

Musical Elements Checklist

Pitch Is the piece of music in a major key or minor key? Does it suit the genre of film?

Rhythm/Duration Does the piece use long or short notes? Are there repeated rhythmic patterns?

Dynamics Is the piece of music loud or quiet? Does it change throughout the piece or stay the same? What effect does this have on the audience?

Tempo Is the piece of music fast or slow? Why has the composer chosen this tempo for this film?

Texture Are there lots of layers to the music? Would you describe it as thick or thin? Can you use a more advanced term to describe the texture?

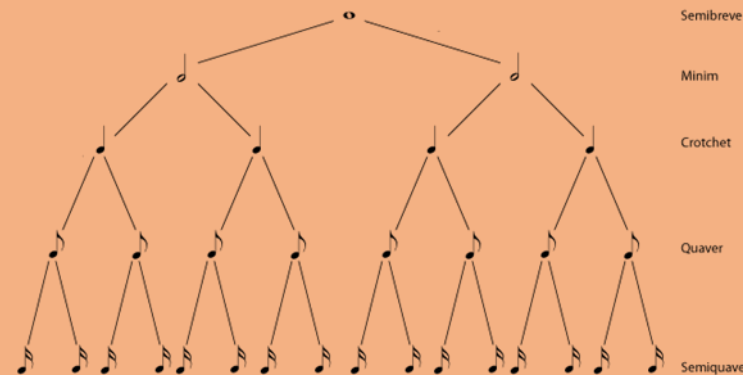
Timbre/Sonority What are the instruments you can hear in the music? Why do you think the composer has chosen those instruments?

Structure How is the piece of music structured? Does it match well with the story of the film, or what you can see happening on screen?

Note Values

This is a *Rhythm Tree* – it is designed to help you identify what the symbols for different note values are, and how they relate to one another. Here are the note values!

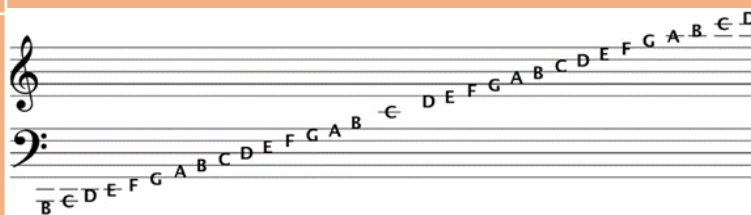
- Semibreve = 4 beats**
- Minim = 2 beats**
- Crotchet = 1 beat**
- Quaver = ½ beat**
- Semiquaver = ¼ beat**



Notes on the Stave

Here are the notes of the **treble** (top line) and **bass** (bottom line) clefs. When the notes fall outside the five lines of music paper, we add extra lines called **ledger** lines. Here are some phrases to help you remember where the notes go!

- Treble Clef Lines: **Every Green Bus Drives Fast**
- Treble Clef Spaces: **F A C E** (in the space!)
- Bass Clef Lines: **Green Buses Drive Fast Always**
- Bass Clef Spaces: **All Cows Eat Grass**



Major Key A musical key which sounds happy; suitable to use for comedy and kids' films.

Minor Key A musical key which sounds sad; suitable to use for horror and thriller films.

Leitmotif A recurrent theme in a piece of film music which represents a character, feeling, thought or object. Think of Darth Vader or Jaws!

Diegetic When the music/sound in a section of a film can be heard by both the audience **and** the characters in the film. For example: When a character is listening to a song on the radio, or when a character is at a gig.

Non-diegetic When the music/sound in a section of film can **only** be heard by the audience and **not** the characters in the film. For example: Music which is added to create atmosphere, or the narrator is commenting on the action.