Music Sparkle

Description:

Music Sparkles brings a world of music to your fingertips. From piano and xylophone to electric guitar - just tap and play. Each instrument has a string of simple colours each the same as the other instruments. Music can be created with other instruments continually playing in the background or without extra sound. Students can use multiple touches to play two sounds at once.

Outcomes:

K-6 Syllabus
Music
MUS1.2: Explores, creates, selects and organises sound in simple structures.
MUS1.3: Uses symbol systems to represent sounds.

7-10 Life Skills Syllabus
Music
LS.5: Experiments in organising musical sounds.
LS.6: Experiments in representing and recording musical sounds.

11-12 Life Skills Syllabus
Music
MLS3 Experiments with the concepts of music in making musical sounds

Indicators:

- Spontaneously creates simple musical compositions using the iPad.
- Chooses from a variety of musical instruments.
- Explores ways of making different sounds on instruments or sound sources.
- Uses colour to represent specific sounds.
- Creates a musical pattern using colour symbols.

Resources:

Classroom iPad Kit
- 8 iPads
- iPad VGA connector
- VGA extension lead

- Colour card visuals

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 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 'Music Sparkle' app.

Notes / Variations:

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

Introduction:
- Locate and open the application 'Music Sparkle'.
- Select one musical instrument from the selection and give time for the students to select the same instrument.
- Talk about the instrument and point out its distinguishing features. You may wish to display a concrete example of the instrument. For example: The Xylophone has 8 bars each is a different colour and each has a different sound.
- Choose a colour and ask students to locate the colour of the instrument on the board.
- Touch and play a particular colour *once* and ask students to follow. E.g. "Hit the blue drum *once*".
- Give students time to respond to the prompt.
- Use terminology that your students are familiar with to encourage *turn taking*.

Terminology may include "my turn, your turn".

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

Colour cards will be used to reinforce the instruction when needed.

Exploration:
- Allocate students to a specific instrument. Start with at least 2 instruments.
- Teacher will instruct students to play a note on their instrument using colour cards as a prompt. E.g. "Everyone tap the blue part of the instrument".
- Increase the musical pattern by adding more colours and then repeating. E.g. "blue, red, yellow / blue, red, yellow" etc. You may choose to represent this pattern using the colour cards.
- Allow time for students to copy and repeat the pattern.
- Allow students the opportunity to create a pattern for their peers to copy.

Extend lesson through free choice of instrument.

Conclusion:
- Each student creates their own individual music pattern using the colour system.
- Students will have opportunity to play this to the class.

Students can create their final pattern as a part of a group or individually.

Assessment:

Extension Activities:

The student will:
- Understand that their actions make sound on the iPad
- Respond to sounds created using *Music Sparkle*
- Recognise a colour
- Repeat a given pattern
- Create their own pattern using a colour system
  - With prompting
  - Without prompting

Garage Band has a selection of 'smart' instruments. These instruments allow students to create their own pieces of music with pre-made melodies.

Realted Apps: