

■ Melody

Have you ever had a melody stuck in your head, or found yourself humming a tune over and over again? Well, that's because a melody is the most memorable part of a song. The **melody** of a song is usually simple and singable, and it is made up of a series of notes using a variety of rhythmic values that move up and down the musical scale. The notes of a melody can move by step (from one key to the next); by skip (jumping over keys); or simply staying on the same note (repeating the same key). Just like rhythms, melodies can be put together in infinite ways using a variety of pitches and rhythms.

■ Activity: Listening

Listen to examples of different kinds of melodies.

1. Launch your MP3 player (such as iTunes or MusicMatch Jukebox software).
2. From the File menu, choose Open.
3. From the companion CD-ROM, open the Sequencing Unit 2 folder.
4. Use the chart below to find the file names of the melody examples and open the files.
5. Listen to each example. Pay special attention to the movement of the melody in each example. Do the notes move up, down, repeat?
6. In the “melodic direction” column in the chart above, indicate the direction of the melody – up, down, repeat, combination. Check your answers with your teacher.

Melody Example	File Name	Melodic Direction
Moving in Steps	steps.mp3	
Moving in Skips	skips.mp3	
Repeated Notes	repeat.mp3	
Combination	combo.mp3	

■ Activity: Listening

You will add a melody to the simple rock-drum groove using a compositional technique called question and answer. **Question and answer** (also known as **call and response**) is a succession of two melodic phrases, usually played by different instruments. The first instrument plays a musical “question,” or a phrase that feels incomplete, and the second instrument “answers” (finishes) it. Often, the answer imitates the question in some way, usually rhythmically and/or melodically.

Track 1 of this song contains a series of two-measure melodies – the first at measure 1, the second at measure 5 and the third at measure 9. These short melodies are the melodic “questions.” You will record melodic “answers” on track 2 at measure 3, measure 7, and measure 11 in response to the questions.

Listen to an example of “Question and Answer” that includes melodic “questions” played by the piano and melodic “answers” played by the flute.

1. Launch your MP3 player (such as iTunes or MusicMatch Jukebox software).
2. From the File menu, choose Open.
3. From the companion CD-ROM, open the Sequencing Unit 2 folder.
4. Open the file: *QandA.mp3*.
5. Listen closely to the arrangement of “Question and Answer.” Pay particular attention to the melodic “answers.”

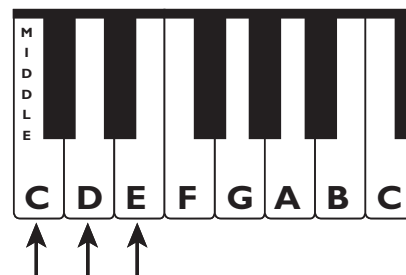
Measures	1	2	3	4	5	6	7	8	9	10	11	12
Track 1	Question				Question				Question			
Track 2			Answer				Answer				Answer	

■ Activity: Creating a Song – Part 2 Recording Melodic Answers

Each of your melodic answers will be limited to three pitches so that you can play them using three fingers on your right hand.

You will create three-note melodic “answers” by imitating the melodic and/or rhythmic pattern of the melodic “questions.” Complete your song by recording your three-note melodic answers on track 2.

1. Launch your MIDI/Digital Audio software.
2. From the File menu, choose Open.
3. Open the file *QandA.mid* in the Sequencing Unit 2 folder from the companion CD-ROM.
4. Review the song. Click play and listen to the song from beginning to end. Listen closely to the short melodies on track 1.
5. Select track 2 by clicking on it once with your mouse. You will record your short, two-measure melodic “answers” on track 2.
6. Using the GM list found inside at the back of your book, choose a timbre for track 2. Consider choosing an instrument such as piano, guitar, organ or any other pitched instrument. Stay away from sound effects such as gun shot, fret noise, woodblock and other non-pitched instruments. Write down your choice below:
GM Instrument Name _____ GM Number _____
7. Set the tempo to a comfortable speed for recording, such as 80 bpm.
8. Before you begin recording, practice playing short, two-measure answers to the questions while playing along with the song. Listen closely to the rhythm and the melodic direction of each question. Try to imitate the question rhythmically and/or melodically in your answers.
9. Click play to begin the song. Play along on track 2, creating your answers at measures 3, 7 and 11. Click stop when the song is over. Click rewind or move to beginning. Repeat this step as many times as necessary.
10. Record your short, two-measure melodic “answers” on track 2. Arm track 2 for recording and click on the record button on your MIDI/Digital Audio software’s transport control. If needed, refer to the “Basic Steps for Recording” on page 28 to review arming a track.



11. When you are finished recording, click stop. Click rewind or move to beginning, then click play to listen back to your recording.
12. If you make a mistake or you don't like what you recorded, go to the Edit menu and choose Undo, then record your answers again.
13. Are your melodies rhythmically in sync with the music? If needed, use quantization to fix the melodies you recorded on track 2. If your melody has eighth notes, set the quantize resolution to an eighth note. If the smallest rhythmic value you played is a quarter note, set the quantize resolution to a quarter note.
14. Click rewind or move to beginning and then click play to listen back to the result. Did quantizing the track improve your recorded performances? Circle your answer.
 - a. Yes
 - b. No
15. Use your MIDI/Digital Audio software's mixer to create a mix of your song. Check off each step after you have completed it.
 - Adjust the volume for each track by dragging the sliders up or down.
 - Adjust the panning for each track by placing the sound slightly to the left or the right.
16. Select a new tempo for the song. What tempo did you choose? _____bpm. What Italian tempo fits best? _____
17. Click play and listen to your mix. Make necessary changes until you are fully satisfied with the results.
18. Save your song. Be sure to give it a new name by using the Save As command from the File menu. Name your song [your name] QandA.mid.
19. Share your completed project with your classmates.