

# Music Elements Feedback for Creating

Name: [REDACTED]

Title: Cloudy, Rainy, Sunny

Date: June 9, 2011

Instructions: (1) Read/Listen to the Music, (2) Read each criteria item and enter "Y" for "yes", "N" for "no", "S" for "sort of", (3) Make your total score in the space provided.

	RHYTHM	PITCH	TEXTURE
<p><i>The plan or structure of music</i></p> <p>Y There is a clear beginning, middle and end.</p> <p>Y It's clear when each player enters/exits.</p> <div style="text-align: center; margin-top: 20px;"> </div> <p>Total for the trait of FORM: <u>2 0/10</u></p>	<p><i>Note patterns that make music move</i></p> <p>Y There are the correct notes values in each measure.</p> <p>Y The composer changes the rhythmic patterns to keep the song interesting.</p> <div style="text-align: center; margin-top: 20px;"> </div> <p>Total for the trait of RHYTHM: <u>2 0/10</u></p>	<p><i>High and/or low sounds</i></p> <p>Y The melody is made of mostly steps, skips and repetition.</p> <p>Y You can remember it and sing it back easily.</p> <div style="text-align: center; margin-top: 20px;"> </div> <p>Total for the trait of PITCH: <u>2 0/10</u></p>	<p><i>Layers of sound</i></p> <p>S The layers sound good together.</p> <p>Y There is a variety of instruments to create interesting sounds.</p> <div style="text-align: center; margin-top: 20px;"> <p>add another layer by asking someone to join!</p> </div> <p>Total for the trait of TEXTURE: <u>1 1/2 0/10</u></p>
TEMPO	DYNAMICS	ARTICULATION	TIMBRE ("TAM-ber")
<p><i>Fast and/or slow</i></p> <p>S There is a clear tempo marking at the beginning of the song that tells the performers how fast or slow to play.</p> <p>Y The tempo fits the message and emotion of the song.</p> <p>Andante = walking tempo</p> <p>Allegro = fast</p> <p>Total for the trait of TEMPO: <u>1 1/2 0/10</u></p>	<p><i>Soft and/or loud</i></p> <p>Y The dynamics match the message and emotion of the song.</p> <p>S The dynamics change to keep the listener interested.</p> <p>Add</p> <p>p = soft</p> <p>mp = medium</p> <p>mf = medium</p> <p>Total for the trait of DYNAMICS: <u>1 1/2 0/10</u></p>	<p><i>The way notes are played</i></p> <p>S The composer made it clear how to play the notes by using the correct symbols.</p> <p>Y The smooth and / or bumpy sounds keep the song interesting.</p> <div style="text-align: center; margin-top: 20px;"> </div> <p>Total for the trait of ARTICULATION: <u>1 1/2 0/10</u></p>	<p><i>The color of music</i></p> <p>S The instrument sounds blend well together to create a "musical painting" or image of the message.</p> <p>Y There is a variety of high and low sounding instruments.</p> <p>Total for the trait of TIMBRE: <u>1 1/2 0/10</u></p>

total: 13 1/2 0/10

# Music Elements Feedback for Creating

Name: [REDACTED]

Title: The Lion's Hunt

Date: June 9, 2011

Instructions: (1) Read/Listen to the Music, (2) Read each criteria item and enter "Y" for "yes", "N" for "no", "S" for "sort of", (3) Make your total score in the space provided.

