

The Elements of *Music*



Pitch

Moving from one distance of sound to another. **High to low.**

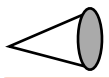
Duration

The amount of time a sound occurs.

- ✓ **Long** (whole notes, half notes) or
- ✓ **Short** (quarter notes, eighth notes, sixteenth notes).

Dynamics

The sound level at which music is played.



- ✓ **Loud** (forte, fortissimo) or
- ✓ **Soft** (piano, pianissimo).
- ✓ **Medium** is often called **mezzo-piano** (pronounced “met-so pi-ah-no”) or **mezzo-forte** (pronounced “met-so four-tay”).

Tone Color

The quality of sound, what the voice or instrument sounds like. This is also referred to as “**Timbre**” (pronounced tam-ber).

* Examples include: **light, airy, dark, mystical, rich, full, dancing, excited.**

Form

The organization of music.

Examples include:

- ✓ **ABA** (first section, second section, first section repeats)
- ✓ **AB** (first section, followed by second section)
- ✓ **Rondo** (ABACA - The A section always comes after each new section).

Texture

The layers of sound within a piece of music. Examples include:

- ✓ Just **melody** (monophony) or
- ✓ **Melody and harmony** (polyphony).
- ✓ **Chords** (3 or more notes played at the same time).
- ✓ Instruments can add to the texture of music: blaring, rough, smooth, choppy, disjointed, tight, rich.