhin	dhin	dhā
1			
dhā	tin	tin	tā
0			
tā	dhin	dhin	dhā
3			

For example: A standard ‘Teental Theka’ (rhythmic cycle and syllables) used in Hindustani classical music.

Digital audio workstation (DAW)

representations, including waveform, piano roll, beat grid and spectral visualisations.



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