

Grime Music — Key Words

The words you need to make, talk about and share a grime track

1 is Home

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A THE STYLE

Grime — a fast style of rap music from the UK, born in East London in the early 2000s. Influenced by garage, jungle and hip hop.

Rap vocal — words spoken or rapped over a beat.

Rap section — the part of the track with vocals performed rhythmically.

A cappella — just the vocals, no instruments playing.

B RHYTHM AND PULSE

Beat — the main pulse of the music. The thing you nod to.

Tempo — how fast or slow the music is. Grime is fast — around 140 beats per minute.

Bar — a section of music with a set number of beats, usually four.

Loop — a short section of music that repeats over and over.

Syncopation — when the stress lands on unexpected beats or off-beats instead of the main strong beats. It makes the music feel bouncy, lively or surprising — grime lives on it.

C THE DRUMS

Drum kit / drum sounds — the set of drum sounds used to make a beat.

Kick drum — the deep thud, played with a foot pedal on a real kit.

Snare drum — the sharp crack, usually on beats 2 and 4.

Hi-hat — cymbals that tick or hiss. Closed for a tight tick, open for a hiss.

Drum pattern — the rhythm the kick, snare and hi-hat make together.

D NOTES AND KEYS

Musical key — the set of notes a song is built from.

Root note — the main note of a key, the one everything comes back to. In number notes it's **1**, **Home**. The real note that is Home is the **Tonal Centre**.

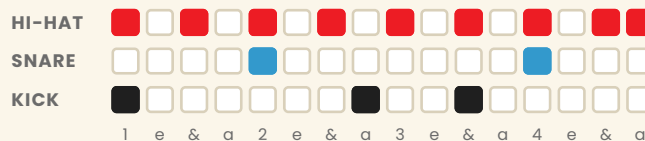
C minor — the key grime loves. It sounds dark and moody because three of its notes are **flats** (blue, one step lower). Tonal Centre C:



Bassline — the low notes that give the track rhythm and depth. Grime basslines usually circle round **1**, **3**, **5** and **7**.

E ONE BAR OF GRIME

A classic pattern on a 16-step grid. Notice the snare on 2 and 4 and the kick landing off the beat — that's the syncopation.



F SOUNDS

Synthesiser — an electronic instrument that can make almost any sound.

Preset — a ready-made sound on a synthesiser. A good starting point, not the finish line.

Audio — recorded sound, as opposed to notes you type in.

Sound effect — an extra sound added to make the track more exciting.

Riser — a sound effect that climbs higher or louder to build tension before a drop.

G IN THE SOFTWARE

DAW (Digital Audio Workstation) — the computer program you make and arrange music in.

Piano roll — a grid where you add and move notes. Up is higher, right is later.

Clip — a short block of music or sound in the software that you can copy, move and loop.

Playback — listening back to your track to hear how it sounds.

Mixing — adjusting the volume of each part so everything sounds balanced and nothing drowns out the vocal.

H BUILDING THE TRACK

Intro — the beginning of the track, usually simpler with fewer sounds.

Drop — the moment after the riser when the full beat lands.

Variation — changing parts of the track so it doesn't get boring: swap a drum, mute the bass, add a sound effect.

Showcase — performing or sharing your finished track with others.

I HOW YOU WORK

Independent decision-making — you choose how your track sounds and what goes in it.

Creative development — trying new ideas and improving your track as you go. Your first loop is never your last.