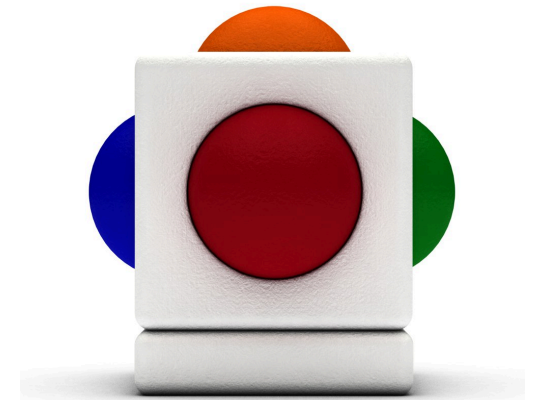# Lesson Playtime for the Penguins

Lesson time - across several 20 minutes sessions

In this lesson

- Create and use samples and sounds to express feelings and ideas.

- Improvise with rhythm and pitch, creating simple musical patterns.

- Recognise that different instrument have different sounds or tone colours.

- Identify the tone colours of instruments and other sound sources.

- Describe sounds and musical performance.
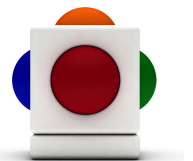
Learning Outcomes

Reference with Music Curriculum for Excellence:

- **EARLY (EXA 0-17a)** - I have the freedom to use my voice, musical instruments and music technology to discover and enjoy playing with sound and rhythm.

- **FIRST (EXA 1-17a)** - I can use my voice, musical instruments and music technology to discover and enjoy playing with sound, rhythm, pitch and dynamics.

- **SECOND (EXA 2-17a)** - I can use my voice, musical instruments and music technology to experiment with sounds, pitch, melody, rhythm, timbre and dynamics.

- **EARLY (EXA 0-18a)** - Inspired by a range of stimuli, and working on my own and/or with others, I can express and communicate my ideas, thoughts and feelings through musical activities.

Support Materials

Before we start, you will need:

- The track Playtime for the Penguins from the album Down at the Zoo by Too Many Cookes Productions.
  http://itunes.apple.com/gb/album/down-at-the-zoo/id441407371

- Down at the Zoo - Penguins Samples Pack

- The movie Happy Feet

- Skoogmusic Pentatonic Key Chart
  http://skoogmusic.com/sites/default/files/downloads/KEYS.pdf
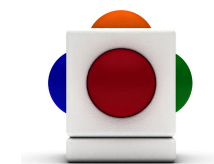
Learning the Song

1. Learn about penguins

This song is about penguins! Here are some activities that you could try:

- Show pictures, or perhaps clips from the movie Happy Feet

- Discuss some fun facts about penguins

- Discuss some penguin related vocabulary:

South Pole	Antarctica	Flippers
Ocean	Emperor	Feathers
Diving	Swim	Slide
Tuxedos	Waddle	Colony
Nests	Stones	Chick
Hatch	Winter	Weather
Snow	Temperature	Rookery

- On a giant sheet of white paper (eg. A0 size) - use it as the 'snowy' background, get everyone to draw (or with some other media) a penguin each and together decorate the background.

2. Listen to the song

Listen to Playtime for the Penguins through once. Encourage pupils to hum or clap along. What did the song say the penguins like to do?

Splashing	Waddling	Hopping
Climbing	Clapping	Singing
Stamping	Jumping	Trumpet
Clarinet	Trombone	Tuba

Come up with an action for each of these words, and lead your pupils (to the best of their abilities) to do the action every time you hear it in the song.

Now listen to the song again and do the actions.

Introducing the Skoog

1. Load in the samples

Before showing the Skoog to your pupils, you want to load it up with some samples first:

1. Open the Down at the Zoo - Penguins Samples Pack in your file browser, so that it is showing the three samples set folders within. Have it at the ready beside your Skoog window.

2. Go to the Samples Tab.

3. Click on one of the three Penguins Samples Set folders and drag it across to the Skoog Window; drop it on one of the waveform boxes.

4. Alternatively, click on Load at the bottom of the Samples Tab.

5. Select Trigger at the top of the Samples Tab.

2. Adjust sensitivity

Now that we have the samples loaded in, let's adjust the Skoog's sensitivity so that it is easy to control:

1. Go to the Skoog Tab   , and locate the sensitivity bar near the bottom of the tab.

2. Click on the **+** sign if you want to increase sensitivity, or if you want to decrease it, click on the **-** sign.

3. All sides on your Skoog should now be more/less sensitive!

3. Turn off the Orange side

We don't need the orange side of the Skoog in this lesson; you might want to switch this off.

1. Go to the Settings Tab   .

2. At the top of the Orange strip, click on the On button so that it switches to Off.

3. Try pressing into the Orange side, you should not get any activation.

4. Match the word to the sound!

Now go through the list of actions again, and match the sample to the word. What do these sounds sound like?

Below are the different samples that you get within each sample set:

Set 1	Splashing	Waddling	Hopping	Climbing	X
Set 2	Clapping	Singing	Stamping	Jumping	X
Set 3	Trumpet	Clarinet	Trombone	Tuba	X

These samples are organised by verse - ie. Set 1 is for Verse 1, Set 2 for Verse 2, and Set 3 for Verse 3.

5. Improvise with the rhythm

Listen to the song again. Pass the Skoog around the class and every time it mentions something that the penguins like to do, get a pupil to press on the side for its corresponding sample. Encourage them to be original with the rhythm - improvise!

Do this verse by verse. Load in the next set of samples (using step 1) at the end of each verse.

