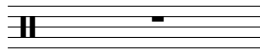
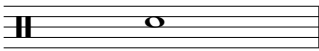


MUSIC THEORY GRADES 1-5 - PT. 1

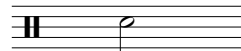
At the end of your exam the examiner will ask you **5 questions**. 4 of these will be related to the **music notation** and 1 will be about the **drums**. To get you started, be sure to learn all of the following **note names**, **rests** and **dynamic markings**:

NOTE NAMES & RESTS

WHOLE NOTE / SEMIBREVE



HALF NOTE / MINIM



QUARTER NOTE / CROTCHET



EIGHTH NOTE / QUAVER



SIXTEENTH NOTE / SEMIQUAVER

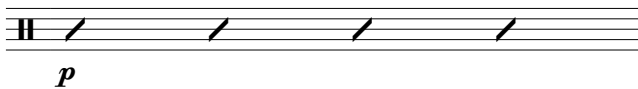


THIRTYSECOND NOTE / DEMISEMIQUAVER



DYNAMICS

PIANO - SOFT



MEZZO PIANO - MODERATELY SOFT



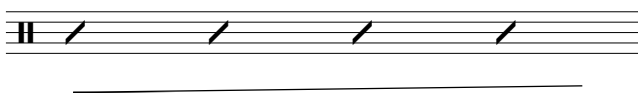
MEZZO FORTE - MODERATELY LOUD



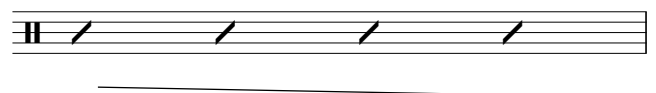
FORTE - LOUD



CRECENDO - GRADUALLY GET LOUDER



DECRECENDO - GRADUALLY GET SOFTER



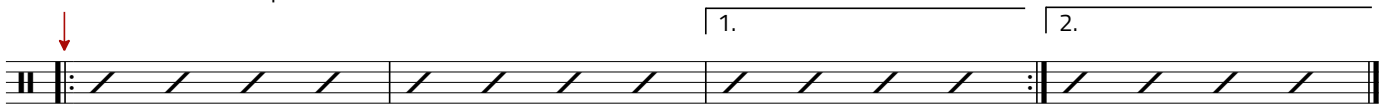
MUSIC THEORY GRADES 1-5 - PT. 2

Here are some more musical directions that may come up when playing a piece of music. These are all to do with the **structure** of the piece ie. the **order** you play things. Make sure you know the difference between each one.

1ST & 2ND TIME BARS

The first time round you play the **1st time bar**, then you go back to the **repeat marks** and play it again, but instead of playing the 1st time bar again, you skip over it and play the **2nd time bar** instead. They are effectively **two different endings** to a section:

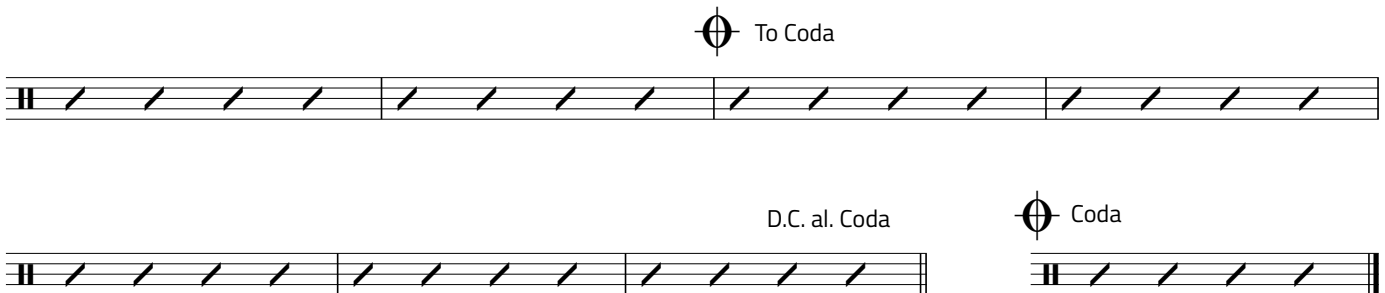
Remember these are repeat marks



The diagram shows a musical staff with a repeat sign at the beginning. A red arrow points to the repeat sign with the text "Remember these are repeat marks". The staff is divided into two sections. The first section is marked "1." and ends with a repeat sign. The second section is marked "2." and ends with a double bar line.

