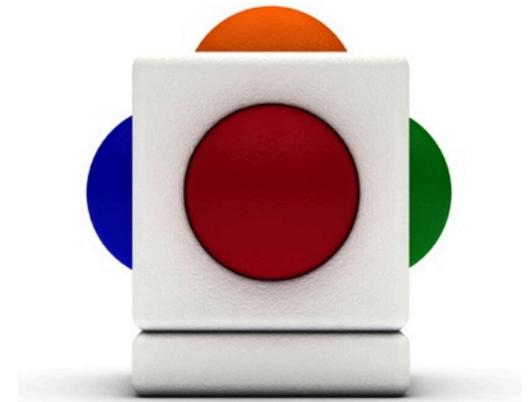# Lesson Learning Simple Melodies

Lesson time - 20 minute sessions across a full term

In this lesson

- Using the Skoog to learn and familiarise themselves with traditional musical notation

- Playing music on the Skoog with a backing track

- Creating melodies with the Skoog

- Performing on the Skoog

- Playing with others in harmony

Learning Outcomes

Reference with Music Curriculum for Excellence:

• FIRST (EXA 1-16a) I can sing and play music from other styles and cultures, showing growing confidence and skill whilst learning about musical notation and performance direction.

• SECOND (EXA 2-16a) I can sing and play music from a range of styles and cultures, showing skill and using performance directions and/or musical notation.

Reference with Technological Developments in Society Curriculum for Excellence:

• EARLY (TCH 0-01a) I enjoy playing with and exploring technologies to discover what they can do and how they can help us.

This series of lesson was specifically developed for pupils with complex needs who had a basic understanding of simple staff notation.

Lessons with progression and/or differentiation.

Moira H Thorburn (Music Specialist - City of Edinburgh)

Support Materials

Before we start, you will need:

• Scores for:

  • Merrily We Roll Along

  • Barcarolle

  • Supertrooper

  • Lightly Row

  • Gaelic Lullaby

  • Oh When the Saints

  • Dvorak's Largo

• Skore Notation Pack
  http://skoogmusic.com/sites/default/files/downloads/SkoreNotationPack.zip

3 Note Tune

The tune Merrily We Roll Along only has three notes: C4, D4, and E4.

1. Assign notes to your Skoog

It is entirely up to you which colours you assign your notes to, here is just a convention we follow for all our resources, going clockwise with the lowest note on the Red and highest on the Orange:

1. On the Notes Tab, in the Scale menu, select User Defined (alternatively, click on the Pad Lock next to the menu to unlock it).

2. The first note - C4 - is going on the Red side - click on the Red indicator:

3. The note that the side is currently on should now be flashing on the keyboard. Now click on C4 on the keyboard - it will now be assigned to the red side!

4. Next is D4 on the Blue side - click on the Blue indicator:

5. There should be a Blue note flashing on the keyboard - click on D4 on the keyboard to assign it to the Blue side.

6. Next is E4 on Yellow - click on the Yellow indicator:

7. Then click on E4 on the keyboard to assign it to Yellow.

8. Now that we have assigned notes to the coloured sides on the Skoog, make sure we colour the notes and their note letters underneath on the score with the same colours too.

2. Play the tune

Learn to play the tune with the coloured score!

- You can use the actual coloured buttons on the Skoog, but don't forget the entire Skoog is sensitive, so you can press into the white bits too!

- Encourage pupils to use both hands if physically possible.

3. Play with a beats loop

Add a beats loop in the background for the pupil to play along with - this will encourage them to play in strict time:

1. The Backing Loop Player is located in the Skoogmusic Window across the top of the screen.
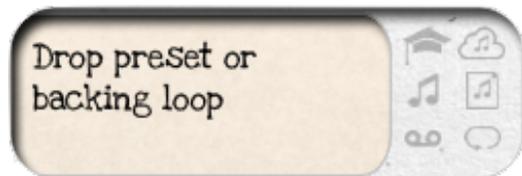
2. Locate your beats loop of choice in your file browser.

3. Click and drag your beats loop sound file across to the Skoogmusic Window, and drop it in the bubble that says Drop preset or backing loop.

