

Graphic notation

A graphic score is a way of showing what sounds are like by giving each sound a symbol.

For example:

One short sound could look like this:



One long sound could look like this:



Graphic notation symbols can give an indication of pitch.

Draw three sounds, each one getting higher:



Draw four sounds which move from a low pitch to medium to high then back to a low pitch.



Graphic notation symbols can also show dynamics.

Draw three sounds, each one softer than the previous ones.



Draw one sound which gradually gets louder.



They can show duration.

Draw two short sounds, followed by three long sounds.



Draw symbols to show the difference in duration of these short rhythms played by your teacher.



They can also show tone colour to some extent.

Draw a sound which vibrates for a long time (like a cymbal).



Draw a lot of dry, rattling sounds (like maracas) followed by two booming sounds (like a bass drum).



Invent some symbols for these combinations of sound properties.

Four sounds getting higher, softer and faster.



Six scraping sounds getting lower, longer and louder.

