

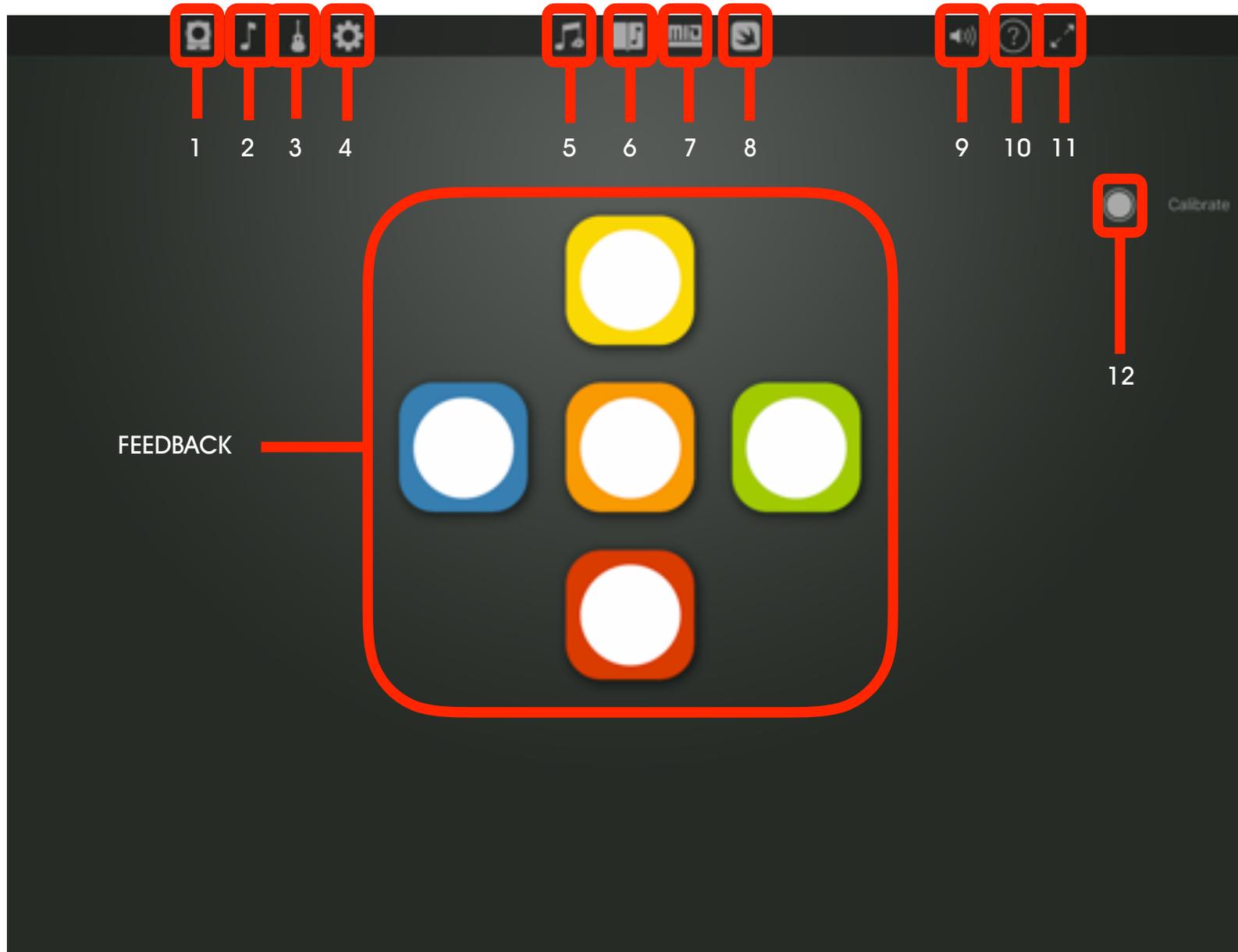
Skoog An Introductory Course

A general introduction to Skoog
suitable for mixed ability classes:

PMD, SLD, MLD, Pre K and Primary.



The Skoog iPad app



1. Bluetooth Midi Devices Menu
2. Notes & Scales Menu
3. Instruments Menu
4. Settings Menu
5. Music Library Menu
6. SongBook
7. Midi Menu
8. Swift Playgrounds Information
9. Skoog App Volume
10. Help Menu
11. Guided Access Mode (Deactivates menus)
12. Calibrate Button

In this course

This is a five-stage introductory course for the Skoog, designed for pupils who have no or little prior experience of using the Skoog. The content is flexible and can be adapted to suit pupils of varying age, abilities and aptitudes. As such, the course may be completed over just five sessions, or over a longer period if required.

- One Skoog
- Another Skoog (optional/preferable)
- iPad with the Skoog App installed (latest version, available from the app store). Plus Skoog Scratch App (for recording sounds / using own sounds). And GarageBand app.
- Additional Speaker (optional)

It is important to note that each stage can be broken down into smaller sections depending on the range of abilities you have in a particular class. Go at your own pace, spend time playing with sounds as a group and make sure the students get to play!



Stage 1: Getting Started

AIM Understanding the Skoog; changing and choosing sounds; finding optimum playing position for each pupil.

1. Tell the class that you will be making music using a new musical instrument called the SKOOG.

Note: For pupils who use BSL, a typical sign for the Skoog is "S" (pinky fingers linked) followed by "G" (fists on top of each other).

2. Explain that there are five colours, and that each colour plays a different musical note. For younger classes or pupils who may not understand what a 'note' is, you could just say that the colours help us to play music.
3. Demonstrate by playing slowly up and down the scale...



4. Ask one member of the class to come and try making a sound.
5. Before another pupil has a shot, tell that class that the sound can change. Change the instrument sound to something very different such as the **flute**, then get another member of the class out to play the different sound. Ask the class what it sounds like now?
6. Tell the class that there are other ways you can change the Skoog. On the **Notes & Scales Menu** choose the 'notes' tab at the bottom of the menu on the right and select the following notes to create a whole tone scale
C#5 D#5 F5 G5 B5.

7. Then get another pupil out to play the new scale.
8. Play a little bit of improvised music yourself for class to listen to. Ask the pupils about how the [whole tone] music sounded. They may say that it sounded magical, or spooky, or like something from a film. For older pupils, you could talk about how different scales affect the sound of music
9. Put the scale back to C major pentatonic. Let each other pupil have a little shot to play, and change the sound for each pupil to something contrasting e.g. double bass, drum kit, trombone. Talk about how each sound is different (higher/lower etc.) or what instrument it sounds like. You could take suggestions from the class as to what instrument sound to try next. If appropriate, the pupils could choose from the instrument pictures on the Skoog software. More instrument sounds are available using the MIDI tab (remember to click "Mute" on the left hand side or you will get two sounds at the same time).

