

NAME: \_\_\_\_\_

1. What is the property of sound which allows us to discriminate the instrument that is playing?

Duration

Pitch

Timbre

Intensity

2. Match the term with its definition:

Luthier

Speed at which we perform music

Tempo

Person who makes and repairs string instruments by hand

Idiophone

Body of an instrument that helps to amplify its sound

Sound box

Percussion instrument that makes a sound when its own body vibrates

3. Click on the correct sentences:

- a) Bowed string instruments are played with a bow
- b) All the woodwind instruments are provided with a reed.
- c) Pitched percussion instruments can only play rhythms.
- d) The organ is a wind instrument with a keyboard.
- e) We blow into a mouthpiece in all brass instruments.
- f) Idiophones are instruments that make sound when we hit their membranes with our hands or a mallet.

4. Drag and drop. Complete the table using the boxes:

| Name    | <b>largo</b> | <b>adagio</b> | <b>allegro</b> | <b>andante</b> | <b>presto</b> | <b>ritardando</b> |
|---------|--------------|---------------|----------------|----------------|---------------|-------------------|
| Meaning |              |               |                |                |               |                   |

gradually more slowly

very slowly

slowly

very quickly

quickly

at medium speed

5. Choose the correct translation for this music piece.



**A**



**B**



**C**



**D**



6. What do the instruments have in common in each list? (choose the correct answer)

- a) Kettledrum, bass drum, snare drum
- b) Cymbals, castanets, triangle, guiro
- c) Trombone, oboe, tuba, organ
- d) Flute, clarinet, oboe, bassoon
- e) Tuba, French horn, trumpet
- f) Marimba, xylophone, tubular bells

unpitched idiophones

wind

membranophones

woodwind

brass

pitched idiophones

7. Match the term with its definition:

Dot

It can lengthen the duration of a note or rest as we choose

Fermata

We use it to join the duration of the same pitch

Tie

It lengthens the duration of a note or rest by half its original value