

# Learning Simple Melodies

## 3 Note Tune

The tune [Merrily We Roll Along](#) only has three notes: C4, D4, and E4.

## 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. Click on the [Notes tab](#), in the [Scale](#) menu, and select your notes.
2. The first note - C4 - is going on the Red side - click on the red indicator and slide it up or down until you get to the right note.
3. 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 and slide it up or down until you get to the right note.
5. Next is E4 on Yellow - click on the Yellow indicator and slide it up or down until you get to the right note.



## 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 corners and sides too!
- Encourage pupils to use both hands if physically possible.

## Compose

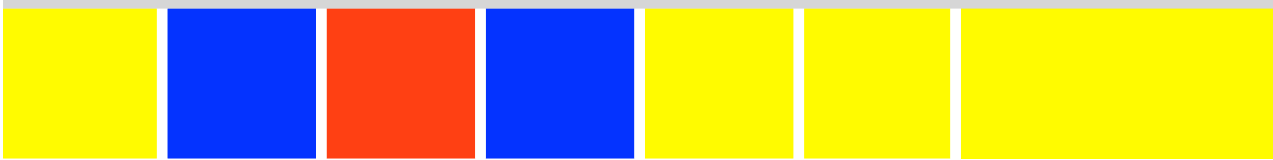
Get each pupil to write their own 3 note tune and play it for their classmates.



TRADITIONAL:  
MERRILY WE ROLL ALONG



On the Keyboard Tab in the Skoogmusic software, open the notes file: MerrilyWeRollAlong



KEYS



## 4 Note Tune

Now let's try a 4 note tune! The tunes we will be playing are [Barcarolle](#) and [Supertrooper](#).

### Assign the 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.



### Play the tune

Get pupils to learn [Barcarolle](#) and [Supertrooper](#) by following its coloured score.

### Compose

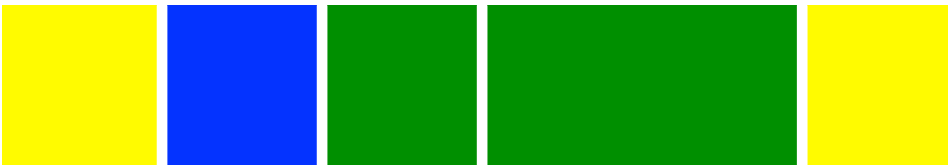
- Get each pupil to write their own 4 note tune, and get them to play it for their classmates.
- Get pupils to create a Skore for their own tune, and pick a classmate to play it using their Skore.
- Pupils can write complete melodies or simply short patterns.



OFFENBACH  
BARCAROLLE  
Excerpt from 'The Tales of Hoffmann'



On the Keyboard Tab in the Skoogmusic software, open the notes file: Barcarolle\_C



KEYS





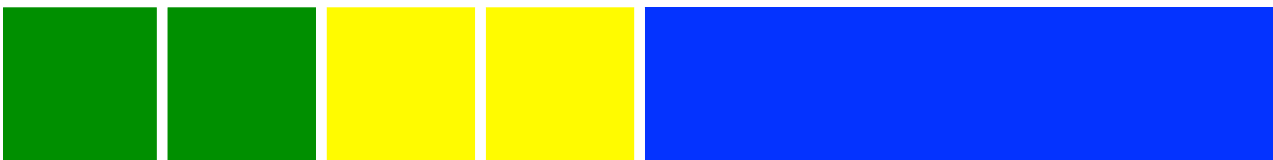
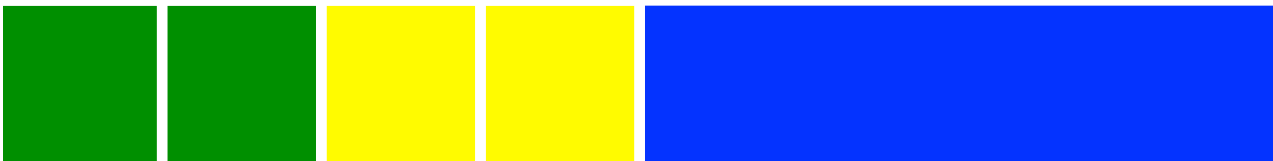
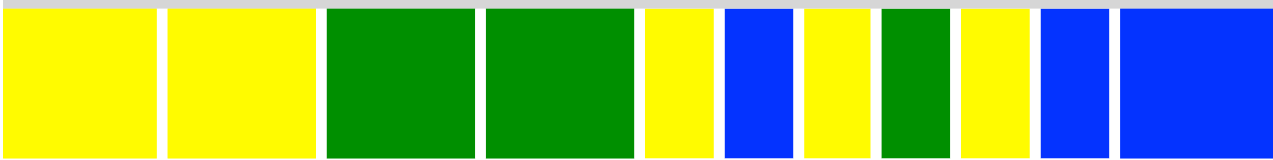
ABBA:

# SUPER TROUPER

REARRANGED FOR SKOOG BY MOIRA THORBURN



On the Keyboard Tab in the Skoogmusic software, open the notes file: ABBA\_SuperTrouper\_C



## KEYS



## 5 Note Tune

The third stage is the 5 Note Tune. The tunes we will be using are [Lightly Row](#), [Gaelic Lullaby](#), and [Dvorak's Largo](#).

### 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 side.



### Play the tunes

Again, get pupils to learn the tunes ([Lightly Row](#), [Gaelic Lullaby](#), and [Dvorak's Largo](#)) with the coloured scores.

### 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.