USING SCALES TO COMPOSE

Review of vocab:

Scale: a specific ordering of notes that spans an octave

Scale degrees: numbers corresponding to the notes of the scale (ex: scale degree 1, scale degree 2, scale degree 3, etc.)

Tonic: note on which the scale is built (which is scale degree 1, the bottom note)

Scales provide a great resource for composing music. Using the notes of a particular scale means that:

- 1. the resulting music will have a recognizable mood or effect (for ex: dark, happy, exotic, etc.)
- 2. the melodies you compose will have a sense of structure and organization, allowing you to create actual themes
- 3. Any notes from the scale can be combined without clashing, allowing you to create multiple parts (melodies, accompaniments, etc.) that "work" with each other.

Common scales:

- Major scale, such as the C Major scale (C-D-E-F-G-A-B-C)
- Natural minor scale, such as the A natural minor scale (A-B-C-D-E-F-G-A)
- Many others

SO, WHAT DO I DO WITH A SCALE? (ELEMENTS IN A MUSICAL COMPOSITION)

Accompaniment: layer(s) of music that supports the melody in the background. Basic types include:

- 1. **Drone**: a long, held-out note or notes; often in the low range, often using the tonic and/or scale degree 5.
- 2. **Fifths**: a pair of two notes whose distance apart spans 5 scale degrees. Most common example: tonic with scale degree 5.
 - a. Playing a slow, repeating pattern of fifths in the middle-lower range can give you a solid harmony part. Example: scale degrees 1/5 6/3 4/1 5/2
- 3. **Ostinato** (a.k.a. **loop**): a short figure that repeats (loops) continuously
- 4. **Rhythms**: any rhythmic layer (ex: percussion) that adds to the momentum or "groove" of the melody

Note: Sometimes an accompaniment layer is memorable and strong enough to form a theme on its own. Example: the "Mission Impossible" and "Jaws" themes are both based on a simple ostinato.

Melody: a line of notes producing a specific musical idea; a "tune"

Theme: a type of melody that is structured and simple enough to be remembered by the audience. Examples: the "Star Wars" theme

Countermelody: a second melody that plays along with (or against) the main melody