Video/support:

Changing Instruments:

<http://skoogmusic.com/support/help-guides-videos/how-to-choose-an-instrument-on-skoog/>

Changing Notes/Scales:

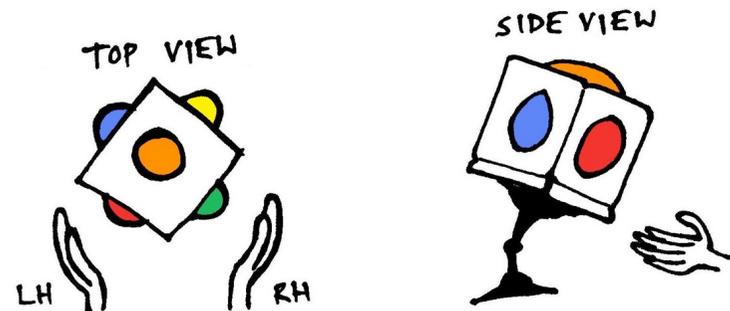
<http://skoogmusic.com/support/help-guides-videos/how-to-choose-notes-scales-on-skoog/>

9. If the class is responding well, you could try switching several different instruments and get the students to choose notes by spinning the selection wheels in the **notes tab of the Notes & Scales menu**
10. Next, each member of the class is going to get the chance to play some improvised music. Tell the class that you are going to make gentle sounds, a bit like chimes. Change the instrument sound to **moon synth** or **modulus** using **the Instruments Menu**. And select a **scale** in the **Notes & Scales Menu** (select **scales tab** on the **notes menu** and choose a scale. Set the octave to 4 to make a high pitched chime).
11. Give each member of the class a few minutes to improvise some music. To enable this, you need to find the optimum playing position for each individual pupil. There is no standard way to play the Skoog, but for pupils with no physical limitations, try the suggested playing position (see right, either on a table, surface or if you have a mount it can be mounted using a suction mount).
Wheelchair users may have the Skoog on their lap, their tray, or a stand. Rather than playing with their hands, pupils with complex needs and very limited movement may play with their forearms (with teacher holding Skoog to their left or right hand side) or with their feet. For such pupils, just making sound will be an achievement. Try moving the Skoog around the pupils different extremities – arms, hands, feet, head – following and working together with the pupil to use of their own voluntary and involuntary movements.

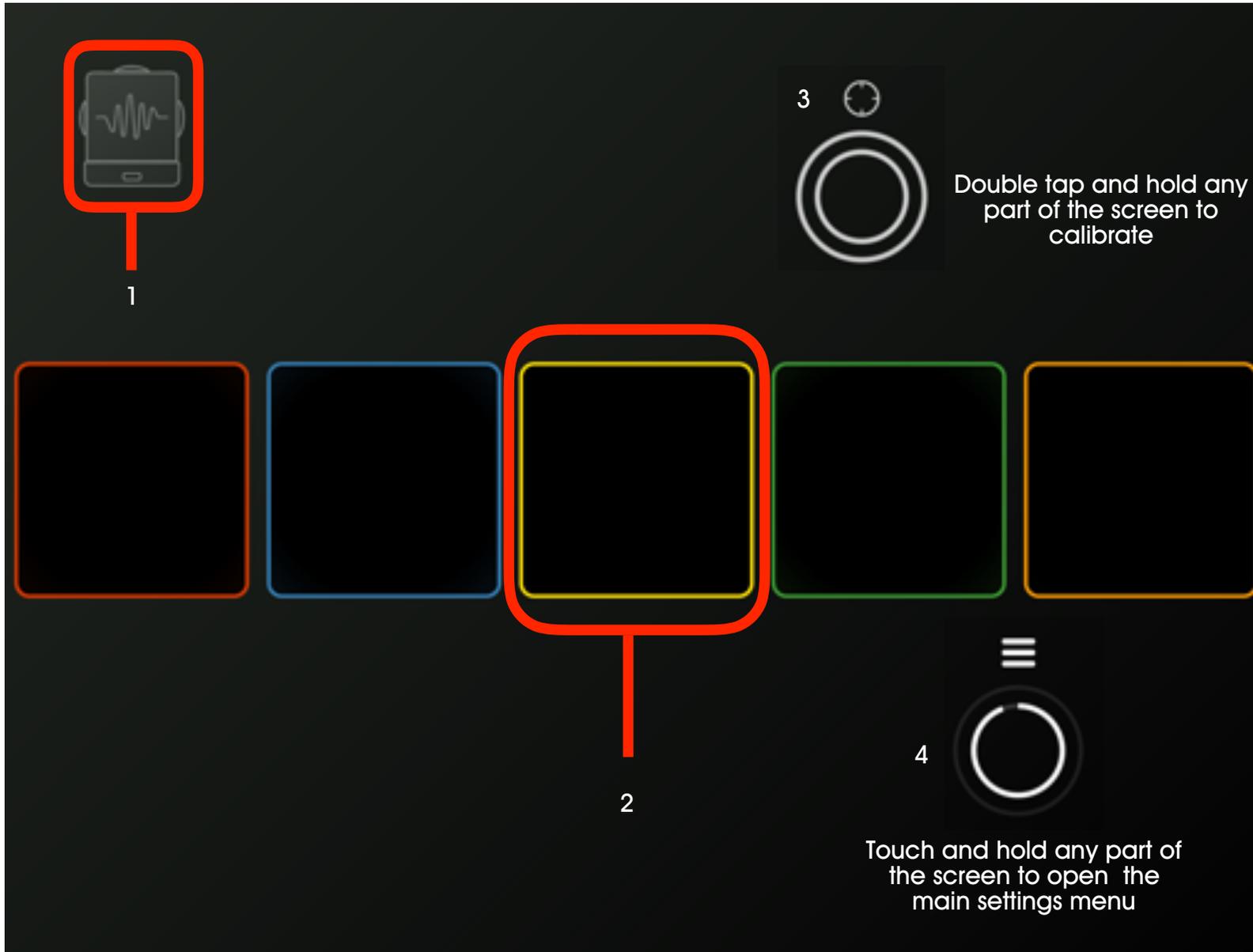
12. While each pupil has their chance to play, you may accompany them on piano or guitar with slow, simple arpeggios e.g. **C Maj - F Maj**. (Simply match the scale on the Skoog)
13. Tell the class that in the next lesson, they will be using the Skoog to play a well-known tune.

SUGGESTED PLAYING POSITION

This position will work well for pupils who have unlimited use of their arms and hands. Place the Skoog diagonally in front of the player - this gives good access to all sides of the Skoog. If you have a mount/stand or a tray that can be adjusted, then tilt the Skoog towards the player - this enables the player to see the colours of the sides which are facing away from them. It may help to have the Skoog always in the same orientation (e.g. with the red button by their left hand), so that the pupils can become accustomed to the layout of the colour).



