## Glossary

	1-beat note (crotchet)	<u> </u>	Half-beat rest – do not play for a half beat (quaver rest)	Time signatures  Count 3 beats in every bar
Pol	2-beat note (minim)	<b>=</b>	1-beat rest – do not play for 1 beat (crotchet rest)	Count 3 beats in every bar  Count 4 beats in every bar
o	4-beat note (semibreve)		2-beat rest – do not play for two beats (minim rest)	Count 6 half beats in every bar
	Half-beat note (quaver)		4-beat rest – do not play for 4 beats (semibreve rest)	1.
	Two half-beat notes together make one beat	•	Repeat sign – go back to the beginning and play the tune again	First time bar Second time bar
3	Triplet – 3 notes which together make 1 crotchet beat		Repeat signs – play the music between these signs twice	Play to the repeat sign at the end of the first-time bar. Go back to the beginning, repeat, miss out the first-time bar, then play the second time bar.
<u>~</u>	A dot at the <u>side</u> of the note makes it half as long again  Dotted minim is 3 beats long	#	Sharp sign – the note a little higher F# is between notes F and G	Tied note sign – joins 2 notes which are the <u>same</u> . Don't play the 2 <sup>nd</sup> note, but hold
	(2 beats + 1 beat)  Dotted crotchet is 1½ beats long (1 beat + ½ beat)	<u>+</u>	Flat sign – the note a little lower B ♭ is between notes B and A	the 1 <sup>st</sup> note for the total number of beats.  Slur sign – joins 2 <u>different</u> notes
	Staccato – a dot <u>under or over</u> a note means stop the sound quickly	#	Natural sign – cancels out a sharp or flat sign	together. Play the 1 <sup>st</sup> note, then play the next note without 'tonguing', in the same breath, to make it smooth.