DC. AL CODA

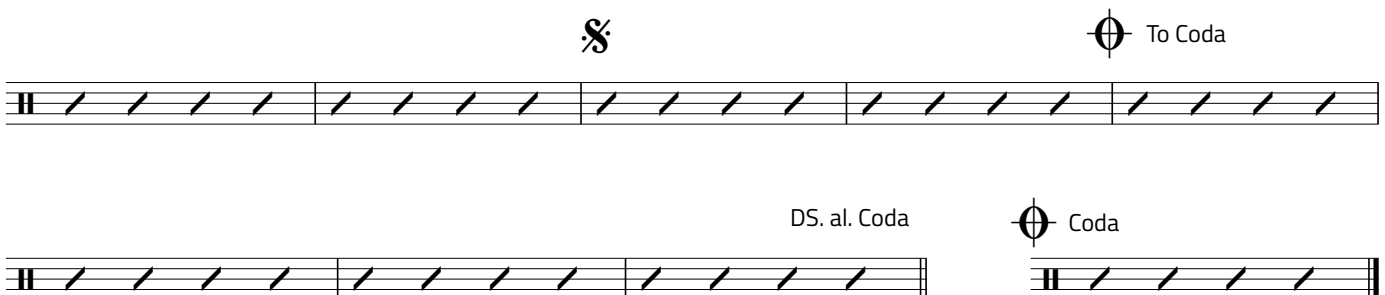
When you reach "**DC. al. Coda**" you **go back to the beginning** and play to the **Coda** symbol. When you reach it you go to the **Coda** section. "Coda" means ending.



The diagram shows a musical staff with a section of music. Above the staff is a "To Coda" symbol. Below the staff, there is a section of music followed by "D.C. al. Coda" and a "Coda" symbol.

DS. AL CODA

When you reach "**DS. al. Coda**" you go back to the **DS symbol** and play to the **Coda** symbol. When you reach it you go to the **Coda**:



The diagram shows a musical staff with a section of music. Above the staff is a "DS" symbol. Below the staff, there is a section of music followed by "DS. al. Coda" and a "Coda" symbol.

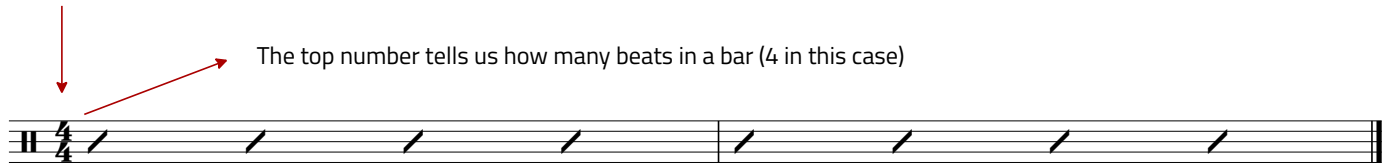
MUSIC THEORY GRADES 1-5 - PT. 3

Here is some more important information on the musical markings you might find in your pieces. You also need to gain additional knowledge about your instrument. This means learning the **parts of your drum stick** and the names of some big **drum and cymbal manufacturers**.

TIMING AND TEMPO

♩ = 90 → This number gives us the **tempo** (speed) of the piece. It tells us how many beats there are per minute (**bpm**).

Time Signature



The top number tells us how many beats in a bar (4 in this case)

The bottom number tells us what sort of beats are in the bar (quarter notes in this case)

ADDITIONAL KNOWLEDGE

Naming parts of the drumstick:

1. Tip
2. Shoulder
3. Shaft
4. Butt

Drum & Cymbal Makes:

- | | |
|-----------|-------------|
| 1. Pearl | 1. Zildjian |
| 2. Mapex | 2. Sabian |
| 3. Yamaha | 3. Paiste |
| 4. DW | 4. Meinl |

Perform, explain and identify the following techniques:

- | | |
|----------------|------------------------------------|
| 1. Rim Click | 5. Rim Shot |
| 2. Open hi-hat | 6. Loose hats |
| 3. Ghost note | 7. Accents |
| 4. Choke crash | 8. Rudiments for solos/improvising |

Drum Kit Knowledge

1. How to tune a snare drum
2. Name the parts of a snare drum
3. How to clean / maintain your kit
4. The sizes of your drums / cymbals