

AMEB Exam Cheat Sheet NB: this simply is a practise sheet to help with exam questions and answers.

Mutiger Knabe/Brave Boy (Cornelius Gurlitt)

What does the title mean?

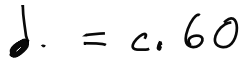
The title is pictorial and is from Gurlitt's *Der Hausfreund (Fireside Fancies)*. The dynamics tell a possible story of confidence, then timidity, then gaining courage to end confidently.


What key is this in?


C major


Notation:


Moderato - moderate tempo


Metronome marking - around 60 dotted crotchets per minute 


f - forte - loud 


3/8 - time signature - 3 quaver beats in each bar - simple triple 


Treble clef - notes in higher range are written here 


Bass clef - notes in a lower range are written here 


Stave/staff - the 5 lines and 4 spaces that music is written on 

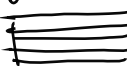
Barlines - divides the music into equal bars 


Slurs - play *legato* (smooth and well-connected) 

Ledger lines - lines that are added to notes outside the staff 


Crescendo - gradually getting louder 


Double bar lines - denotes the end of the piece 


Bar numbers - the small numbers found at the beginning of each line 


Fingering - numbers below and above the notes to show which fingers to use 

Diminuendo - gradually getting softer 

Tie - hold the notes for the combined value 

Repeat sign - repeat the section. 


Natural - cancel the sharp or flat 

p - piano - soft 

mf - mezzo forte - moderately loud *mf*

Sharp - raise the note a semitone #

Whole bar rest - rest for the whole bar 

Quaver rest - rest for the value of a quaver (in 3/8 time, 1 beat) 

Also need to know the note names (eg ABCDEFG) and rhythmical values (eg crotchets, minims, semibreves, quavers etc). In 3/8 time, a dotted crotchet gets three beats, crotchet gets 2 beats and quaver gets one beat.