The Foundation Of Music Theory "Intervals"

Most guitar players who don't know music theory either think music theory is too complicated for them, they only would need it to be professional or just think it won't help them in their guitar playing. All these ways of thinking is wrong! Do you need to know music theory in order to play guitar? No. Will understanding your instrument more deeply bring you to a new level of guitar playing you never taught possible? Yes.

Why should I even know theory?

Without a doubt you will become a better guitar player. Understanding theory will allow you to:

- Be much more comfortable up and down the fretboard
- Be able to express what you feel with your guitar
- · Be able to actually think about how you want your instrument to sound
- Learn new techniques and ideas you've never thought of
- Increase you skill in every aspect of music such as songwriting, improv, transposing, etc.
- Write music away from your guitar
- Develop your ear
- You will not longer be just a guitar player, you will be a musician

Are you sold on the idea of learning music theory yet?

What's the first step to understanding music theory?

Alright, here we go! The first step to understanding music theory is to understand intervals. The most common definition for an interval is the distance between two notes. So if you were to play 2 different notes you would be playing two different intervals. Let's take the C major scale for example.

С	D	Е	F	G	А	В
1	2	3	4	5	6	7

Above you will see all the notes that are within the C major scale. Below each note are the intervals the corresponds to that note. So let's breakdown each of these intervals you see above.

- A whole step is a 2nd interval (C to D)
- 2 whole steps is a 3rd interval (C to E)
- 2 and 1/2 whole steps is a 4th interval (C to F)

- 3 and 1/2 whole steps is a 5th interval (C to G)
- 4 and 1/2 whole steps is a 6th interval (C to A)
- 5 and 1/2 whole steps is a 7th interval (C to B)
- 6 whole steps is an octave (C to C)

I would suggest that you pick your guitar up and try to play through all of these intervals and get a feel for where everything is. The distance stays the same no mater what notes you are hitting. A second interval will always be a whole step from the one, a 3rd interval will always be 2 whole steps from the one, etc. Let's look at another key to really sink this in.

G	А	В	С	D	E	F#
1	2	3	4	5	6	7

Above you see the key of G. The notes have changes but the intervals are still in the same place. G to an A note is a whole step apart, so its a 2nd interval. G to B is 2 whole steps apart so its a 3rd interval. Is this making sense yet? If not that's okay. When it comes to theory it will take about 5-10 times of thing being explained to you before it clicks. Have patience with yourself and keep reading this until you have it.

So far we have only looked at major intervals but there are many different types of intervals. There's major, minor, perfect, augmented and diminished intervals. Here is a list of every interval and the distance between each.

1	o Steps = Unison									
1		1/2 Step = Minor 2 nd								
1			1 Step = Major 2 nd							
1			1 ¹ / ₂ Steps = Minor 3 rd							
1			2 Steps = Major 3 rd							
1				21/2 Steps = Perfect 4th						
1						3 Steps = Diminished 5 th				
1						3 ¹ / ₂ Steps = Perfect 5 th				
1							4 Steps = Minor 6th			
1										4 ¹ / ₂ Steps = Major 6 th
1										5 Steps = Minor 7 th
1										51/2 Steps = Major 7th
1										1 6 Steps = Octave

How Do I Use Intervals?

Right now do not worry about how to use intervals. Only start working on that when you fully understand them. When everything makes sense and you can play everyone on your guitar, then you can start working on how to implement them into your playing.

About The Author:

Dylan Andrews is a professional guitarist, teacher, and entrepreneur living in Lawrenceville Georgia. Dylan has been teaching guitar for over 5 years and has helped over 100 people learn the guitar. If your looking for <u>guitar lessons in Lawrenceville</u> Dylan is the person you want to see.