Pitch
Moving from one distance of sound to another. High to low.

Duration
The amount of time a sound occurs.
- Long (whole notes, half notes) or
- Short (quarter notes, eighth notes, sixteenth notes).

Dynamics
The sound level at which music is played.
- Loud (forte, fortissimo) or
- Soft (piano, pianissimo).
- Medium is often called mezzo-piano (pronounced “met-so pi-ah-no”) or mezzo-forte (pronounced “met-so four-tay”).

Tone Color
The quality of sound, what the voice or instrument sounds like. This is also referred to as “Timbre” (pronounced tam-ber).
* Examples include: light, airy, dark, mystical, rich, full, dancing, excited.

Form
The organization of music.
Examples include:
- ABA (first section, second section, first section repeats)
- AB (first section, followed by second section)
- Rondo (ABACA - The A section always comes after each new section).

Texture
The layers of sound within a piece of music. Examples include:
- Just melody (monophony) or
- Melody and harmony (polyphony).
- Chords (3 or more notes played at the same time).
- Instruments can add to the texture of music: blaring, rough, smooth, choppy, disjointed, tight, rich.