KNOWLEDGE ORGANISER: PLAYING AND READING 3



GRAPHIC SCORES



A graphic score is a different way of writing a piece of music. Instead of the standard lines and spaces on the stave to indicate pitch (see Playing and Reading 2), symbols can be used. Symbols, colour and pictures might also indicate the volume, the instrument, the style, the texture, the timbre—it's up to you



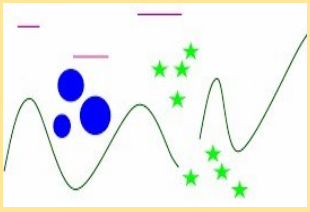
The direction of the lines above might indicate a tune that starts high and gets lower, it might be interpreted as a bang, a crescendo, a staccato tune that rises…

Graphic scores might be described as a guide to the music or a music map. They can be played by anyone of any standard on any instrument

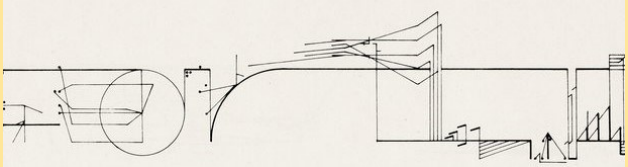
Graphic scores do not follow rules. They are all completely different. Every composer and performer makes up their own rules!

If two children read and interpreted the same graphic score, the two performances would probably sound completely different but the two children will be following the same instructions

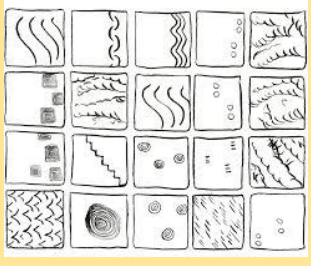
How might you interpret these scores?











Kandinsky



Wassily **Kandinsky** was a Russian artist born in 1866. He was unique because he saw colours when he heard music, and heard music when he painted. How cool is that? What could he hear when he painted his **Concentric Circles?**



He used colour, lines, shapes and texture to create a visual experience that represented rhythm, melody and emotion

He believed that yellow sounded like a trumpet and a triangle was aggressive!



What does this sound like?



This painting is called **Composition VI**

Crescendo	Music gradually becoming louder.
Staccato	Sounds are jumpy and very short
Volume	This refers to the dynamics—how loud or soft the music is
Texture	How many sounds can be heard playing at any one time. The texture might be thick or thin