

# Programme Music

1. Programme music is descriptive, suggesting visual images or 'telling a story'. The descriptive idea or story-line is known as the programme.
2. Instrumental music that is free of a programme and exists purely for its own sake is known as absolute music.

**Melody** The main tune or musical theme.

**Dynamics** How loud and soft the volume is.

**Texture** How the layers of sound fit together.

**Structure** How sections of music are organised.

**Rhythm** The pattern of notes and their durations.

**Tempo** How fast or slow the speed of the music is.

## Instruments and common associations (Musical Clichés)

- **Woodwind** Natural sounds such as bird song, animals, rivers
- **Brass** Soldiers, war, royalty, ceremonial occasions
- **Tuba** Large and slow moving things
- **Harp** Tenderness, love
- **Glockenspiel** Magic, fairy tales
- **Timpani/Drums** War, fighting, thunder
- **Strings** Often used to portray emotions: passion, grief etc.

1. Musical motifs - short melodic or rhythmic ideas used to represent characters or images
2. Transformation of themes where a basic theme undergoes changes to mirror a situation
3. Orchestral colour - use of instruments to represent characters or images Imitation of sounds e.g. birdsong or thunder •
4. Use of musical elements – dynamics, pitch, tempo, timbre