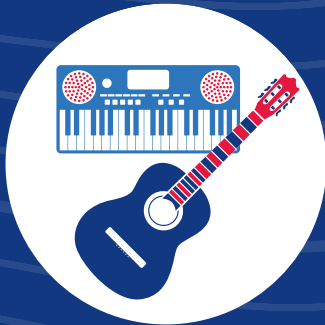# Concepts of Music

Concepts of Music

A musical card game to test your knowledge of the concepts of music.

2 - 6 players

96 cards

Duration

Refers to the speed of a piece of music as well as the length and organisation of notes and rests.

Key terms include: tempo, rhythm, Lento, Andante, Moderato, Allegro, Presto, syncopation, ostinato, backbeat, polyrhythm.

Pitch

Refers to highness and lowness of sound and their combinations.

Key terms include: melody, harmony, tonality, atonality, modes, dissonance, blues scale, sequence, modulation, theme, range, drone, pedal point, riff.

Structure

Refers to the order of sections and ideas in a piece of music.

Key terms include: binary, ternary, rondo, theme and variations, strophic, 12 bar blues, repetition, imitation, call and response, verse/chorus form, sonata form.

Texture

Refers to layers of sound.

Key terms include: monophonic, homophonic, heterophonic, polyphonic, unison, rhythmic unison, staggered entry.

Tone colour

Refers to varying types of sound production and using adjectives to describe quality of sound.

Key terms include: chordophone, idiophone, membranophone, aerophone, electrophone, roles of instruments, instrument families (strings, woodwinds, brass, percussion) and types of ensembles.

Adjectives can include: dry, woody, hollow, mellow, bright, dull, icy, metallic, grating, resonant, shrill, breathy, airy.

Dynamics

Refers to the volume (loudness/softness) of sound.

**Key terms include:** pianissimo, piano, mezzo piano, mezzo forte, forte, fortissimo.

Expressive techniques

Refers to the manipulation of the other concepts. For example, crescendo manipulates dynamics, accelerando manipulates duration and vibrato manipulates tone colour.

Key terms include: crescendo, decrescendo, accelerando, ritardando, rubato, legato, staccato, glissando, double stopping, falsetto, vibrato, muting, pizzicato.

Instructions
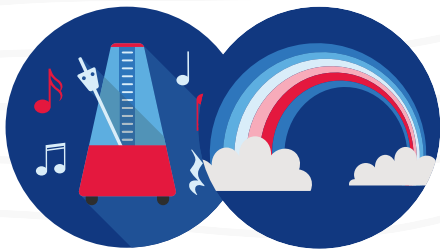
Objective

The first player to get rid of all their cards and snaps the pile wins the pile. The game continues through several rounds until there are no more cards left in the deck to play. The person who wins the most rounds wins the game. Introduce each element first: space, time and dynamics.

Setup

Shuffle and deal each person 7 cards. Players may look at the seven cards they have been dealt. Place the rest of the cards face down to form a draw pile. The person who last practiced their instrument goes first and turns over the top card of the draw pile to form a play pile. If the first card played is a wildcard, the player may choose which of their cards to begin with at random and places it on top of the play pile.

Instructions
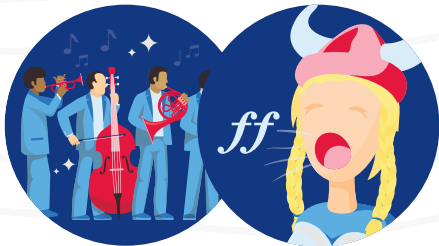
How to play

The first player places one of their cards that matches with the correct concept of music category on top of the card first played. For example, if the first card in the pile was 'beat' and the first player placed 'rhythm' on top, that would correspond with the concept of duration which is correct. Play continues to the next person. If the card they place is incorrect, (as identified by the other players) the player must remove their original card from the play pile and draw another card from the draw pile to add to their hand. The game continues to the next player. If you don't have a card to play, draw a card from the draw pile and you can immediately play it if you are able to.

If no one is out of cards by the time the draw pile is depleted, reshuffle the play pile and continue play.

Instructions

Special Cards

Take 2 card - Players may play this card at any time which means the next player to play must draw 2 cards from the draw pile and forfeit their turn.

Back up card - This card reverses the direction of play.

Give it a miss card - The next player in line to play loses their turn and play resumes with the next player.

Change it up card - When this card is played, the player may choose which concept of music to begin with again and places a card of their own on the play pile.

Concept of Music Categories

Structure
Pitch
Duration
Texture

Tone Colour
Dynamics
Expressive techniques

Change it up!

Give it a miss!

Back up!

Take two!

Form

Sections

Binary

Ternary

Rondo

12 bar blues

Strophic form

Through form

Theme and variations

Verse/ chorus form

Sonata form

Beat

Rhythm

Syncopation

Ostinato

Backbeat

Polyrhythm

Note values

Crotchet

Quaver

Minim

Semibreve

Time signature

4

4

3
4

6
8

Allegro

Moderato

Presto

Largo

Andante

Tempo

Repeated rhythms

High

Low

Tonality

Key signature

Major

Minor

Melody

Harmony

Dissonant

Consonant

Riff

Step

Leap

Ascending

Descending

Layers of sound

Thick

Thin

Monophonic

Homophonic

Polyphonic

Unison

Soft

Loud

Crescendo

Decrescendo

Volume

Forte

Piano

Mezzo forte

Mezzo piano

Fortissimo

Pianissimo

Articulation

Vibrato

Melisma

Accent

Staccato

Pizzicato

Instruments

Voices

Performing media

Timbre

Roles of instruments

Strings

Woodwind

Brass

Percussion

Electronic sound sources