	RHYTHM	PITCH	TEXTURE
<p><i>The plan or structure of music</i></p> <p><input checked="" type="checkbox"/> There is a clear beginning, middle and end.</p> <p><input checked="" type="checkbox"/> It's clear when each player enters/exits.</p> <p><i>You have a clear beginning, middle - add an ending by going back to A or add another section.</i></p> <p><i>Practise more 😊</i></p> <p>Total for the trait of FORM: <u>2</u></p>	<p><i>Note patterns that make music move</i></p> <p><input checked="" type="checkbox"/> There are the correct notes values in each measure.</p> <p><input checked="" type="checkbox"/> The composer changes the rhythmic patterns to keep the song interesting.</p> <p><i>Good!</i></p> <p>Total for the trait of RHYTHM: <u>2</u></p>	<p><i>High and/or low sounds</i></p> <p><input checked="" type="checkbox"/> The melody is made of mostly steps, skips and repetition.</p> <p><input checked="" type="checkbox"/> You can remember it and sing it back easily.</p> <p><i>😊</i></p> <p>Total for the trait of PITCH: <u>2</u></p>	<p><i>Layers of sound</i></p> <p><input checked="" type="checkbox"/> The layers sound good together.</p> <p><input checked="" type="checkbox"/> There is a variety of instruments to create interesting sounds.</p> <p><i>😊</i></p> <p>Total for the trait of TEXTURE: <u>2</u></p>
TEMPO	DYNAMICS	ARTICULATION	TIMBRE ("TAM-ber")
<p><i>Fast and/or slow</i></p> <p><input checked="" type="checkbox"/> There is a clear tempo marking at the beginning of the song that tells the performers how fast or slow to play.</p> <p><input checked="" type="checkbox"/> The tempo fits the message and emotion of the song.</p> <p><i>Add one of the following to the music...</i></p> <p><i>Adagio ... slow</i></p> <p><i>Andante ... walking tempo</i></p> <p><i>Allegro ... fast</i></p> <p>Total for the trait of TEMPO: <u>2</u></p>	<p><i>Soft and/or loud</i></p> <p><input checked="" type="checkbox"/> The dynamics match the message and emotion of the song.</p> <p><input checked="" type="checkbox"/> The dynamics change to keep the listener interested.</p> <p><i>More change in dynamics add symbols in the music...</i></p> <p><i>p = soft</i></p> <p><i>mp = medium soft</i></p> <p><i>mf = medium loud</i></p> <p><i>f = loud</i></p> <p>Total for the trait of DYNAMICS: <u>2</u></p>	<p><i>The way notes are played</i></p> <p><input checked="" type="checkbox"/> The composer made it clear how to play the notes by using the correct symbols.</p> <p><input checked="" type="checkbox"/> The smooth and / or bumpy sounds keep the song interesting.</p> <p><i>♪♪♪♪ ← slur marking</i></p> <p><i>play the notes smooth ← staccato</i></p> <p><i>♪ = bumpy</i></p> <p>Total for the trait of ARTICULATION: <u>2</u></p>	<p><i>The color of music</i></p> <p><input checked="" type="checkbox"/> The instrument sounds blend well together to create a "musical painting" or image of the message.</p> <p><input checked="" type="checkbox"/> There is a variety of high and low sounding instruments.</p> <p><i>😊</i></p> <p>Total for the trait of TIMBRE: <u>2</u></p>

# Music Elements Feedback for Creating

Name: [REDACTED]

Title: Stormy Day

Date: June 9, 2011

Instructions: (1) Read/Listen to the Music, (2) Read each criteria item and enter "Y" for "yes", "N" for "no", "S" for "sort of", (3) Make your total score in the space provided.

