

## AoS 3 – Melody

**Pitch** – how high or low the note is

**Interval** – the gap in pitch between two notes e.g. 5<sup>th</sup>, 3<sup>rd</sup>, 2<sup>nd</sup>, 7<sup>th</sup>

**Scale** – a group of notes played in ascending or descending order.

**Scalar** melodies are melodies that follow the order of a particular scale.

**Arpeggio** - playing the notes of a chord one by one

**Passing notes** are the notes in between the notes of the harmony. *So if the accompanying chord was C, the notes not in the chord (D, F, A, B) would be the passing notes. You need passing notes to make a melody sound smooth otherwise it would just be a triadic melody.*

**Sequence** – where the rhythm repeats but the melody moves up or down, usually one note

**Pitch bend** – bending the note on a guitar or any string instrument/voice or keyboard/synthesizer.

**Ostinato / Riff** - a repeated rhythm or tune. (Both words mean the same, but **riff** tends to be used in a pop context.)

**Improvisation** – when a player makes the music up on the spot. In jazz/blues/pop players will often improvise a solo, Indian and African musicians also do a lot of improvising

**Conjunct** melodies that move mainly by step (next door notes like C-D) and sound smooth.

**Disjunct** melodies that use a lot of leaps (bigger intervals) rather than step movement. They will sound spiky and are much harder to sing!

**Triadic** melodies that use the notes from a **triad** (3 note chord). E.g. a melody using C's, E's and G's would be **triadic** as those are notes from the chord of C.

**Blue notes** the flattened notes in a Blues Scale (usually the 3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup>). Often slide up or down to these notes. They make a piece sound 'bluesy'

**Glissando** – a slide between 2 notes. (*instruments like piano or harp would play all the notes in between the 2 notes really fast by sliding the fingers over the notes really quickly.*)

**Ornamentation** – decorating the melody with ornaments such as **trills** (2 adjacent notes played rapidly).

**Phrase/phrasing** – a musical sentence (where you'd naturally take a breath). Often 2, 4 or 8 bars long. Indicated by a curved line above the staff.

**Articulation** – how to play the notes:

**Staccato** short, detached notes.

**Legato** -smooth. Indicated by a **slur**

**Accent** notes played with more force.

**Augmentation** – widening the interval between notes in the melody

**Diminution** – decreasing the interval between notes of the melody

**Portamento** – vocal slide between notes

**Acciaccatura** – fast 'grace note' or 'crushed note' played before the main note of the melody

**Mordents** – (upper and lower) – 3 notes starting and ending on the same note with the middle note either a step higher or lower.

**Modal** – came before scales. g. play D-D on the white notes-this is the Dorian mode. Often used in early church music, folk and jazz

**Whole tone** – a scale made up of only whole tones. (Sounds quite mysterious) C, D, E, F#, G#, A#

**Inversion** – to turn a tune upside down

**Melodic Device = sequence, call & response, ostinato, imitation**