

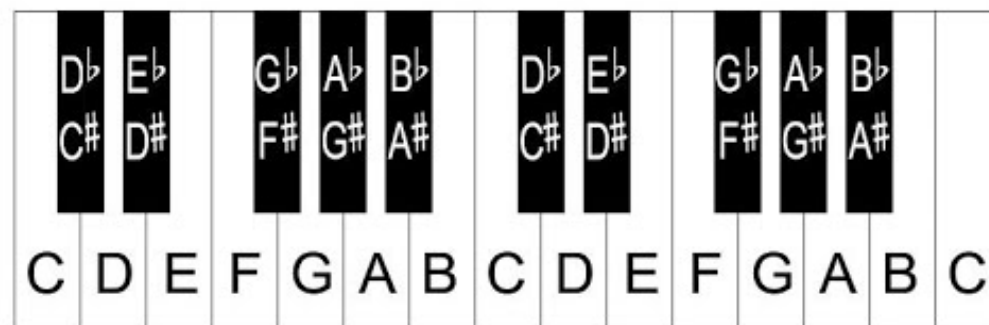
# BTEC MUSIC UNIT 4: INTRODUCING MUSIC COMPOSITION

ELEMENT	DEFINITION	EXAMPLES
DYNAMICS	How loud or soft the music is	Piano, forte, crescendo, diminuendo
RHYTHM	How long/short the notes are	Semibreve, minim, crotchet, quaver, triplet
PITCH	How high/low the music is	High, low, ascending, descending, stepwise
STRUCTURE	The different sections of music	Binary, ternary, rondo, blues, verse
MELODY	The main tune	Scalar, repetition, phrases, ostinato, conjunct
INSTRUMENTATION	The different instruments	Orchestra, pop band, choir, duet, trio
TEXTURE	The layers of the music	Monophonic, homophonic, polyphonic
TONALITY	The key of the music	Major, minor, modal, chromatic
TEMPO	The speed of the music	Allegro, adagio, andante, largo, presto
TIMBRE	The sound quality	Deep, light, clear, dark
HARMONY	How the notes sound together	Chords, extensions, inversions, transpositions

# BTEC MUSIC UNIT 5: INTRODUCING MUSIC PERFORMANCE

ELEMENT	DEFINITION
TECHNIQUE	Ability/control of instrument
PITCH	High or low sound
TIMING	Staying in time accurately
RHYTHM	Repeated pattern
PHRASING	Shape of melody
CONFIDENCE	Self-belief
REPERTOIRE	Collection of pieces
STAGE PRESENCE	Keeping audience's interest
MUSICAL INTERACTION	Relationship between performers
PRACTICE	Developing skillset

ELEMENT	DEFINITION
STRENGTH	Something you're good at
WEAKNESS	Something to develop
CONSISTANCY	Always doing something
FOCUS	Keeping attention on one thing
FLUENT	No hesitations or stutters
ACCURATE	Making no mistakes
TIME MANAGEMENT	Planning and using your time sensibly and profitably



# BTEC MUSIC UNIT 2: PROMOTING A MUSIC PRODUCT

ELEMENT	DEFINITION
<b>SOCIAL MEDIA</b>	Technology to share info
<b>STREAMING</b>	Constantly delivering media
<b>DOWNLOAD</b>	Digital transfer via internet
<b>PODCAST</b>	A series of audio files
<b>COPYRIGHT</b>	Legal ownership of work
<b>PRS</b>	Performing Rights Society
<b>ROYALTIES</b>	Payment to copyright holder
<b>PPL</b>	Phonographic Perf. Licence
<b>ARTISTIC INTENTION</b>	What you want to achieve and why
<b>TARGET AUDIENCE</b>	Who your music/event is for

ELEMENT	DEFINITION
<b>PROMOTION</b>	Publicity to increase sales
<b>DISTRIBUTOR</b>	Supplying goods to retailer
<b>RETAILER</b>	Selling to the customer
<b>DIGIPACK</b>	CD packaging
<b>PRESS RELEASE</b>	Communication to give info
<b>WEBSITE</b>	Internet pages with info
<b>MERCHANDISE</b>	Branded products
<b>POSTER</b>	Paper product to advertise