	RHYTHM	PITCH	TEXTURE
<p><i>The plan or structure of music</i></p> <p><input checked="" type="checkbox"/> There is a clear beginning, middle and end.</p> <p><input checked="" type="checkbox"/> It's clear when each player enters/exits.</p> <p style="font-size: 1.2em; font-family: cursive;">Add <del>an</del> middle and ending</p> <p>Total for the trait of FORM:</p>	<p><i>Note patterns that make music move</i></p> <p><input checked="" type="checkbox"/> There are the correct notes values in each measure.</p> <p><input checked="" type="checkbox"/> The composer changes the rhythmic patterns to keep the song interesting.</p> <div style="text-align: center; font-size: 2em;"> </div> <p>Total for the trait of RHYTHM:</p>	<p><i>High and/or low sounds</i></p> <p><input checked="" type="checkbox"/> The melody is made of mostly steps, skips and repetition.</p> <p><input checked="" type="checkbox"/> You can remember it and sing it back easily.</p> <div style="text-align: center; font-size: 2em;"> </div> <p>Total for the trait of PITCH:</p>	<p><i>Layers of sound</i></p> <p><input checked="" type="checkbox"/> The layers sound good together.</p> <p><input checked="" type="checkbox"/> There is a variety of instruments to create interesting sounds.</p> <div style="text-align: center; font-size: 2em;"> </div> <p>Total for the trait of TEXTURE:</p>
TEMPO	DYNAMICS	ARTICULATION	TIMBRE ("TAM-ber")
<p><i>Fast and/or slow</i></p> <p><input checked="" type="checkbox"/> There is a clear tempo marking at the beginning of the song that tells the performers how fast or slow to play.</p> <p><input checked="" type="checkbox"/> The tempo fits the message and emotion of the song.</p> <p style="font-size: 1.2em; font-family: cursive;">Andante = walking tempo</p> <p>Total for the trait of TEMPO:</p>	<p><i>Soft and/or loud</i></p> <p><input checked="" type="checkbox"/> The dynamics match the message and emotion of the song.</p> <p><input checked="" type="checkbox"/> The dynamics change to keep the listener interested.</p> <p style="font-size: 1.2em; font-family: cursive;">p = soft mp = medium soft mf = medium loud f = loud</p> <p>Total for the trait of DYNAMICS:</p>	<p><i>The way notes are played</i></p> <p><input checked="" type="checkbox"/> The composer made it clear how to play the notes by using the correct symbols.</p> <p><input checked="" type="checkbox"/> The smooth and / or bumpy sounds keep the song interesting.</p> <p style="font-size: 1.2em; font-family: cursive;">r = bumpy ~~~~~ = smooth</p> <p>Total for the trait of ARTICULATION:</p>	<p><i>The color of music</i></p> <p><input checked="" type="checkbox"/> The instrument sounds blend well together to create a "musical painting" or image of the message.</p> <p><input checked="" type="checkbox"/> There is a variety of high and low sounding instruments.</p> <div style="text-align: center; font-size: 2em;"> </div> <p>Total for the trait of TIMBRE:</p>




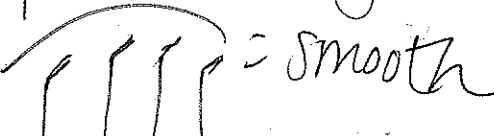

# Music Elements Feedback for Creating

Name: [REDACTED]

Title: Alicia and the snake "spies"

Date: June 9, 2011

Instructions: (1) Read/Listen to the Music, (2) Read each criteria item and enter "Y" for "yes", "N" for "no", "S" for "sort of", (3) Make your total score in the space provided.