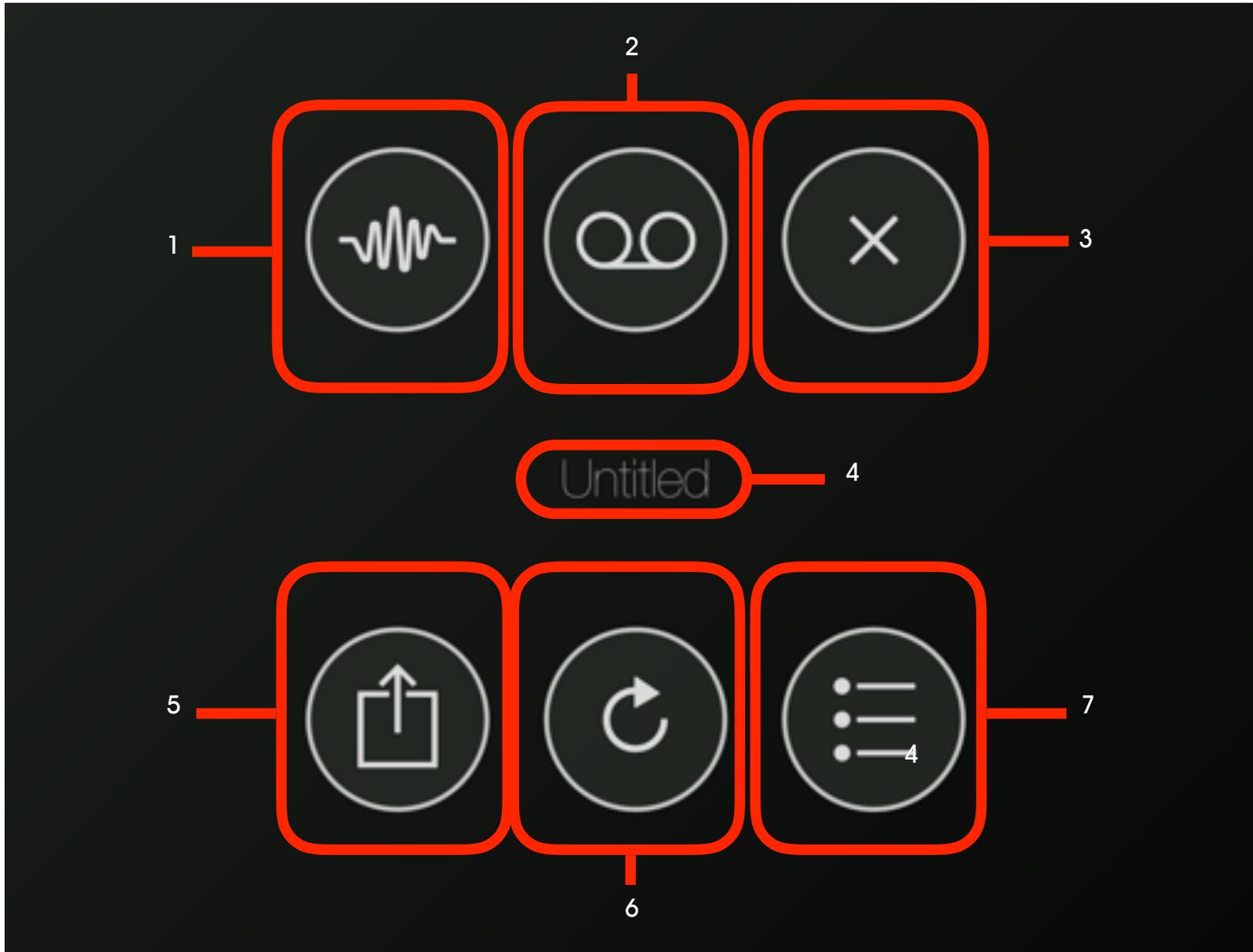
The Skratch app - Sampling



1. Bluetooth Midi Devices Menu
2. Sample Tile - Tap to record.
Tap and hold to open the settings menu for that sample tile/buffer
3. Calibration - Double tap and hold any part of the screen not occupied by a sample tile and wait for touch indicator to complete the circle to calibrate
4. Tap any part of the screen not occupied by a Sample tile Settings Menu

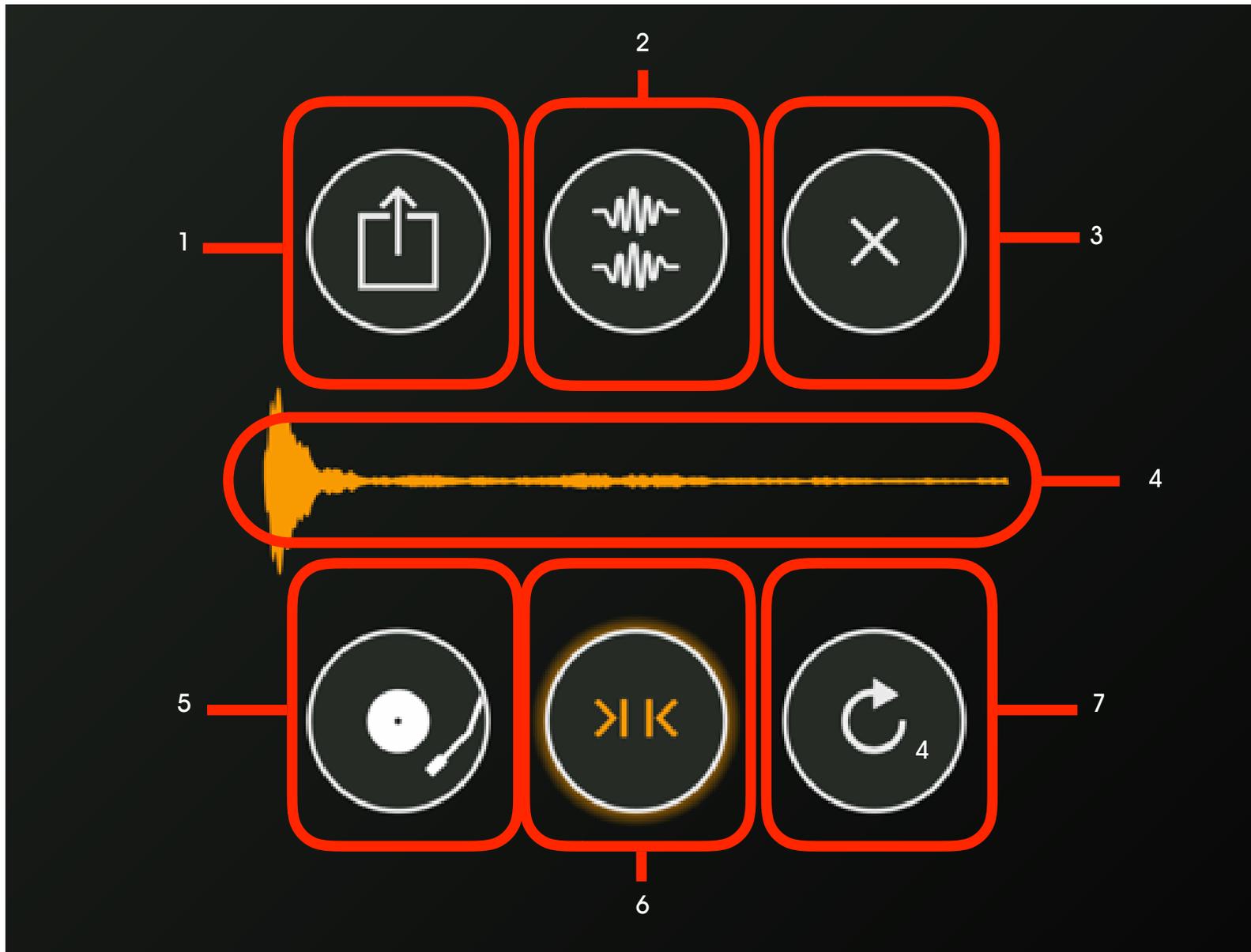
Use the Skratch app to record your own sounds to play with Skoog. Each coloured tile represents a side of the Skoog. You can record using the iPad Mic or load in pre recorded sounds or sample sets.

