

Dynamics = softness or loudness in music

p = piano = soft

f = forte = loud

mf = mezzo forte = medium loud

Tempo = the speed of music

Andante = medium slow

Moderato = medium speed

Allegro = fast

Composition Basics: "The End"

Before you begin your composition, think about how the last measure of a piece always has a feeling of finality or "the end." Your composition should have a feeling of "the end," too. Clap each measure below and decide if it feels:

1) Like the end of a piece


or

2) Like it is in the middle of a piece and there should be more notes following.

Circle each measure that feels like "the end." Use these measures as examples for creating the last measure of your composition.

Composition Time: 8-Measure Rhythm Piece

Use the checklist to be sure you have included everything needed in your composition.

-  used at least once in each measure, along with other rhythms you know
- Each measure has exactly four beats
- The last measure sounds like "the end"
- Notes and rests are drawn correctly
- Two or more dynamics are used to add interest
- The tempo is given
- The title gives the performer and audience information about the music
- Your name is given as the composer
- Perform your composition using a "found sound" such as tapping two pencils together or shaking a set of keys

_____ (tempo)

_____ (title)

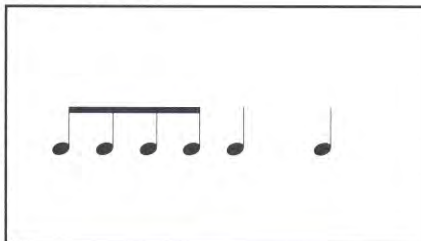
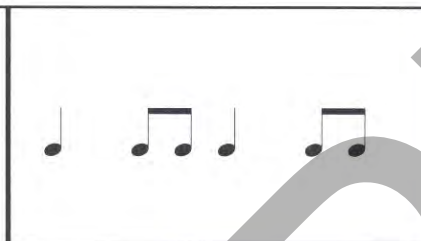
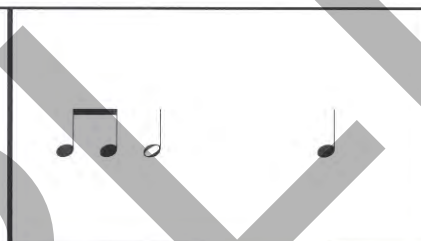

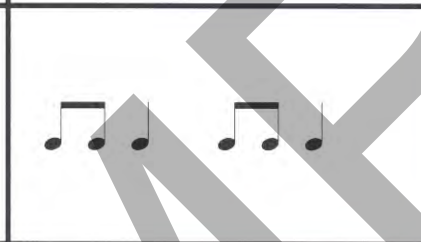
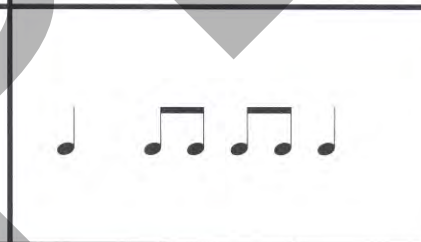


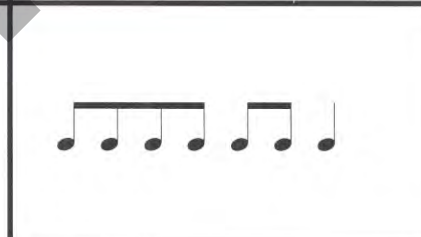
_____ (composer)



Rhythm Tic-Tac-Toe (A Game for Two Players)

- Each player needs 5 markers such as chips or small pieces of paper.
- Play Game A or Game B. Do not write in the counting.
- Player 1 chooses a square, and counts and claps the rhythm accurately (one try, no hesitation). If Player 2 agrees that the rhythm was counted and clapped accurately, Player 1 covers the square with a marker. If the rhythm was incorrect, the square is not covered. Turn moves to Player 2.
- Take turns choosing squares and performing rhythms. The first player to cover three squares in a row wins, and there may also be games where no one gets three squares in a row. Remove the markers and play again. Switch off between Game A and Game B for variety.
- At the end of your playing time, remove the markers and together clap and count all of the rhythm squares in Game A or B without stopping.

Game A

$\frac{4}{4}$			
			
			

Game B

$\frac{3}{4}$	