

GREAT WAYS TO USE MUSIC TECHNOLOGY IN THE CLASSROOM

Discover some of the easy ways you can incorporate music technology in the music classroom. We'll look at ways to encourage student composition, arrangement and improvisation, ways to create your own teaching resources and ways to incorporate an interactive whiteboard in your music curriculum.

LEARNING AND COMPOSING MUSIC

Groovy Music

3 Programs:

- Groovy Shapes: Prep – 2
- Groovy Jungle: Grades 3-4
- Groovy City: Grades 5-6

Links:

- Groovy: <http://www.sibelius.com/products/groovy/index.html>
- Resources: www.composerhome.com The website of James Humberstone. Follow the link to his technology resources and then click on Groovy.



MUSICAL LITERACY AND AURAL SKILLS

Use a notation program like Sibelius, Finale or MuseScore with the whole class. You can also incorporate the use of Powerpoint or Keynote, or the software that comes with your IWB.

- Display rhythms for clapping
- Sight singing exercises
- Add missing notes to a piece
- Student composition



Links:

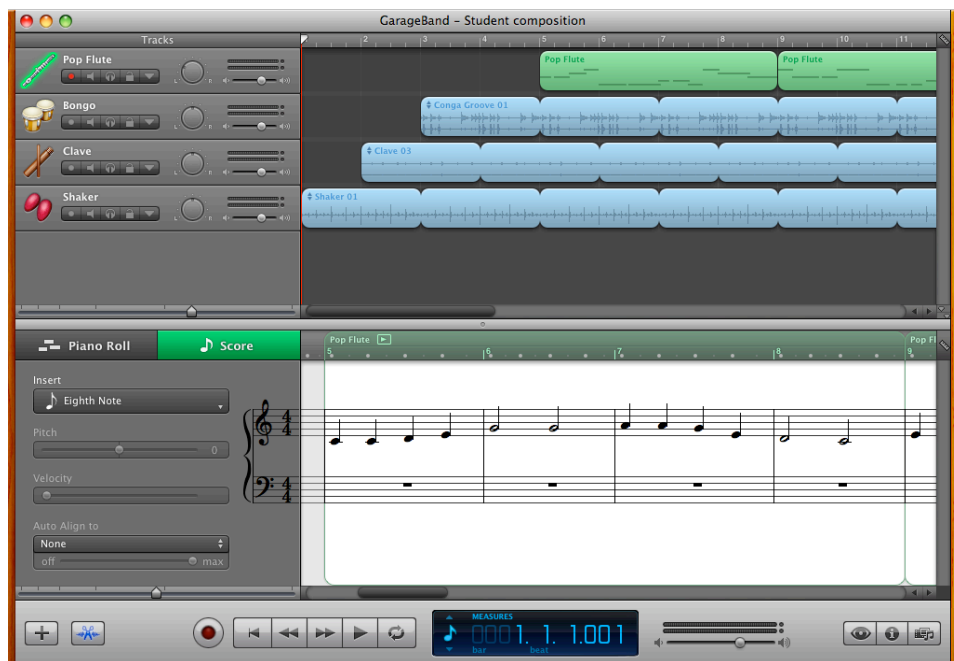
- Sibelius www.sibelius.com
- Finale www.finalemusic.com
- MuseScore www.musescore.org

LISTENING, ARRANGING, COMPOSING

Sequencing and looping programs allow students to arrange and compose music. Examples include:

- GarageBand (free with your Mac)
- Acid Music Studio (Acid Xpress is the free version – download from <http://www.acidplanet.com/downloads/xpress/>)
- Sonar (www.cakewalk.com)
- Mixcraft (<http://www.acoustica.com/mixcraft/index.htm>)

All of these programs support video, which makes them ideal for discussing mood music and creating film scores.



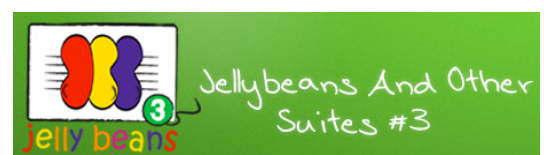
CLASS ENSEMBLE PERFORMANCE

Your own arrangements

- Show an arrangement you've done in Sibelius or another notation program
- Zoom in so you can see the notes clearly
- Students can read from board/projector without the need to print parts out
- Can also have Sibelius play the song as example, or play one part while students play another
- Make use of Panorama view (Sibelius 5 or 6)
- Also use Focus on Staves (Sibelius 5 or 6) which allows you to hear all parts whilst viewing one or two

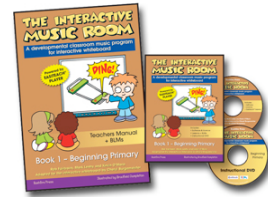
Jellybeans #3 <http://www.jazzbeatinteractive.com/>

- New set of ready-made classroom arrangements
- Tutorial videos – how to play instruments and rhythms
- Australian publisher – ties in to state curriculum
- Released end March 2010