Penguins like to play...

A game!

1. Ask a pupil to select 4 samples from the Penguins - Individual Samples folder within the Down at the Zoo - Penguins Samples Pack of what they think the penguins like to do. Help them load these into the Skoog (on to the Red, Blue, Yellow, and Green side):

   1.1. Go to the Samples Tab.

   1.2. Locate the file that you wish to use in your file browser.

   1.3. Click on the file and drag it across to the Skoog Window; drop it on the waveform box for whichever side you wish to assign the sample to.

   1.4. At the top of the Samples Tab, select Trigger.

   1.5. You might want to save the choice of your samples as a single folder (Samples Set), so you can easily load it back in later! It will remember which sample has been assigned to which side. Do so by clicking on the Save button at the bottom of the Samples Tab.

2. Ask the whole class to sing the song together

   Lyrics:
   It's playtime for the penguins
   Can you guess what they like to do?
   It's playtime for the penguins
   Can you guess what they like to do?

   Penguins like to play ...
   ?
   Penguins like to play...
   ?
   Penguins like to play...
   ?
   Penguins like to play...
   ?

   It's playtime for the penguins
   Now we know what they like to do!

After each 'Penguins like to play...', the pupil in charge of picking the samples improvise on the Skoog and get the rest of the class to guess what it is that the penguins like to play. Ask the class to shout out their answer. Let everyone have a go!

More advanced...

Discuss with the class what other activities penguins might like to do, and what kind of sound this might make. We will then repeat the game again, but this time using samples that they have recorded into the Skoog themselves:

1. Go to the Samples Tab.

2. Pick a side to record on, and on its waveform box, click on the red record button in the top right corner to start recording.

3. The software starts recording once the record button starts flickering red, and the circle in the middle turns into a square stop button. Click this to stop recording.

4. At the top of the Samples Tab, select either Trigger, or if you want to create some crazier, more experimental sound, go for Scrub!

Encourage pupils to be creative with creating, and playing (using Scrub) with the recorded samples!

Penguins play music!

1. Explore instruments and their tone colour

1. Open the Instruments Tab 🎺 .

2. The Instruments Tab shows a table of all the dynamic instruments that the Skoog has to offer. You can change the Skoog's 'voice' by clicking on one of these instruments.
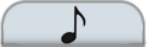
   TIP Each instrument remembers its own settings (eg. its sensitivity). It would be a good idea to go through each instrument and set their individual sensitivity at this stage. See above for instructions for doing so.

3. Get pupils to play and listen to each of the instruments. Ask them:
   • How the instrument is played (eg. blown, bowed, struck) - for percussive instruments, invite pupil to actually strike/hit/punch the Skoog!
   • To describe what the instrument is made of
   • To describe the sound of each instrument using vocabulary such as mellow, reedy, scratchy, bright, tinkling, warm, brassy, or tapping.

NOTE If you have your Orange side turned off previously, you might want to turn it on now so you have more notes to play with! Go back to the Settings Tab, and at the top of the Orange stripe, click on 'Off' so that it switches to 'On'

2. Penguins like to improvise

We will now repeat the game from before, but this time get each pupil to choose 4 instruments that they think the penguins would like to play. Before the game starts, you want to choose notes that will go well with the tune - we will use pentatonic scales here:

1. Go to the Notes Tab 🎵 .

2. If you are singing in the same key as the recording, you would want to select a pentatonic scale that is compatible with D# Major. According to the Pentatonic Key Chart, you can choose amongst C Minor, D# Major, F Minor, G Minor, G# Major, A# Major.

3. In the Scale menu underneath the keyboard, select either Major or Minor Pentatonic.

4. In the Tonic box on the Notes Tab, select the name for the key that you want.

Get each pupil to choose 4 instruments, and get the whole class to sing the song again.

- Encourage pupil to improvise with all 5 sides of the Skoog for as long as they like at the end of each 'Penguins like to play...'.

- Get the rest of the class to guess which instrument the pupil on the Skoog has chosen, and get them to describe the tune that the pupil plays on the Skoog.

- Switch to the next instrument after each improvisation and before/while the class is singing the next 'Penguins like to play...'.

3. Recording the penguin tunes

Pupils might want to record their own performance as a souvenir from their lesson:

1. The Audio Recorder is located in the Skoogmusic Window across the top of your screen.
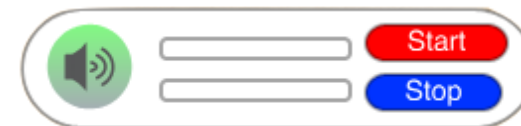

2. Check you levels with all the parts playing - a mini rehearsal if you like! Make sure the level indicator does not go into red. If it does, reduce the volume of each Skoog and that of the backing track.

3. When you are ready, click on Record. The button will change to Start and a file browser window will open to prompt you for a save location for you recording.

4. Once you have chosen your save location for your sound file, the Start button will start flickering. Click on it to begin recording - the button will then change to Recording.
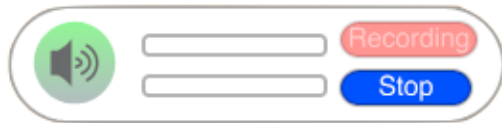
5. Click Stop to stop recording.

6. Because the software will only record the Skoog's playing and not the class singing, you might want to edit the recording using a music editing software (eg. Logic, Audacity, Garageband etc.) and get rid of the gaps in between each improvisation.

For more information

For more information on using samples in Skoogmusic, see
Chapter 4.3 and Chapter 5 of the Skoogmusic User's Guide.