

Visual Glossary

Measures & Barlines



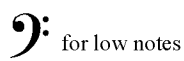
the music between barlines is called a measure

Clefs

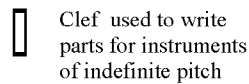
Treble Clef



Bass Clef

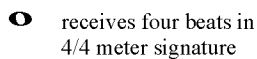


Percussion Clef

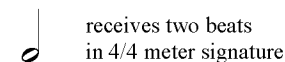


Notes

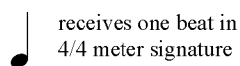
Whole Note



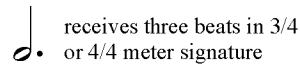
Half Note



Quarter note

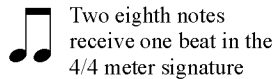


Dotted Half Note

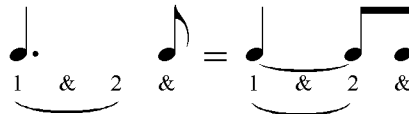


Note Combinations

Eighth Notes



Dotted Quarter Note - Eighth Note



Eighth Note & Eighth Rest



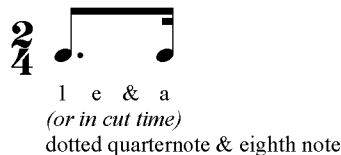
Eighth Rest & Eighth Note



Sixteenth Note Combinations

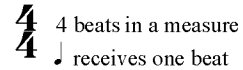


Dotted Eighth Note & Sixteenth Note

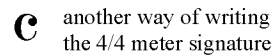


Meter (Time Signatures)

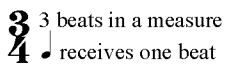
Meter Signature



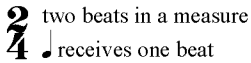
Common Time



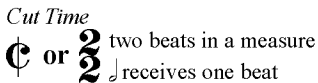
Meter Signature



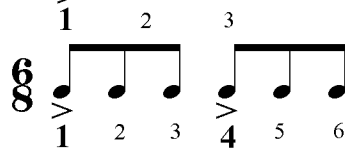
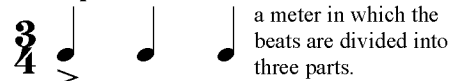
Meter Signature



Meter Signature

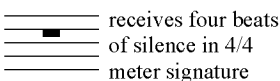


Compound Meter

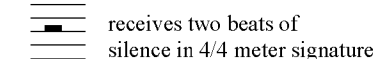


Rests

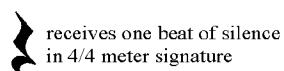
Whole Rest



Half Rest



Quarter rest



Visual Glossary

Terms

Pick-up Notes

Notes that come before the first full measure of a piece.

Tacet

Do not Play

Harmony

Two or more pitches sounding at the same time.

D.C. al Fine Fine

Go back to the beginning and play to the *Fine* mark. The end

Dynamics

p piano - soft

f forte - loud

mp moderately soft

mf moderately loud

Tempo *how fast or slow a piece is played*

Allegro *Fast*

Moderato *Moderate*

Andante *Slow, walking speed*

Largo *Very slow*

Articulations

Articulation

How a note is played

Staccato

Short
Play in a *detached*, or separated style.

Accent

Emphasize notes with an accent mark.

Legato

Smoothly
Use a soft attack, and hold note for full value.

Tie

Connects two notes of the same pitch into one sound.

Slur Connects notes of different pitch. Tongue only the first note of a slur.

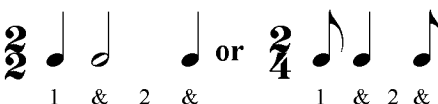
Lip Slur A slur in which the fingerings of each note are the same

1 - 2 1 - 2

Flam Strike the drum head with both sticks, one right before the other. Practice leading with the left and right sticks.

Closed Roll Divide each beat into four parts, and allow the sticks to bounce as they strike the drum head. Try to make the sound as smooth as possible.

Syncopation


 1 & 2 & or 1 & 2 &

When longer notes fall on weak or unexpected beats.


Fermata

Hold notes under a fermata longer than usual, or until your director cuts you off.


Repeat Sign

 Go back to the beginning and play the selection again


Repeat Sign


 indicates to repeat the previous measure.


Repeat Sign

 Repeat the last two measures

Accidentals

 flat (lowered)

 sharp (raised)

 natural (not sharp or flat)