

Knowledge Organiser: Samba Musical Starter Kit

A. Pitch	B. Tempo	C. Dynamics	D. Duration																		
<p>The highness or lowness of a sound.</p>	<p>The speed of a sound or piece of music.</p> <p>FAST: <i>Allegro, Vivace, Presto</i> SLOW: <i>Andante, Adagio, Lento</i></p> <p>GETTING FASTER – <i>Accelerando (accel.)</i> GETTING SLOWER – <i>Ritardando (rit.) or Rallentando (rall.)</i></p>	<p>The volume of a sound or piece of music.</p> <p>VERY LOUD: <i>Fortissimo (ff)</i> LOUD: <i>Forte (f)</i> QUITE LOUD: <i>Mezzo Forte (mf)</i> QUITE SOFT: <i>Mezzo Piano (mp)</i> SOFT: <i>Piano (p)</i> VERY SOFT: <i>Pianissimo (pp)</i> GETTING LOUDER: <i>Crescendo (cresc.)</i> GETTING SOFTER: <i>Diminuendo (dim.)</i></p>	<p>The length of a sound.</p>																		
E. Texture	F. Timbre or Sonority	G. Articulation	H. Silence																		
<p>How much sound we hear.</p> <p>THIN TEXTURE: (<i>sparse/solo</i>) – small amount of instruments or melodies.</p> <p>THICK TEXTURE: (<i>dense/layered</i>) – lots of instruments or melodies.</p>	<p>Describes the unique sound or tone quality of different instruments voices or sounds.</p> <p><i>Velvety, Screechy, Throaty, Rattling, Mellow, Chirpy, Brassy, Sharp, Heavy, Buzzing, Crisp, Metallic, Wooden etc.</i></p>	<p>How individual notes or sounds are played/techniques.</p> <p>LEGATO – playing notes in a long, smooth way shown by a SLUR.</p> <p>STACCATO – playing notes in a short, detached, spiky way shown by a DOT.</p>	<p>The opposite or absence of sound, no sound. In music these are RESTS.</p>																		
I. Notation		J. How Music Works																			
<table border="1"> <thead> <tr> <th>Note Name</th> <th>Note Symbol</th> <th>Note Value</th> </tr> </thead> <tbody> <tr> <td>Semibreve</td> <td></td> <td>4 beats</td> </tr> <tr> <td>Minim</td> <td></td> <td>2 beats</td> </tr> <tr> <td>Crotchet</td> <td></td> <td>1 beat</td> </tr> <tr> <td>Quaver</td> <td></td> <td>½ of a beat</td> </tr> <tr> <td>Pair of Quavers</td> <td></td> <td>2 x ½ beats = 1</td> </tr> </tbody> </table>		Note Name	Note Symbol	Note Value	Semibreve		4 beats	Minim		2 beats	Crotchet		1 beat	Quaver		½ of a beat	Pair of Quavers		2 x ½ beats = 1	<p>PULSE – A regular BEAT that is felt throughout much music. Certain beats of the pulse can be emphasised to establish regular pulse patterns e.g. 1 2 3 4, 1 2 3 4 = a 4-beat pulse 1 2 3, 1 2 3 = a 3-beat pulse (often called a WALTZ) 1 2, 1 2, 1 2 = a 2-beat pulse (often called a MARCH)</p> <p>RHYTHM – A series of sounds or notes of different lengths that create a pattern. A rhythm usually fits with a regular pulse.</p>	
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		<p>A TIME SIGNATURE tells us how many beats (and what type of beats) there are in each BAR of music and is made up of two numbers at the beginning of a piece of music.</p> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>Top Number = HOW MANY BEATS</p> <p>Bottom Number = TYPE OF BEAT</p> </div>																			

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SAMBA

Samba is a musical genre and dance style with its roots in Africa via the West African slave trade and African religious traditions. Samba is an expression of Brazilian cultural expression and is a symbol of carnival. Samba schools formed and compete bringing people together.



A. Key Words and Terms in Samba Music

CALL AND RESPONSE – one person plays or sings a musical phrase, then another person/group responds with a different phrase or copies the first one.

CYCLIC RHYTHM – a rhythm that is repeated over and over again.

IMPROVISATION – making up music as you go along, without preparation.

OSTINATO – a repeated pattern. Can be rhythmic or melodic; usually short.

PERCUSSION – Instruments that are mostly hit, scraped or shaken to produce sound. Samba uses many percussion instruments which together are called a **BATERIA**.

POLYRHYTHM – the use of several rhythms performed simultaneously, often overlapping each other to create a thick texture.

PULSE – a regular beat that is felt throughout music

RHYTHM – a series of notes of different lengths that create a pattern. Usually fits with a regular beat or pulse.

SYNCPATION – accenting or emphasising the weaker beats of the bar (often a half beat (quaver) followed by a full beat (crotchet)) giving the rhythm an **OFFBEAT** feel.

SAMBISTA – the leader of a Samba band or ensemble, often signalling cues to the rest of the band of when to change sections within the music with an **APITO** (Samba whistle)

B. Form and Structure of Samba

Samba music often starts with an **INTRODUCTION** often featuring **CALL AND RESPONSE RHYTHMS** between the Samba Leader and ensemble. The main Ostinato rhythm of Samba is called the **GROOVE** when all the instruments of the Samba Band play their respective rhythms over and over again (**CYCLIC RHYTHMS**) forming the main body of the piece. The **GROOVE** is broken up by **BREAKS** - 4 or 8 beat rhythms providing contrast and **MID SECTIONS** – one or two instruments change the rhythm of their ostinato and the others stay the same or stop. Sometimes **BREAKS** and **MID SECTIONS** feature a **SOLOIST** who “shows off” their rhythms. The **SAMBISTA** must signal to the group when to change to a different section which is normally done with an **APITO** (Samba Whistle – loud!). A piece of Samba can end (this section is called the **CODA**) with either a **CALL AND RESPONSE** pattern or a pre-rehearsed ending phrase of rhythm. The **FORM AND STRUCTURE** of a piece of Samba may look like the following:



C. Texture of Samba Music

Texture varies in Samba music, often **MONOPHONIC** where a single rhythm is heard as in **CALL AND RESPONSE** sections, sometimes **POLYPHONIC** where sections of the Samba band play different rhythms (**OSTINATOS**) creating **CROSS-RHYTHMS** (when two rhythmic patterns that “conflict” with each other occur simultaneously) creating a thick texture of interweaving and interlocking rhythms – a **POLYRHYTHM** or a **POLYRHYTHMIC TEXTURE**.

D. Dynamics of Samba Music

The dynamics of Samba music are normally **VERY LOUD** – it is music designed to be performed outdoors at carnivals and is played by large numbers of instrumentalists and to accompany dancers and processions with large audiences watching and listening. Sometimes, a **CRESCENDO** is used at the end of a piece of Samba music for dramatic effect.

E. Tempo of Samba Music

Samba music is generally **FAST** at around 104 bpm and keeps a constant tempo to assist the dancers or processional nature of the music. Sometimes the **SAMBISTA** (Samba leader) uses **(TEMPO) RUBATO** – tiny fluctuations in tempo for expressive effect.

F. Instruments, Timbres and Sonorities of Samba



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