Skratch Settings Menu



1. About
2. Record Performance
3. Close menu
4. Name sample set
5. Share sample set
6. Reset / clear all Samples
7. Load sample set

Sample Tile Menu



1. Share
2. Copy Recording to new tile
3. Close menu
4. Wave file - recording display
5. Scratch mode
6. Auto trim
7. Reset / Clear

5. If pupils find following the Score too much of a challenge then you can assist using 'hand over hand' or play the melody yourself pausing and getting students to 'fill in' a missing note by presenting the respective side to them in a playable position, you will know what works best for your students.
6. Tell the children that because Old MacDonald had lots of animals on his farm, you can put some animals in the Skoog. If you have two Skoogs, you should set this up on the second Skoog.
7. Quit the Skoog app (or simply turn the volume down in the Skoog App - speaker icon in the menu bar) tab. Open the Skoog Scratch app.
8. Play each button one by one, and ask the class if they can recognise the animals sounds.
9. Get the whole class to play and sing through 5 verses of the song together. If you are using two Skoog then one Skoog will play the tune and the other can join in with the appropriate animal sound for the "With a baa,baa here... etc". You can swap Skoog players between verses to give everyone in the class a chance to play.



You will see coloured squares '**Tiles**' - simply tap a tile to record onto the respective color. Record the sounds listed above onto each color. You can have fun getting different class members to make the sounds etc... If you need to re record a sound simply press and hold the coloured square and wait for the menu to open. You can clear the recording by pressing the **reset** button in the Sample tile menu.

Once you have your animal sounds and are happy with them

For older pupils:

When the Saints Go Marching In

For classes who may not appreciate a children's song like "Old MacDonald", try "When the Saints Go Marching In".

Follow stages 1-4 as above, using this tune. For accompaniment, the chords are...

Ab

Oh when the saints, go marching in,

Eb7

Oh when the saints go marching in,

Ab Ab7 Db Dbm

I want to be, in that number,

Ab Eb7 Ab

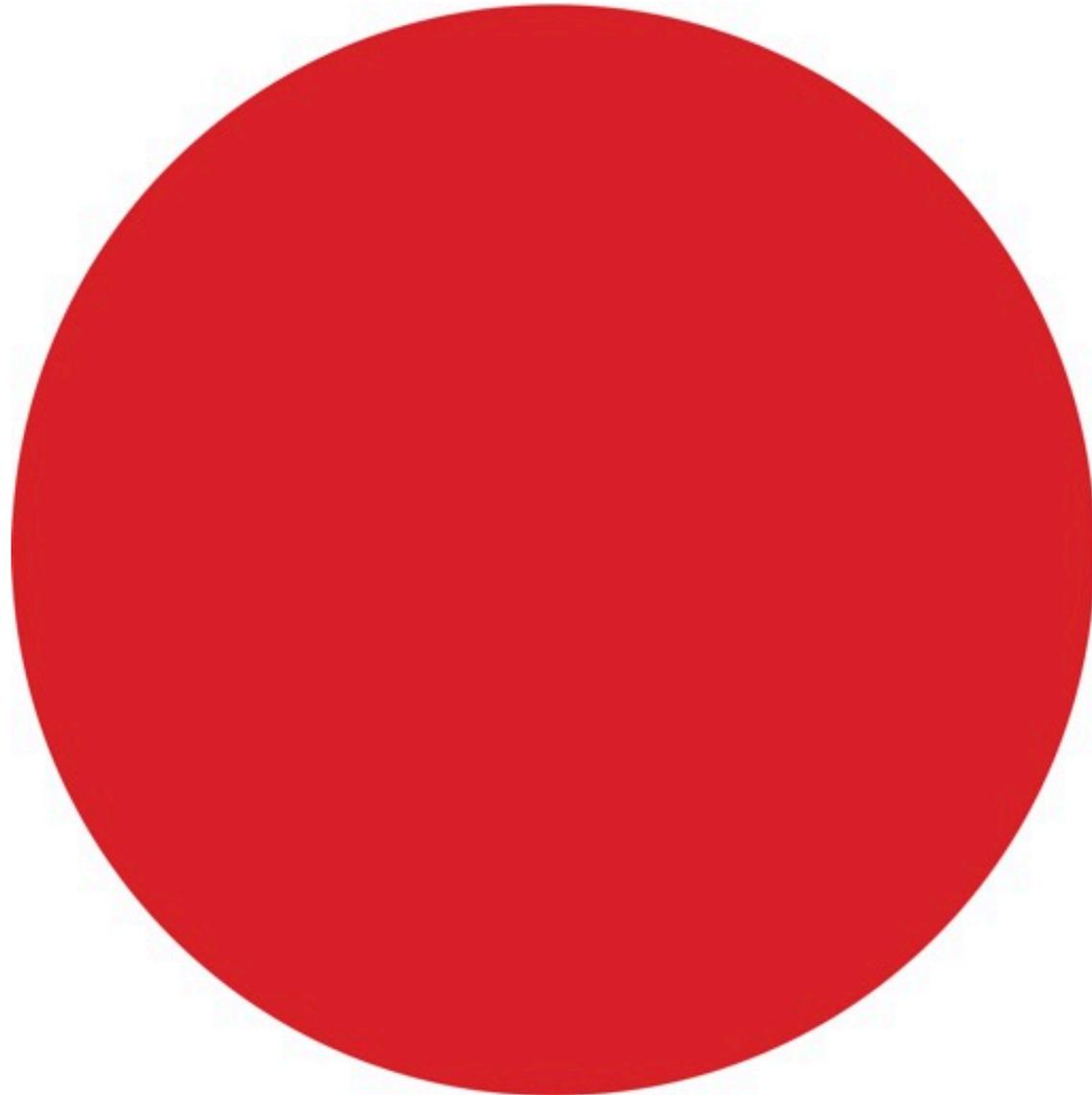
Oh when the saints go marching in.