	RHYTHM	PITCH	TEXTURE
<p><i>The plan or structure of music</i></p> <p>✓ There is a clear beginning, middle and end.</p> <p>✓ It's clear when each player enters/exits.</p> <div style="border: 1px solid black; border-radius: 50%; padding: 10px; display: inline-block; margin-top: 10px;"> <p>more! add a middle <math>\frac{1}{2}</math> end</p> </div> <p>Total for the trait of FORM:</p>	<p><i>Note patterns that make music move</i></p> <p>✓ There are the correct notes values in each measure.</p> <p>✓ The composer changes the rhythmic patterns to keep the song interesting.</p> <p style="font-size: 1.2em; margin-top: 10px;">↓ change the rhythm for the middle</p> <p>Total for the trait of RHYTHM:</p>	<p><i>High and/or low sounds</i></p> <p>✓ The melody is made of mostly steps, skips and repetition.</p> <p>✓ You can remember it and sing it back easily.</p> <div style="text-align: center; margin-top: 20px;">  </div> <p>Total for the trait of PITCH:</p>	<p><i>Layers of sound</i></p> <p>✓ The layers sound good together.</p> <p>✓ There is a variety of instruments to create interesting sounds.</p> <div style="text-align: center; margin-top: 20px;">  </div> <p>Total for the trait of TEXTURE:</p>
TEMPO	DYNAMICS	ARTICULATION	TIMBRE ("TAM-ber")
<p><i>Fast and/or slow</i></p> <p>✓ There is a clear tempo marking at the beginning of the song that tells the performers how fast or slow to play.</p> <p>✓ The tempo fits the message and emotion of the song.</p> <p style="font-size: 1.2em; margin-top: 10px;">Andante = walking tempo</p> <p>Total for the trait of TEMPO:</p>	<p><i>Soft and/or loud</i></p> <p>✓ The dynamics match the message and emotion of the song.</p> <p>✓ The dynamics change to keep the listener interested.</p> <div style="text-align: center; margin-top: 10px;">  <p><math>p</math> = piano</p> <p>crescendo</p> <p>gradually get louder</p> </div> <p>Total for the trait of DYNAMICS:</p>	<p><i>The way notes are played</i></p> <p>✓ The composer made it clear how to play the notes by using the correct symbols.</p> <p>✓ The smooth and / or bumpy sounds keep the song interesting.</p> <div style="text-align: center; margin-top: 10px;"> <p><math>i</math> = bumpy</p> <p> = smooth</p> </div> <p>Total for the trait of ARTICULATION:</p>	<p><i>The color of music</i></p> <p>✓ The instrument sounds blend well together to create a "musical painting" or image of the message.</p> <p>✓ There is a variety of high and low sounding instruments.</p> <div style="text-align: center; margin-top: 20px;">  </div> <p>Total for the trait of TIMBRE:</p>

# Music Elements Feedback for Creating

Name: [REDACTED]

Title: Rain Drops

Date: June 9, 2011

Instructions: (1) Read/Listen to the Music, (2) Read each criteria item and enter "Y" for "yes", "N" for "no", "S" for "sort of", (3) Make your total score in the space provided.




	RHYTHM	PITCH	TEXTURE
<p><i>The plan or structure of music</i></p> <p><u>S</u> There is a clear beginning, middle and end.</p> <p><u>S</u> It's clear when each player enters/exits.</p> <p style="font-size: 2em; font-family: cursive;">add an ending</p>	<p><i>Note patterns that make music move</i></p> <p><u>Y</u> There are the correct notes values in each measure.</p> <p><u>N</u> The composer changes the rhythmic patterns to keep the song interesting.</p> <p style="font-size: 2em; font-family: cursive;">change</p>	<p><i>High and/or low sounds</i></p> <p><u>Y</u> The melody is made of mostly steps, skips and repetition.</p> <p><u>Y</u> You can remember it and sing it back easily.</p> <div style="text-align: center; font-size: 2em;"> </div>	<p><i>Layers of sound</i></p> <p><u>Y</u> The layers sound good together.</p> <p><u>Y</u> There is a variety of instruments to create interesting sounds.</p> <div style="text-align: center; font-size: 2em;"> </div>
Total for the trait of FORM:	Total for the trait of RHYTHM:	Total for the trait of PITCH:	Total for the trait of TEXTURE:
TEMPO	DYNAMICS	ARTICULATION	TIMBRE ("TAM-ber")
<p><i>Fast and/or slow</i></p> <p><u>S</u> There is a clear tempo marking at the beginning of the song that tells the performers how fast or slow to play.</p> <p><u>Y</u> The tempo fits the message and emotion of the song.</p> <p style="font-size: 1.5em; font-family: cursive;">Andante = walking tempo</p> <p style="font-size: 1.5em; font-family: cursive;">Allegro = fast</p>	<p><i>Soft and/or loud</i></p> <p><u>Y</u> The dynamics match the message and emotion of the song.</p> <p><u>S</u> The dynamics change to keep the listener interested.</p> <p style="font-size: 1.5em; font-family: cursive;">Add</p> <p style="font-size: 1.5em; font-family: cursive;">p = soft</p> <p style="font-size: 1.5em; font-family: cursive;">mp = medium soft</p> <p style="font-size: 1.5em; font-family: cursive;">mf = medium loud</p>	<p><i>The way notes are played</i></p> <p><u>S</u> The composer made it clear how to play the notes by using the correct symbols.</p> <p><u>Y</u> The smooth and / or bumpy sounds keep the song interesting.</p> <p style="font-size: 1.5em; font-family: cursive;">f = bumpy</p> <p style="font-size: 1.5em; font-family: cursive;">(TTT) = smooth</p>	<p><i>The color of music</i></p> <p><u>Y</u> The instrument sounds blend well together to create a "musical painting" or image of the message.</p> <p><u>Y</u> There is a variety of high and low sounding instruments.</p> <div style="text-align: center; font-size: 2em;"> </div>
Total for the trait of TEMPO:	Total for the trait of DYNAMICS:	Total for the trait of ARTICULATION:	Total for the trait of TIMBRE:

# Music Elements Feedback for Creating

Name: [REDACTED]

Title: Twinkling Stars in the moonlight Date: June 9, 2011

Instructions: (1) Read/Listen to the Music, (2) Read each criteria item and enter "Y" for "yes", "N" for "no", "S" for "sort of", (3) Make your total score in the space provided.

	RHYTHM	PITCH	TEXTURE
<p><i>The plan or structure of music</i></p> <p><input checked="" type="checkbox"/> There is a clear beginning, middle and end.</p> <p><input checked="" type="checkbox"/> It's clear when each player enters/exits.</p> <div style="text-align: center; margin-top: 20px;">  </div> <p>Total for the trait of FORM:</p>	<p><i>Note patterns that make music move</i></p> <p><input checked="" type="checkbox"/> There are the correct notes values in each measure.</p> <p><input checked="" type="checkbox"/> The composer changes the rhythmic patterns to keep the song interesting.</p> <div style="text-align: center; margin-top: 20px;">  </div> <p>Total for the trait of RHYTHM:</p>	<p><i>High and/or low sounds</i></p> <p><input checked="" type="checkbox"/> The melody is made of mostly steps, skips and repetition.</p> <p><input checked="" type="checkbox"/> You can remember it and sing it back easily.</p> <div style="text-align: center; margin-top: 20px;">  </div> <p>Total for the trait of PITCH:</p>	<p><i>Layers of sound</i></p> <p><input checked="" type="checkbox"/> The layers sound good together.</p> <p><input checked="" type="checkbox"/> There is a variety of instruments to create interesting sounds.</p> <p style="font-size: small; margin-top: 10px;">Maybe ask a friend to play the glockenspiel CG CG in the background to add a layer?</p> <p>Total for the trait of TEXTURE:</p>
TEMPO	DYNAMICS	ARTICULATION	TIMBRE ("TAM-ber")
<p><i>Fast and/or slow</i></p> <p><input checked="" type="checkbox"/> There is a clear tempo marking at the beginning of the song that tells the performers how fast or slow to play.</p> <p><input checked="" type="checkbox"/> The tempo fits the message and emotion of the song.</p> <p style="font-size: small; margin-top: 10px;">Adagio = slow Andante = walking tempo Allegro = fast</p> <p>Total for the trait of TEMPO:</p>	<p><i>Soft and/or loud</i></p> <p><input checked="" type="checkbox"/> The dynamics match the message and emotion of the song.</p> <p><input checked="" type="checkbox"/> The dynamics change to keep the listener interested.</p> <p style="font-size: small; margin-top: 10px;">Add p = soft mp = medium soft mf = medium loud f = loud</p> <p>Total for the trait of DYNAMICS:</p>	<p><i>The way notes are played</i></p> <p><input checked="" type="checkbox"/> The composer made it clear how to play the notes by using the correct symbols.</p> <p><input checked="" type="checkbox"/> The smooth and / or bumpy sounds keep the song interesting.</p> <p style="font-size: small; margin-top: 10px;">i i i i = bumpy ————— = smooth</p> <p>Total for the trait of ARTICULATION:</p>	<p><i>The color of music</i></p> <p><input checked="" type="checkbox"/> The instrument sounds blend well together to create a "musical painting" or image of the message.</p> <p><input checked="" type="checkbox"/> There is a variety of high and low sounding instruments.</p> <p style="font-size: small; margin-top: 10px;">add another layer.</p> <p>Total for the trait of TIMBRE:</p>

you have a <sup>beginning</sup> <sup>middle</sup> <sup>ending</sup> - add an ending



