Compose YOURSELF!

Scale/Mode-Based Composition

Directions:

Using your instrument, or a piano, create a melody based on a scale or mode!

Below you'll find several scales/modes, notated in each clef. Use one of these scales/modes – or another of your own choosing – to write a brief programmatic melody.

1. Choose a Scale/Mode, and Working Title.

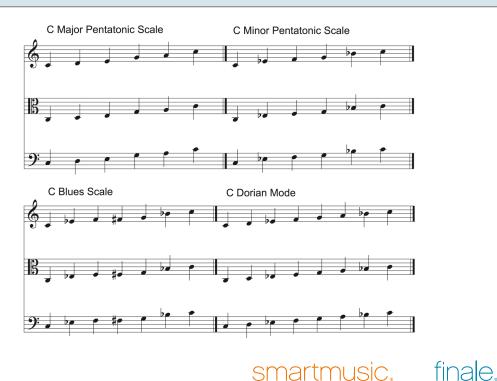
- "Audition" the given scales/modes (or another you choose) to decide the one with which you'd like to work. Feel free to use the given notes in ANY octave.
- Come up with an evocative working title for your melody. You can always change the title later, but it's good to have a mental picture of the story or mood you will be trying to convey.

2. Improvise and Experiment.

- On whatever instrument you are able to be most musically expressive, play around with melodic ideas using the notes of the scale/mode you chose. Think of how other musical elements (i.e. rhythm, dynamics, articulation) might help tell the story your working title suggests.
- Often an entire piece grows out of just a few inspired notes (think of the opening of Beethoven's 5th Symphony!). A time of experimentation, trial-and-error, and improvisation is an important part of the compositional process. Use the sketch space below or a music notation app to record your initial ideas.
- If you're stuck getting started, I recommend using a 1- or 2-measure ostinato rhythm (repeated rhythm pattern) along with the notes of your scale/mode.

3. Notate and Refine.

- After a time of improvisation and experimenting, document a first draft of your melody. If you use a notation app, it can play back your melody to confirm that what you entered is what you really want.
- Make revisions as necessary until you are pleased with your melody.
- Be sure you can play your melody. Don't write notes higher or lower than you can play, and use rhythms you are comfortable executing.





Sketch space for TREBLE CLEF instruments:





Sketch space for ALTO CLEF instruments:





Sketch space for BASS CLEF instruments:

