



A: Melody

- **Conjunct melodies** – Move mainly by step (semitone or tone)
- **Disjunct melodies** – Move mainly by leaps
- **Scalar melodies** – Melodies that follow the order of a scale.
- **Scale** – a group of notes played in ascending or descending order.
- **Chromatic scale** – a scale made up of semitones.
- **Whole tone scale** – a scale made up of only whole tones.
- **Pentatonic scale** – a five note scale.
- **Arpeggio** – Playing the notes of the chord one by one.
- **Interval** – the gap in pitch between two notes.
- **Ornamentation** – the decoration of notes.
- **Appoggiatura** – An ornament that clashed with the accompanying chord then resolves
- **Acciaccatura** - An ornament that's played as quickly as possible before the note.
- **Trill** – An ornament that's played going quickly between two notes.

B: Instrumentation

- **Percussion** – Family made up of instruments that you hit to make a sound.
- **Strings** – Family made up of instruments that are played with strings
- **Brass** – Family made up of instruments that are made out of brass and use a mouthpiece.
- **Woodwind** – Family made up of instruments that use reeds or were originally made out of wood.
- **Articulation** - The effect on how the note is played eg phrase mark, staccato, accent and legato.
- **Guitar Effects** – Effects used on the guitar such as distortion, reverb etc.
- **Glissando** – Gliding over strings or notes.
- **Pizzicato** – Plucking of strings.

C: Tempo

- **Grave** – Very, very slow
- **Largo** – Very Slow
- **Adagio** – Slow
- **Allargando** – Much Slower
- **Andante** – Walking Pace
- **Moderato** – at a moderate pace
- **Allegro** – Moderately fast
- **Vivace** – Fast
- **Presto** – Very fast.
- **Accelerando** – Getting faster.
- **Ritardando/Rallentando** – Getting slower
- **Rubato** – With a flexible tempo