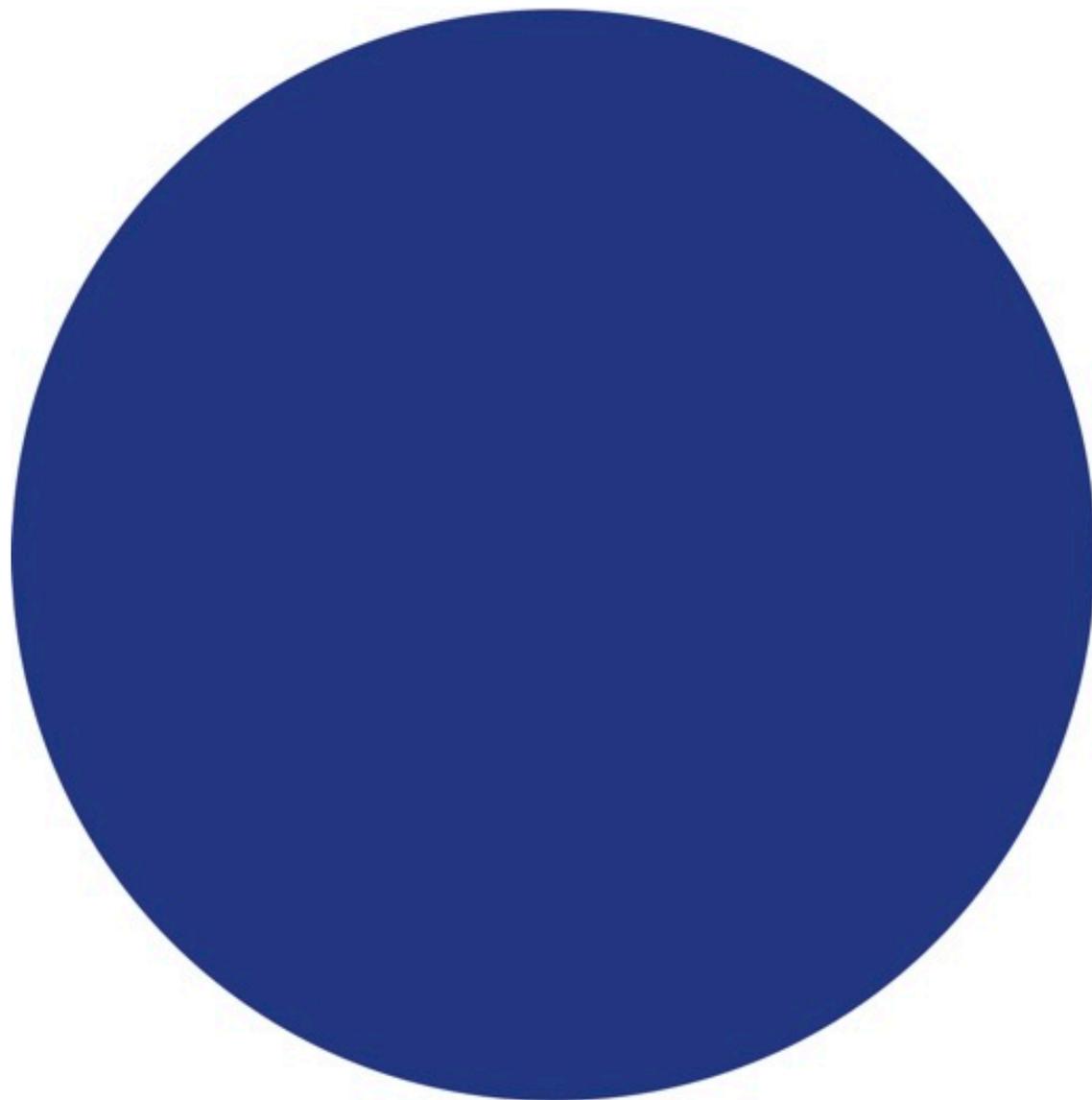
5. Tell the class that this is a tune that would usually be played by a marching band with loud drums to keep time.
6. If you have a second Skoog, Use the Skoog Skcratch App to record some Drum or percussion sounds. You can do this in a beat box fashion just using vocal drums and or clapping or striking a surface to make the sound or sample.

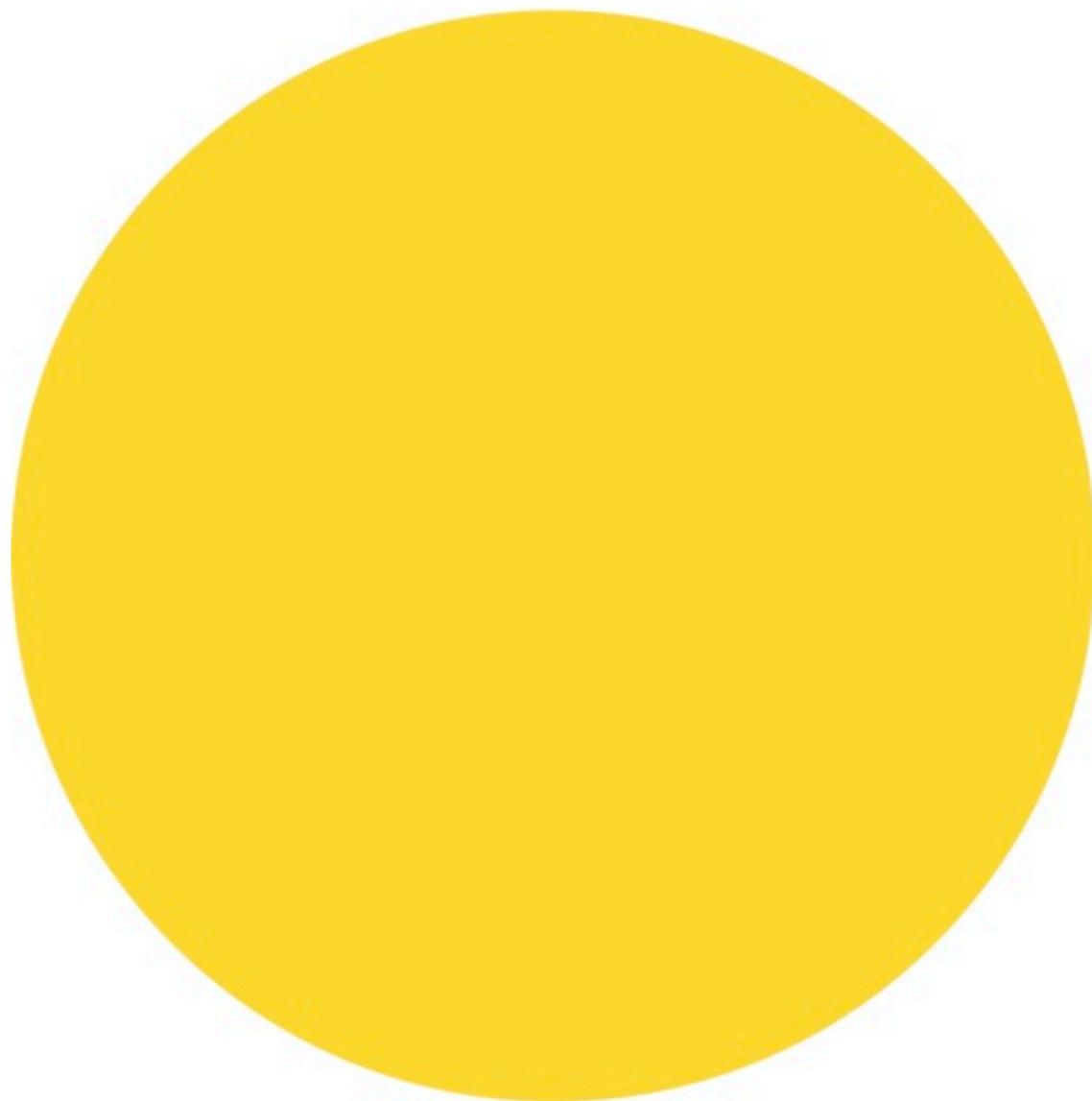
7. Get each member of the class to try playing drums sounds on the Skoog. Start by playing a 4/4 pulse by dropping the hand onto the top orange button.
8. If the pupils can play the 4/4 pulse easily, then they can try to play a simple drum pattern e.g. red-blue-red-blue etc., which will sound like bass-snare-bass-snare etc.
9. Get the class to sing and play the song all together, one person playing the tune, one person playing the Skoog drums (4/4 pulse or simple pattern) with the rest of the class singing. Rotate so that everyone in the class get a chance to try playing the tune and the drums.

