

Knowledge Organiser: Texture and Melody

1. Texture - The layers of the music.

2. Melody - The main tune.

3. Monophonic - A texture with only one single part, also known as single melody line. For example a single saxophone playing, flute, a single melody line heard on a piano. It can not be more than one note playing.

4. Homophonic - A texture with multiple parts playing different pitches but moving at the same time. This is best heard in choral/church music. Homo means 'same' and phonic means 'sound'.

5. Polyphonic - Poly means 'multiple' so a polyphonic texture is multiple parts playing at the same time but different things interweaving in and out of each other.

6. Call and response/Antiphonal - question and answer. Where two parts play separately, answering each other with different musical phrases.

7. Imitation - Similar to canon/round but this is where an idea is played and once finished it is then copied exactly by another instrument.

8. Canon - Where a musical phrase is heard and before it finishes it is then played by another instrument.

9. Unison - Where parts move together at the same time and pitch.

10. Melody and accompaniment - A common texture for popular music. This is where there is a clear melody being accompanied by another instrument often playing some sort of chordal idea.

11. Octaves - This is where a melody/idea is played at the same time but an octave apart.

12. Scalic - Where the melody moves up and down the scale.

13. Conjunct - Where the melody is smooth with only small leaps in intervals.

14. Disjunct - Where the melody may be jumpy and have larger leaps of intervals between notes.

15. Triadic - Where the melody moves in 3rds. For example C E G.

16. Stepwise - Where the melody moves in steps. Very similar to conjunct but there are no leaps or small intervals.

17. Pentatonic - Where the melody is only played on 5 notes.

18. Improvised - Where the melody is made up on the spot. Often suited to blues, jazz, folk and Indian music.