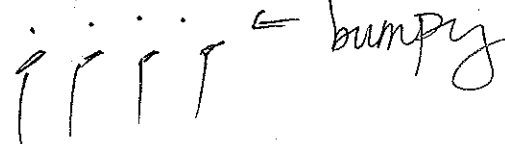

**Music Elements Feedback for Creating**

Name: [REDACTED]

Title: Rainy, Clear Day

Date: June 9, 2011

Instructions: (1) Read/Listen to the Music, (2) Read each criteria item and enter "Y" for "yes", "N" for "no", "S" for "sort of", (3) Make your total score in the space provided.

	RHYTHM	PITCH	TEXTURE
<p><i>The plan or structure of music</i></p> <p><input checked="" type="checkbox"/> There is a clear beginning, middle and end.</p> <p><input checked="" type="checkbox"/> It's clear when each player enters/exits.</p> <p>Add a tempo to the music. Write one of the following to say how fast or slow to play: Andante <sup>walking</sup> <del>slow</del> tempo Adagio <sup>slow</sup> Total for the trait of FORM:</p>	<p><i>Note patterns that make music move</i></p> <p><input checked="" type="checkbox"/> There are the correct notes values in each measure.</p> <p><input checked="" type="checkbox"/> The composer changes the rhythmic patterns to keep the song interesting.</p> <p style="text-align: center;"></p> <p>Total for the trait of RHYTHM:</p>	<p><i>High and/or low sounds</i></p> <p><input checked="" type="checkbox"/> The melody is made of mostly steps, skips and repetition.</p> <p><input checked="" type="checkbox"/> You can remember it and sing it back easily.</p> <p style="text-align: center;"></p> <p>Total for the trait of PITCH:</p>	<p><i>Layers of sound</i></p> <p><input checked="" type="checkbox"/> The layers sound good together.</p> <p><input checked="" type="checkbox"/> There is a variety of instruments to create interesting sounds.</p> <p>only one instrument is playing so you have 1 layer. Think about asking someone to play something</p> <p>Total for the trait of TEXTURE:</p>
TEMPO	DYNAMICS	ARTICULATION	TIMBRE ("TAM-ber")
<p><i>Fast and/or slow</i></p> <p><input checked="" type="checkbox"/> There is a clear tempo marking at the beginning of the song that tells the performers how fast or slow to play.</p> <p><input checked="" type="checkbox"/> The tempo fits the message and emotion of the song.</p> <p>Allegro fast</p> <p>Total for the trait of TEMPO:</p>	<p><i>Soft and/or loud</i></p> <p><input checked="" type="checkbox"/> The dynamics match the message and emotion of the song.</p> <p><input checked="" type="checkbox"/> The dynamics change to keep the listener interested.</p> <p>Write your dynamics in the music... p = soft mp = medium soft mf = medium loud f = loud</p> <p>Total for the trait of DYNAMICS:</p>	<p><i>The way notes are played</i></p> <p><input checked="" type="checkbox"/> The composer made it clear how to play the notes by using the correct symbols.</p> <p><input checked="" type="checkbox"/> The smooth and / or bumpy sounds keep the song interesting.</p> <p style="text-align: center;">    </p> <p>Total for the trait of ARTICULATION:</p>	<p><i>The color of music</i></p> <p><input checked="" type="checkbox"/> The instrument sounds blend well together to create a "musical painting" or image of the message.</p> <p><input checked="" type="checkbox"/> There is a variety of high and low sounding instruments.</p> <p>Total for the trait of TIMBRE:</p>

in the background  
to add/change  
the texture. Even  
if it's someone  
playing a shaker.