

Fundamentals of Music Theory

Music Theory · Practice Test · 18 Questions

1. How many lines are there on a standard musical staff?

- A) 3
- B) 4
- C) 5
- D) 6

2. Which clef is also known as the G clef?

- A) Treble clef
- B) Bass clef
- C) Alto clef
- D) Tenor clef

3. What is the Italian term for playing softly?

- A) Forte
- B) Piano
- C) Allegro
- D) Adagio

4. How many beats does a whole note receive in common 4/4 time?

- A) 1
- B) 2
- C) 3
- D) 4

5. Which symbol raises a note by one half-step?

- A) Flat
- B) Natural
- C) Sharp
- D) Double sharp

6. What is the distance between two notes called?

- A) Scale
- B) Interval
- C) Chord
- D) Key

7. Which note typically follows A in the musical alphabet?

- A) C
- B) D
- C) B
- D) F

8. What does a dot placed after a note do to its duration?

- A) Cuts it in half
- B) Doubles it
- C) Adds half of its original value
- D) Removes the duration

9. Which dynamic marking means to play loudly?

- A) Piano
- B) Mezzo-piano
- C) Forte
- D) Largo

10. In 4/4 time, which note gets the beat?

- A) Whole note
- B) Half note
- C) Quarter note
- D) Eighth note

11. What is a group of three or more notes played together called?

- A) Scale
- B) Interval
- C) Chord
- D) Arpeggio

12. Which clef is also known as the F clef?

- A) Treble clef
- B) Bass clef
- C) Alto clef
- D) Soprano clef

13. How many half-steps make up an octave?

- A) 8
- B) 10
- C) 12
- D) 16

14. What is the speed of a piece of music called?

- A) Dynamics
- B) Articulation
- C) Tempo
- D) Pitch

15. Which symbol tells a musician to play a note at its natural pitch, canceling a previous sharp or flat?

- A) Natural
- B) Sharp
- C) Flat
- D) Rest

16. What is a sequence of notes played in ascending or descending order called?

- A) Chord
- B) Scale
- C) Melody
- D) Beat

17. Which rest symbol represents one beat in 4/4 time?

- A) Whole rest
- B) Half rest
- C) Quarter rest
- D) Eighth rest

18. What is the term for the organization of beats into regular groups?

- A) Pitch
- B) Meter
- C) Timbre
- D) Volume