



<p>Briefs and documentation General guides</p>	<p>Edexcel briefs plus some general information on orchestral instruments, presenting a score. This includes a guide to orchestral instruments and a list of standard metronome marks with their usual Italian descriptors.</p>
<p>Melody and Harmony Themes</p>	<ul style="list-style-type: none"> • Inspiring melodies – scores and MP3s of melodies to use as models and inspiration • Melody and motif – an introductory worksheet looking at some pieces that use motifs • Developing motifs and themes – two examples of how to build up a longer melody from an initial Motivic idea • Motivic techniques – some ways in which motifs can be transformed (inversion, retrograde etc.) • Fragmentation and liquidation – breaking down a melody into fragments at the end of a movement • Models of pieces based on motifs - some examples of pieces that are based on a single motif in various way
<p>Simple Phrase Models</p>	<ul style="list-style-type: none"> • Examples of phrases that introduce a tonic • Examples of cadential phrases (e.g. at the end of a section)
<p>Harmony and Modulation</p>	<ul style="list-style-type: none"> • Secondary chords – notes and examples of normal usage of ii, iii, vi and vii • Chromatic chords – notes and examples of chromatic chords such as diminished sevenths, augmented sixths etc. • Harmonic sequences – notes and examples of circles of fifths and other sequences that involve transposing a chord progression with the same melodic material (good for spinning out an idea!) • Modulations – notes on modulation including examples of common ways of modulating from, for example, tonic to dominant. • Pedals – examples of passages (and pieces!) based on pedals • Standing on the dominant (ideas for passages that hang around on the dominant, for example the end of a development section or transition) • Beyond common practice – some notes and examples of more adventurous dissonances and whole-tone and octatonic alternatives to the major/minor scales

<p>Texture and Orchestration Models</p>	<p>This a key set of resources, providing models of textures you can use in your compositions. Using models in this way will vastly improve your work and at AS help you complete your sleeve note.</p> <p>There are examples for the following:</p> <ul style="list-style-type: none"> • String Quartet • Piano Accompaniment (of a solo instrument) • Orchestra (various sizes – see separate lists) • Piano solo textures
<p>Formal Models</p>	<p>These resources were developed for specific Edexcel briefs but give models of structures that could be used in a variety of settings. Notes and examples on the following:</p> <ul style="list-style-type: none"> • Fantasia • Ritornello • Ground bass • Theme and variations • Minuet and Trio • Sonata / Sonatina • Concert pieces – virtuoso pieces for accompanied solo instrument
<p>Narrative Music</p> <p style="padding-left: 40px;">Dramatic episodes</p> <p style="padding-left: 40px;">Melodies portraying a character</p>	<p>This section provides models that you might use for the dramatic film, TV or scenario briefs. The examples are all orchestral but could be adapted for other forces.</p> <p>Some examples of music that portrays a dramatic scene. There is a particular focus on storms, scary episodes, fights and magical scenes.</p> <p>Examples of melodies that portray a range of different types of character</p>
<p>Twentieth Century Music</p>	<p>Some examples of Twentieth century music to help you develop your musical language in more contemporary directions.</p>