

Contents

Introduction	5
World map	6
A possible strategy for creating a piece of music	8
1 Rhythm (1)	9
2 Shaping melodies	17
3 Timbre (1)	24
4 Tempo and dynamics – expressive effects	34
5 Major, minor, and pentatonic	42
6 Music with a drone	48
7 Chords and chord patterns	56
8 Graphic notation	66
9 Ternary form	70
10 Using ostinatos	78
11 Some musical devices	86
12 Mood and character	94
13 Texture	102
14 Rondo form	108
15 Programme music	113
16 Timbre (2) – new sounds, new colours	124
17 Words and music	132
18 Making comparisons	140
19 Rhythm (2)	146
20 Chords and clusters	156
21 Music as background to words	163
22 Tension – and release	172
23 More musical devices	176
24 Variations	185
25 Chromatic, whole-tone, and modal	192
26 Timbre (3) – exploring the voice	203
27 Making use of physical space	210
28 Tonal and atonal	222
29 Chance and choice – aleatory music	234
30 Mixed media, and the theatre element	244
Index	252