4. Your audio file is loaded and ready to use when the display reads the name of the file. Click Play to start playing the backing track.
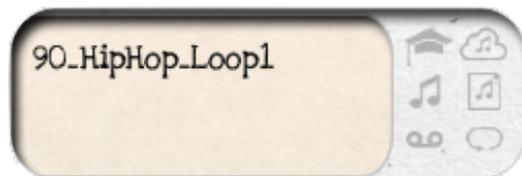
5. You are now ready to go wild on your Skoog! All the controls for the loop player are to the right of the dragging area. If you want to control the volume of you backing track, just click and drag to adjust the volume slider below the speaker icon. The bar across the top of the controls indicates the position of the playhead in relation to the length of the audio file.
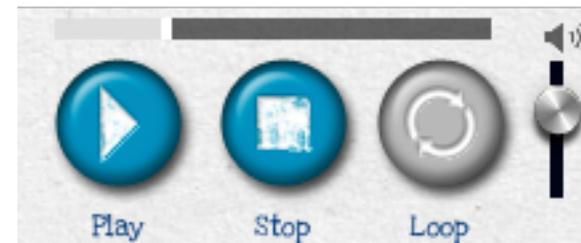
4. Compose

Get each pupil to write their own 3 note tune and play it for their classmates. Then, using the Skore Notation Pack, get them to create a Skore (a Skoog score!), and choose a classmate to play it. Full instructions on how to use the Skore Notation Pack can be found within the pack folder.

4 Note Tune

The second stage in the series of lessons is the 4 Note Tune. The tunes we will be playing are Barcarolle and Supertrooper. We will be following the same structure as our lessons with the 3 Note Tune.

1. Assign notes to your Skoog

Follow the instructions for assigning notes for the 3 Note Tune, so that C4 is on Red, D4 on Blue, and E4 on Yellow. Then add F4 to the green side:

1. On the Notes Tab, in the Scale menu, make sure User Defined is selected and the Pad Lock next to the menu is unlocked.

2. Click on the Green indicator:

3. There should be an Green note flashing on the keyboard - click on F4 on the keyboard to assign it to the Green side.

4. Colour all the notes and note letters on the score according to the colour they have been assigned to on the Skoog.

2. Play the tune

Get pupils to learn Barcrolle and Supertrooper by following its coloured score. Once they are confident, drop a beat loop in the background using the instructions from Step 3 of the 3 Note Tune to encourage playing in strict time.

3. Compose

- Get each pupil to write their own 4 note tune, and get them to play it for their classmates.

- Get pupils to create a Skore for their own tune, and pick a classmate to play it using their Skore.

- Pupils can write complete melodies or simply short patterns.

5 Note Tune

The third stage is the 5 Note Tune. The tunes we will be using are Lightly Row, Gaelic Lullaby, Oh When the Saints, and Dvorak's Largo.

1. Assign the notes to your Skoog

Follow the above instructions to assign C4 to Red, D4 to Blue, E4 on Yellow, and F4 on Green. Then add the note G4 on the Orange:

1. Click on the Orange indicator:

2. There should be an Orange note flashing on the keyboard - click on F4 on the keyboard to assign it to the Blue side.

3. Colour all the notes and note letters on the score according to the colour they have been assigned to on the Skoog.

2. Play the tunes

Again, get pupils to learn the tunes (Lightly Row, Gaellic Lullaby, Oh When the Saints, and Dvorak's Largo) with the coloured scores. Drop a beat loop in the background once they are confident - see above for instructions.

3. Compose

Again, get each pupil to compose their own tune and play it to the rest of the class. This time, ask pupils to choose a classmate to play along with them. To follow up on this, assign notes that harmonise with the pupil's tune on the second Skoog, and get the two to play together in harmony.

NOTE This is a term's work. There are virtually an unlimited amount of tunes using 5 note. If and/or when pupils are solid with these five notes, the Skoogs can be programmed with a different set of notes, for example the pentatonic scale.

Merrily We Roll Along

Traditional

Barcarolle
Excerpt fom 'The Tales of Hoffmann'

Offenbach

Super Trouper

ABBA

Lightly Row

Traditional

Gaelic Lullaby

from the Strathclyde Keyboard Course Unit 2

Traditional

Oh When the Saints

Traditional

Largo
from "The New World Symphony"

Dvořák

For more information

For more information on assigning notes in Skoogmusic, see Chapter 2.4 of the Skoogmusic User's Guide.