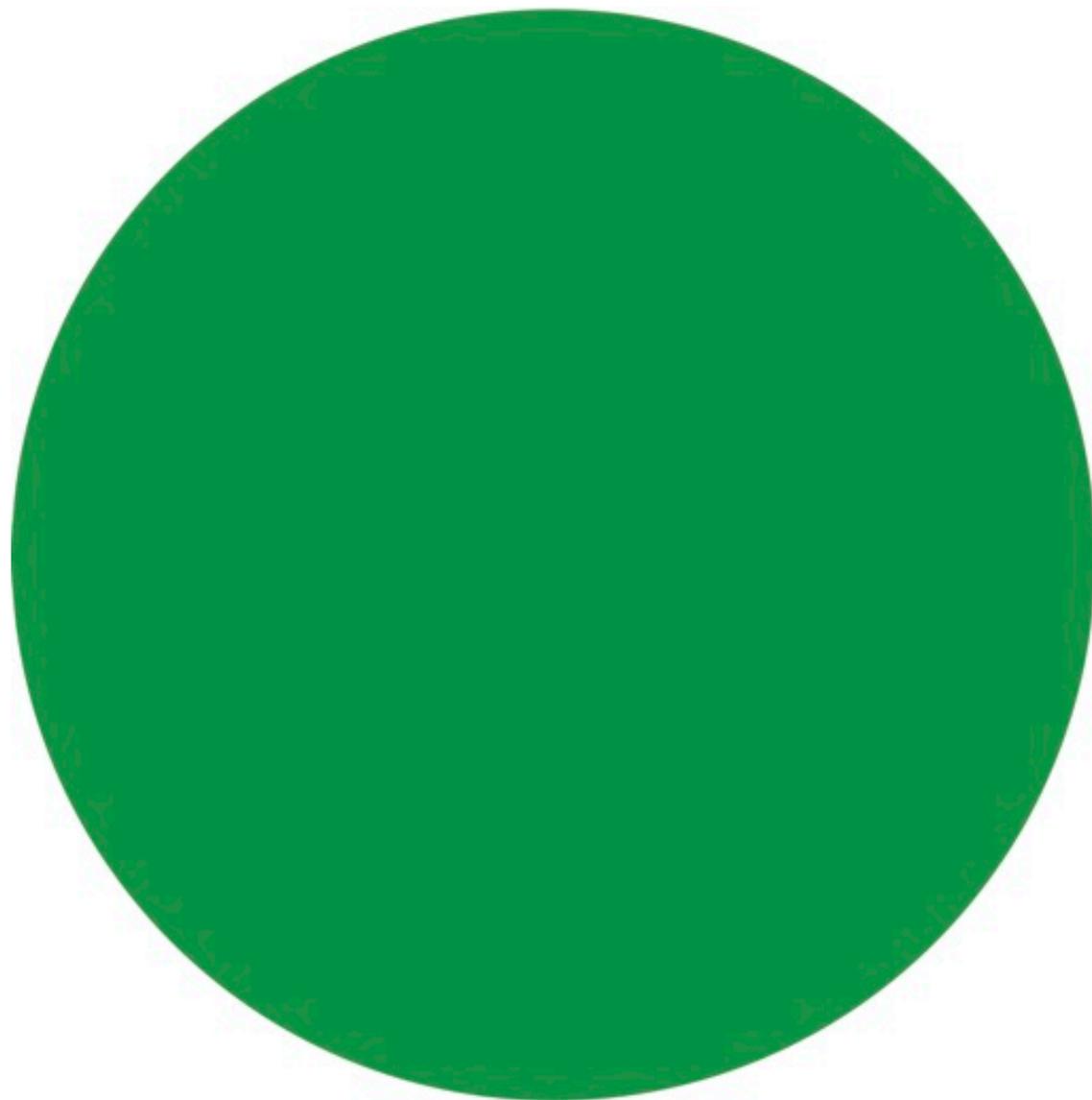
OPTIONS There are lots of other pre-loaded tunes available in the Skoog software – this stage could be adapted to any of them to suit the tastes of the class, or the time of year (e.g. Christmas). For example, use Jingle Bells and get other members of the class to accompany with a 4/4 pulse or simple rhythmic pattern on sleigh bells or other classroom instruments.

