

GUSTAV HOLST

1874-1934



Holst – Instrumental Composition



Mars: The Bringer of War
 Venus: The Bringer of Peace
 Mercury: The Winged Messenger
 Jupiter: The Bringer of Jollity
 Saturn: The Bringer of Old Age
 Uranus: The Magician
 Neptune: The Mystic

Renaissance
1400 - 1600

Baroque
1600 - 1750

Classical
1750 - 1827

Romantic
1820 - 1900

Modern
1890 - 1960

Contemporary
1960 - Present

Key Vocabulary

drone	A sustained note or repeated long notes that can be played as an accompaniment to a melody.
groove	A repeated rhythmic pattern typical of a specific genre or style of music.
acoustic instruments	Instruments that create their own sounds without the need for amplification.

Performing Together

phrasing	Grouping a series of notes or rhythm patterns into a section of music.
pitching	Using listening skills to check that a note is being performed at the correct pitch.
playing by ear	Listening to a rhythm or melody and playing or singing the same pattern back without written music.

Dynamics

You can play music at different volumes, including:

<i>pianissimo (pp)</i>	Very soft.
<i>piano (p)</i>	Soft.
<i>mezzo-piano (mp)</i>	Moderately soft.
<i>mezzo-forte (mf)</i>	Moderately loud.
<i>forte (f)</i>	Loud.
<i>fortissimo (ff)</i>	Very loud.

Ternary Form

Music in ternary form is made up of three main sections.

A	The first section introduces the main melody and starts the piece.
B	The second section uses a different or contrasting melody.
A	The third section repeats the main melody from the first section and finishes the piece.

Ternary form is like a musical sandwich.

Orchestra
A large group of musicians playing instruments with brass, woodwind, strings and percussion sections

Movement
Orchestral music can be divided up into sections like chapters in a book. Movements can be played separately.

Elements of Music

Pitch – How high or low a note sounds

Duration – How long or short a note is

Dynamics – How loud or quiet a piece of music is played

Silence – The gaps, rests and breaks in a piece of music

Structure – Overall plan of a piece of music

Tempo – How fast or slow the music is

Timbre – Sound quality of an instrument or voice

Texture – The effect of melodies and harmonies together.