Bushfire Press <http://www.bushfirepress.com/>

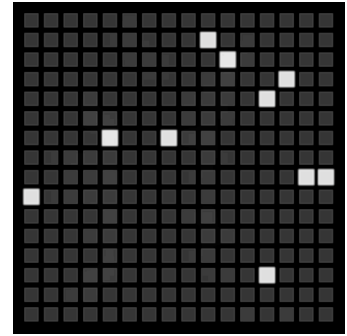
- Songs, games and other activities
- Australian publisher
- Released end March 2010



PENTATONIC IMPROVISATION

Tone Matrix <http://lab.andre-michelle.com/tonematrix>

- Add (or remove) sounds by clicking on a box on the grid
- Press the space bar to clear the whole grid and start again



iNudge <http://inudge.net/index.en.html>

- Add other instruments, change tempo, share your creations

AudioTool <http://www.audiotool.com/app>

- Add drum patterns and other sounds

ONLINE “INSTRUMENTS”

Virtual Piano <http://bit.ly/yDeBi>

- Includes alternative instrument sounds, drum beats

Virtual Drum Kit <http://www.kenbrashear.com/>

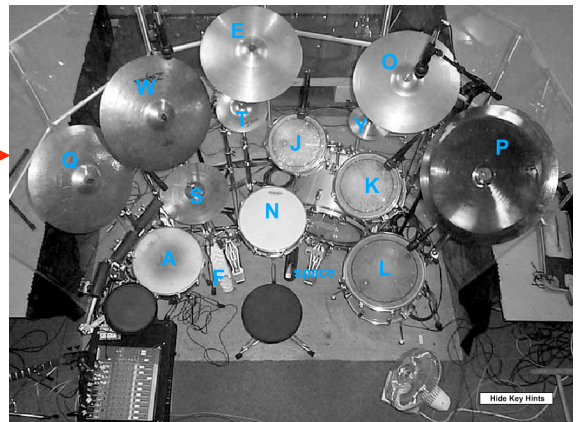
- A photo image of a drum kit that you can “play”

Drum Machine <http://www.onemotion.com/flash/drum-machine/>

- A loop-based rhythm generator

Drum Set <http://www.ronwinter.tv/drums.html>

- Online drum sampler



GAMES

Ball droppings <http://www.balldroppings.com/js/>

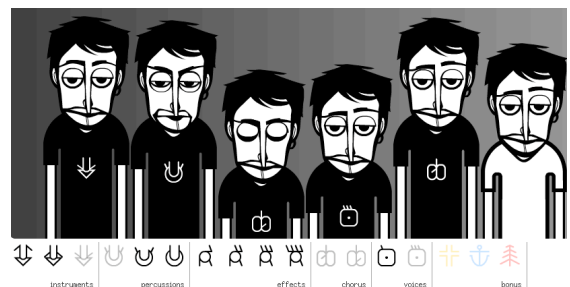
- Physics and music combine. Good for IWB

Incredibox <http://www.incredibox.fr/>

- a cappella fun, beatboxing

Don't Worry Be Happy game Bobby McFerrin <http://bit.ly/Muxjd>

- Focus on arranging



NY Phil kids <http://www.nyphilkids.org/games/main.phtml?>

- Excellent collection of educational music games

Young Person's Guide to the Orchestra

<http://listeningadventures.carnegiehall.org/ypgto/index.aspx>

- An interactive film/game – go on a safari to find the instruments of the orchestra



INTERACTIVE WHITEBOARD: USEFUL LINKS

- Discussion about IWBs in music classroom on the MENC website <http://www.menc.org/forums/viewtopic.php?id=1182>
- Huge list of IWB lessons (mostly Smartboard-specific): <http://mustech.pbworks.com/> Includes a useful handout “Smartboard in the Elementary Music Classroom”
- Smartboard: http://technology.usd259.org/resources/whiteboards/smart-lessons/music_lessons.html
- 11 Ideas for Music Lessons on your Interactive Whiteboard <http://www.whiteboardblog.co.uk/2009/07/11-ideas-for-music-lessons-on-your-interactive-whiteboard/>
- Take a look at my own (large!) collection of IWB bookmarks: <http://delicious.com/katiesw1/iwb>

CREATING CLASSROOM RESOURCES

A music notation program is essential if you want to publish your own compositions and arrangements for your students to play. You can also use them to make other classroom resources such as flashcards, worksheets and tests.

If your budget permits, the best notation solutions are:

- Sibelius
- Finale

If you're looking for a free alternative (for yourself, or for your students) try:

- Musescore www.musescore.org
- Noteflight www.noteflight.com

For tutorial (how-to) videos, visit

- James Humberstone: Learn Sibelius in 1 Hour http://web.me.com/aftertrace/Sibelius_in_1_hour/Sibelius_index.html
- Katie Wardrobe: Musescore in 10 Easy Steps <http://www.youtube.com/user/MuseScoreHowTo>
- Katie Wardrobe: Sibelius videos (drum parts, flashcards, stick notation) <http://musictechtips.com/category/sibelius/>

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