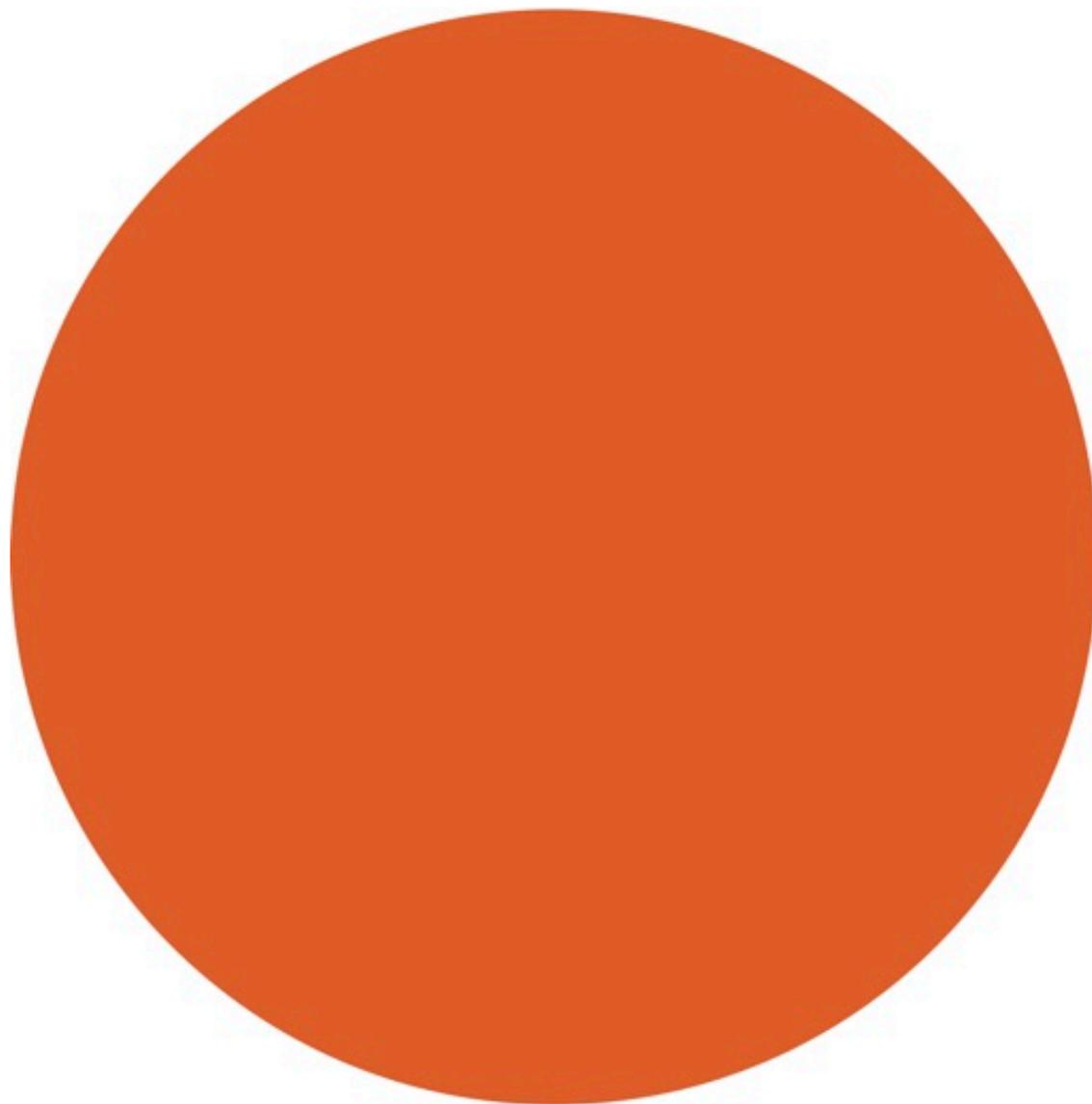
Skoog circles for printing











Connecting to GarageBand

Accessing different sounds and functions in GarageBand.

Before the lesson, prepare some coloured circles of paper or foam in the five Skoog colours. Put blue tack or Velcro on the back of each so that they can be stuck to the board.

To use the Skoog as a controller or input for GarageBand simply turn on MIDI in the **MIDI settings** menu.

If you want to hear only the GarageBand instruments then you need to turn the Skoog App Audio off. This is also done in the **MIDI settings** menu in the Skoog app.

You still need to connect the Skoog via the Skoog app. And you will still use the Skoog app to set the notes the Skoog plays and the sensitivity etc... But you will be playing the instruments you select in GarageBand.

There are a couple of settings that it is advisable to change in GarageBand to make things work more smoothly.

Go to settings in GarageBand. This is the little wrench icon in the top right hand corner of the GarageBand app. In settings go to advanced, turn 'Run in Background' on, and turn on 'Use with music apps'.

Watch this video for a walkthrough of what to do:

<http://skoogmusic.com/support/help-guides-videos/how-to-connect-skoog-to-other-apps/>

Stage 3: Playing Together

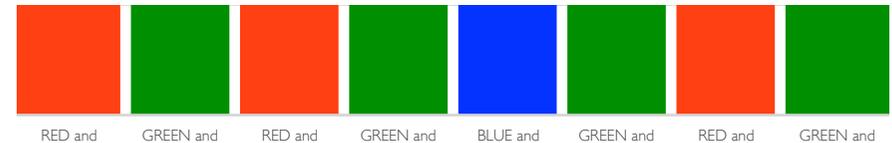
AIM Playing together in pairs and groups; developing Skoog-playing techniques; understanding how musical parts fit together.

Before the lesson, prepare some coloured circles of paper or foam in the five Skoog colours. Put blue tack or Velcro on the back of each so that they can be stuck to the board.

1. Tell the class that in this lesson they will be using the Skoog(s) to play music together in pairs, and with the whole class. Explain that you will use the coloured circles to show you which colours to play on the Skoog.
2. Choose a sound you like in the instrument menu or use an instrument from GarageBand (see page 17). The scale should be C major pentatonic (default scale). If the sound is too low or inaudible, then go to the notes menu and change "Octave" to a low number 1 or 2 to make this the 'bass' part.
3. Put the following pattern up on the board...



4. Play through the pattern to demonstrate. Play steadily, with two slow beats for each colour...
5. This pattern will be a repeated accompaniment (bass line/ostinato). Get each member of the class to try playing the pattern a few times through. You could get the class to sing the pattern at the same time as it is being played – either sing the colour names as above, or "one and two and three and four and"). If you want to develop rhythm/pulse skills, you could do this along to a metronome or simple drum loop.



6. If you have a second Skoog, set it to C major pentatonic with the flute sound and give it to another member of the class. Get the two Skoogs to play together, the first Skoog playing the repeated pattern and the second Skoog improvising freely. Encourage the improvising Skoog player to play longer notes to create a slow moving melody – this will sound very nice over the bass line. If you do not have a second Skoog, then use a C major pentatonic scale on chimes, keyboard (marked with stickers) or any other instrument that can easily play a scale. At this point you could start to join in with chords on piano or guitar... C – C – G – C.

7. Get everyone in the class to have a shot playing in this pairing, for a few minutes each.
8. If possible get each pupil to try playing both the repeated part and the improvised part. If there are members of the class with complex needs, they may be require a lot of support to play the pattern – in this case you can take everything very slowly, not worrying about pulse, and just aiming to get the right colours to sound in the right order. Pupils with complex needs can also play the improvised part on the second Skoog, while another pupil plays the repeated part.

9. If there is time, or if you want to expand this stage over several lessons, you can try the same activity but with different patterns. For example...

