



Bloom



Trope

Description:

Both *Bloom* and *Trope* are cause and effect musical apps which present opportunities to manipulate and create a range of sounds from a touch or a swipe of the fingers.

Bloom will allow students to create sounds through simple touch. *Trope* however will allow you to make more complex sounds through swiping, pinching and simple touches.

Outcomes:

K-6 Syllabus

Music

MUS1.1: Sings, plays and moves to a range of music, demonstrating an awareness of musical concepts.

7-10 Life Skills Syllabus

Music LS.4: Experiments in making musical sounds.

Music LS.10: Engages in performing, composing and listening experiences for enjoyment.

11-12 Life Skills Syllabus

Music MLS3 Experiments with the concepts of music in making musical sounds

Indicators:

- Plays music using technology, body percussion, percussion instruments and self-made sound sources to explore the concepts of duration, dynamics and musical patterns.
- Develops a sense of beat by copying a given pattern.
- Experiment with ways of producing musical sounds using the iPad.

Resources:

Classroom iPad Kit

- 8 iPads
- iPad VGA connector
- VGA extension lead
- Number cards 1-10

Lesson:

Aim: For students to create music by copying and repeating a given musical pattern.

Preparation:

Students will need to sit in a group in front of the IWB (Interactive Whiteboard) where the teacher will be directing the lesson.

Using the VGA connectors the teacher will need to attach their iPad to the Whiteboard so students are able to view the demonstration.

Each student will have access to an iPad that has been set up to contain the Bloom and Trope applications.

Notes / Variations:

While students are experimenting / creating music within the apps it may be beneficial for each student to use the provided headphones.

Terminology may include “my turn, your turn”.

Introduction:




- Locate and open the application 'Bloom'.
- Demonstrate to students what happens when the iPad screen is touched.
- Generate discussion about the sound and colour responses from the application.

Use simple step by step prompts for students to open the given app. Allow time as needed.

Exploration:

- Using simple language and/or number cards ask students to repeat/copy a pattern as demonstrated by the teacher. For example you could touch the screen twice.
- Continue to do this by increasing or decreasing the amount of touches and patterns. Vary the amount of touches and the difficulty of a sequence to suit your learners.
- Ask a student to create a musical pattern using the iPad connected to the whiteboard and allow time for their peers to respond and copy the pattern. Give each student the opportunity to create a musical pattern.

Use simple language to encourage students to follow prompts such as: 'Swipe your finger across'. Continue to use the IWB to increase visual instruction.

- Locate and open the application 'Trobe'. 
- Use 'Trobe' to extend on the above activities. This time allowing students to use multiple touch actions to create their musical patterns. This can include: swiping, swirling, pinching or multiple finger touch and movements.

You would move to 'Trobe' once students have grasped a basic understanding of 'Bloom'.

Conclusion:

- Send students off into small groups to copy each other's musical pattern and / or give students time to freely explore the application.

Assessment:

The student will:

- Touch the iPad to generate sound
- Copy a given technique to mimic a sound:
 - With prompting
 - Without prompting
- Attempt to create a specific sound/s by swiping, pointing, dragging and pinching:
 - With prompting
 - Without prompting
- Creates sound patterns on the iPad using a range of techniques

Extension Activities:

Creating music through repeating patterns using body percussion e.g. clapping. Clap *once* then ask the student to respond with *one* clap. Repeat this idea by increasing the number and tempo of claps. You can also perform these same tasks using musical instruments.

Related Apps:



Music Sparkle