

**A: Texture**

- **Solo** - One performer.
- **Unison** - All performers using same notes.
- **Monophonic** - One sound at a time
- **Polyphonic** - Multiple different layers.
- **Homophonic** – Same melodic line but in chords
- **Heterophonic** - Different sounds played together.
- **Counterpoint** – Textures that start at different times.
- **Counter melody (Countersubject)** - Goes against the main melody
- **Doubling** - Playing the same notes as another instrument.
- **Tutti** - All performers together

**B: Tonality**

- **Major** - A scale running: TTSTTTS.
- **Minor** - A scale with a flattened third and alternative 6th and 7th notes
- **Modal** - White note scale not starting at C. i.e. the order of tones and semitones is different from major.
- **Atonal** - Music without a key
- **Modulation** - A change of key during a passage of music.

**C: Harmony**

- **Consonance/Dissonance** - Sound good/bad together.
- **Arpeggio/Broken Chord** - Spread out notes of a chord
- **Pedal** - Single sustained note
- **Transpose** - Change the pitch of the music