10. OR...

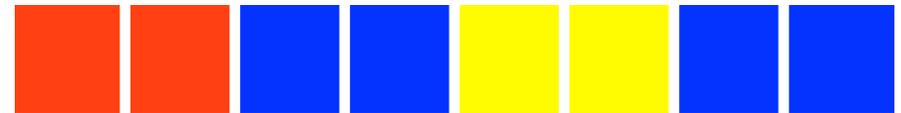
The class could also make up their own patterns. This



[chords C – Am – Dm – G –]

would be a precursor to the composing activity in Stage 5.

11. For the second half of the stage, the members of the



[chords C – Dm – Em – Dm –]

class are going to learn how to play chords on the Skoog. If the pupils will not understand what a chord is, then explain it as notes/colours together.

To set up you Skoog to play chords...

1. In the **Settings Menu**, select note settings and turn polyphonic mode on. This means that the Skoog can play more than one note at the same time. *NOTE it can play up to 3 notes but cannot play buttons / notes on opposing sides. So you can't play Blue and green or red and yellow together.
2. In the **Notes & Scales Menu** manually set the notes to



3. Set the instrument sound to Classic Synth (or use a sound from GarageBand see video support).
4. Play with the positioned Skoog diagonally in front of the player (as in the 'Suggested Playing Position' earlier in the course p.5).
5. Use the right hand to squeeze the **GREEN** and **YELLOW** sides together. The **ORANGE** side will also sound by itself, creating the three-note C major chord. Or press the corner.
6. Use the left hand to squeeze the **RED** and **BLUE** sides together. The **ORANGE** side will also sound by itself, creating the three-note F major chord. Or press the corner.

7. **OPTION** move the **ORANGE** note (C) up one octave to create a higher inversion of both chords.
8. Get each member of the class to practise making the two chords. Hold each chord down for quite a long time e.g. a steady count to 4. Practise moving between the two chords.
9. Now you can get one pupil to improvise on the second Skoog/chimes/keyboard/other scalar instrument, while another accompanies with the two chords on the first Skoog (moving slowly between the chords e.g. one chord per 4 counts). Other members of the class can join in, perhaps playing a 4/4 pulse or simple rhythmic pattern on classroom percussion instruments.
10. Tell the class that in the next stage of the course, they will be making music in lots of different styles... pop, rock, jazz etc.

Video Support:

Using GarageBand: <http://skoogmusic.com/support/help-guides-videos/how-to-connect-skoog-to-other-apps/>

Stage 4: Improvising with GarageBand Smart Instruments

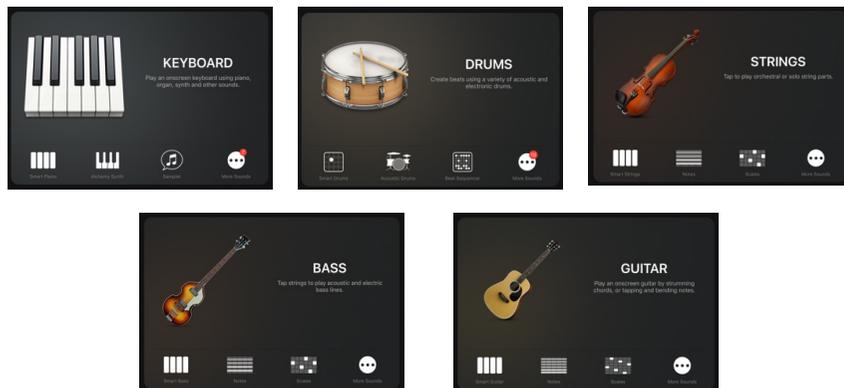
AIMS Improvising in different styles; recognising aspects of different styles; listening to others.

1. Tell the class that you are going to be playing music in lots of different styles.
2. The smart instruments in GarageBand with 'autoplay' functions provide a wealth of continuous backing / accompaniment that is free and flexible. In addition the Smart drums and other beat functions in GarageBand also offer a huge range of options for backing.
- 3.
4. Give each member of the class a chance to improvise in one or more styles (they may choose if appropriate). Play around with Tempo and different instrument types for the backing - this will effect the 'style' of music.
5. Choose a Smart instrument - Drums, Piano, Strings, Bass or Guitar

6. On many you can choose different versions i.e. Acoustic or Rock guitar. Set Autoplay to 1,2,3,4 (these usually start with a simple loop or pattern on 1 and get progressively more complex or intricate 2,3,4 etc..)
7. Then select a key/loop for the on screen display. Each has



a letter that denotes the key - i.e. C (C major) or Em (E minor). You can change the Tempo / speed of the pattern or loop in the main settings in GarageBand (click the wrench icon in the top right). Now in order to play along on your Skoog simply match the key on there Skoog in the **Notes & Scales Menu**.



8. Encourage the other members of the class to listen to each other playing. After each person has played you can discuss their performance – what it sounded like, whether it was fast/slow, loud/soft etc

Stage 5: Composing and Conducting

AIMS Practising playing together in harmony; composing a short piece; developing conducting/following skills.

You will need: the coloured circles from Stage 2, a baton/drum stick for conducting.

1. Set the Skoog to a diatonic scale e.g.



The Erhu sound in GarageBand will sound nice for this activity.

2. If you have a second Skoog, set the notes to be a **diatonic third** higher than the notes on the first Skoog e.g.



If you don't have another Skoog, find these notes on chime bars or a keyboard and put corresponding coloured stickers on

3. Get two members of the class to play the two instruments. Ask them to play the **reds** together – it will sound like a pleasant chord of C and E. Try the other colours to hear the all the different note combinations you have.

4. Stick any four of the coloured circles to the board. Get two other members of the class to come to the instruments. Explain that you are the conductor and that you will use your baton/stick to point to the colours that they will play together. Try this out with all the pupils in the class.

ONE FINAL STAGE...

1. Arrange a performance so your pupils can show off their new Skoog skills!

For more information

You can find comprehensive information about procedures and concepts in the Skoogmusic User Guide. To access the Skoogmusic User Guide, choose Help menu > User Guide...

To access Skoog related resources on the web, visit

<http://skoogmusic.com/support/>

Email - support@skoogmusic.com

© 2018 Skoogmusic Ltd. All rights reserved.
Skoogmusic Ltd
27 Albert Street, Edinburgh, EH7 5LH, Scotland

Skoogmusic, Skoog and the skoog logo, are trademarks of Skoogmusic, Ltd. in the U.K. and other countries.. All other trademarks are the property of their respective owners.

Skoogmusic documentation is copyrighted. You are not authorised to make additional copies or distribute this documentation without written permission from Skoogmusic Ltd. You may use this documentation solely with a valid licensed copy of Skoogmusic software.

Credits are listed in the Acknowledgements documents provided with this software. Mention of third-party products and URLs are for informational purposes only and constitutes neither an endorsement nor a recommendation. Skoogmusic Ltd assumes no responsibility with regard to the performance of these products. For more information, visit our website at www.skoogmusic.com.

