Quarter Note
1 beat

Beamed Eighth Notes
1/2 beat + 1/2 beat = 1 beat
Count “one-and”
Half Note
2 beats

Dotted Half Note
3 beats
Whole Note
4 beats

Eighth Note
1/2 beat
Repeat Sign
Play Again

Double Bar Line
End of Song
Time Signature
4 beats per measure

Time Signature
3 beats per measure
Dynamics

Dynamics tell us how Loud or Soft to play.

Intervals

Intervals is the distance between 2 pitches.

(The distance between the notes)
Piano
Means to play Softly

Mezzo Piano
Means to play Moderately Soft (Medium Soft)
Mezzo Forte
Means to play Moderately Loud (Medium Loud)

Forte
Means to play LOUDLY!
pp
Pianissimo
Play very Softly

ff
Fortissimo
Play very Loudly
Crescendo
Means to gradually get Louder!

Diminuendo
Means to gradually get softer
**Slur**

A curved line that connecting two or more DIFFERENT notes.

A slur means you have to play Legato, or smoothly connected.

**Tie**

A curved line that connects two SAME notes.

Means hold for duration of both notes.
Intermediate
Treble Clef
“G Clef”
Places the G above Middle C on the second line from the bottom of the staff.

Beginner
Treble Clef
Played mainly with the Right Hand
Makes the Staff look at the high notes above Middle C
Intermediate
Bass Clef
Places the F below Middle C on the second line from the top of the staff

Beginner
Bass Clef
Mainly played with the Left Hand
Makes the Staff look at the low notes below Middle C
Staff

5 lines and 4 spaces that help us read the notes

Grand Staff

When the Treble Clef and Bass Clef staves are joined together by a brace and are played at the same time.
Quarter Rest
1 beat of rest

Half Rest
2 beats of rest
Whole Rest
4 beats of rest
OR
rest for entire measure

Eighth Rest
1/2 beat of rest
Melodic Intervals

Intervals played Separately

Harmonic Intervals

Intervals played Together
Harmonic 2nd

Melodic 2nd
Harmonic 3rd

Melodic 3rd
Harmonic 4th

Melodic 4th
Harmonic 5th

Melodic 5th
Pitch: How high or low the note is.

Tempo: The speed at which a piece of music is played.
Tells you how fast or slow to play.
Adagio  Play slowly
Andante  Walking pace
Moderato  Play at a moderate tempo

Allegro  Play quickly
Largo
Play very slowly

Presto
Play very quickly
Staccato
Detached, Short or Abrupt
(Sounds like Popping Popcorn)

Natural Sign
Cancels out other Accidentals.
(Takes away Sharps and Flats)
Sharp Sign

Raises a note by one semitone.

(Goes up to the nearest possible note to the right)

Flat Sign

Lowers a note by one semitone.

(Goes down to the nearest possible note to the left)
Octave Sign
Play one octave (8 notes) higher than written

D.C. al Fine
Go back to the beginning and play until “Fine”, or The End.