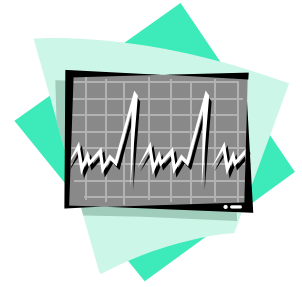


GRAPHIC SCORES

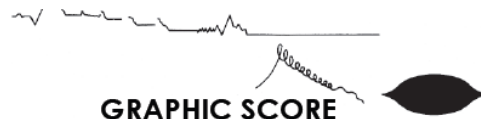


A graphic score gives a **PICTURE OF SOUND** using shapes and symbols to represent different sounds used. You read a graphic score from left to right, just as you would when reading a book. A graphic score can be written down in any way at all that represents the sound as closely as possible and makes sense to the performer.

Music can also be written down in a more traditional way on the five lines called a **STAFF**, using musical notes. This is called **STAFF NOTATION** and you need to be able to read music in order to play it, whereas with a graphic score, you are given much more responsibility for what to play and need to listen very carefully to the music to feel just the right moment to make each sound and be part of the music. Staff notation shows the performer the exact **PITCH** to play the note and the **DURATION** of the note, whereas in a graphic score, performers are left to choose the pitch and duration for themselves giving them much more freedom.



STAFF NOTATION



GRAPHIC SCORE



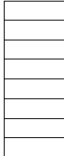

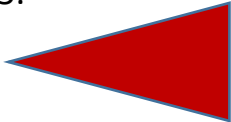



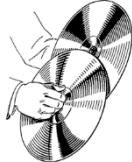

1. What is a graphic score? _____
2. What is staff notation? _____
3. What is the musical name for the five lines used to record music? _____

4. How is a graphic score written down? _____

5. How does the performer know what to do when playing a graphic score? _____

6. Which two of the **ELEMENTS OF MUSIC** are clearly given when playing from staff notation? _____
7. How do you follow a graphic score? _____

8. Look at the following graphic score. Match the definitions with what you think may be happening in the music by writing the 'box' numbers in the table.

1. 	2. 	3. 	4. 	5. 
6. 	7. 	8. 	9. 	10. 

Box	Definition
	High pitched call
	A loud sound then getting quieter in 3 steps
	A final crashing sound
	A drumbeat playing two loud quick beats and then a long, held beat
	Sliding note going up and then back down again
	A small clashing sound on the cymbals
	4 loud beats/notes played together
	A sound getting louder
	A "loop-the-loop" sound
	All 8 notes of a scale together at the same time

9. Create your own graphic score. Draw your pictures/symbols in the grid below and then use the definitions box to explain your score.

1.	2.	3.	4.	5.
6.	7.	8.	9.	10.

Box	Definition
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

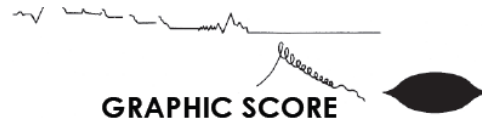
GRAPHIC SCORES



SUGGESTED ANSWERS AND RESPONSES





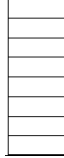

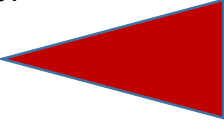



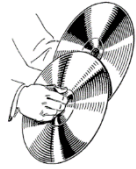

STAFF NOTATION



GRAPHIC SCORE

1. What is a graphic score? A graphic score gives a picture of sound using shapes and symbols to represent different sounds.
2. What is staff notation? Where music is written down in the 'traditional' form using the five lines and four spaces.
3. What is the musical name for the five lines used to record music? The staff
4. How is a graphic score written down? A graphic score can be written down in any way at all that represents the sound as closely as possible and makes sense to the performer.
5. How does the performer know what to do when playing a graphic score? There is no "rules" for playing from a graphic score – a great deal is left up to the interpretation of the performer when they are "realising" the score during performance.
6. Which two of the **ELEMENTS OF MUSIC** are clearly given when playing from staff notation? **PITCH** – shown by the placing of the note on the staff, either in a line or space, each showing different pitches and **DURATION** – the shape of the note indicating how many beats the note should be played/held for.
7. How do you follow a graphic score? You follow a graphic score like reading a book – left to right.

8. Look at the following graphic score. Match the definitions with what you think may be happening in the music by writing the 'box' numbers in the table.

1. 	2. 	3. 	4. 	5. 
6. 	7. 	8. 	9. 	10. 

Box	Definition
2	High pitched call
6	A loud sound then getting quieter in 3 steps
10	A final crashing sound
1	A drumbeat playing two loud quick beats and then a long, held beat
4	Sliding note going up and then back down again
9	A small clashing sound on the cymbals
7	4 loud beats/notes played together
5	A sound getting louder
8	A "loop-the-loop" sound
3	All 8 notes of a scale together at the same time