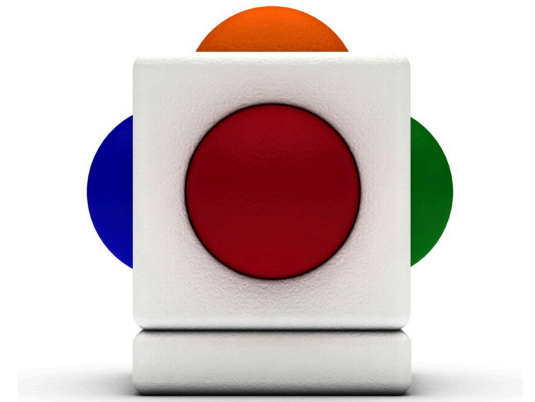


Lesson Halloween

Lesson time - 45 minutes



In this lesson

- Recording sounds to be used in performance and compositions
- Improvising and creating musical patterns
- Exploring and expressing ideas with pitch
- Selecting and creating sounds to create effects
- Playing the Skoog with percussion instruments



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

Support Materials

- [Halloween's Coming](#) in the songbook [Harlequin](#) (published by A & C Black).
- The book [Emily's Good Nightmare](#) by Rob Reger (published by Chronicle Books).
- [Tim Burton's](#) children movies (eg. [The Nightmare Before Christmas](#), [Corpse Bride](#)).

Lessons with progression and/or differentiation.

Moira H Thorburn (Music Specialist - City of Edinburgh)



Halloween's Coming

1. Teach the song

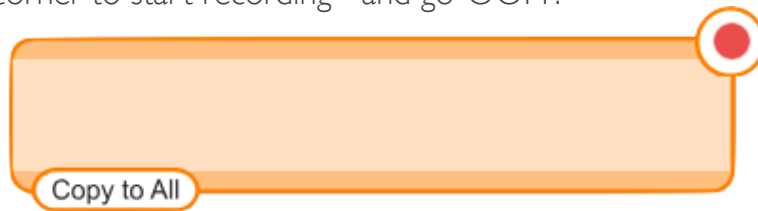
Begin by teaching your class the song [Halloween's Coming](#) in the [Harlequin](#) songbook (see the list of support materials).

2. Improvise with recorded samples

Lets' get improvising with the Skoog! We will start by improvising with some samples that we record ourselves.

N.B. Make sure you have a built-in microphone or a microphone plugged in for this. If you do not have a microphone, drag in the 'AAH' and 'OOH' samples from the 'Resources Pack' found on your Skoogmusic CD instead ([Resources Pack > Samples > Single Samples > Female Singer > C4_CHROMATIC](#))

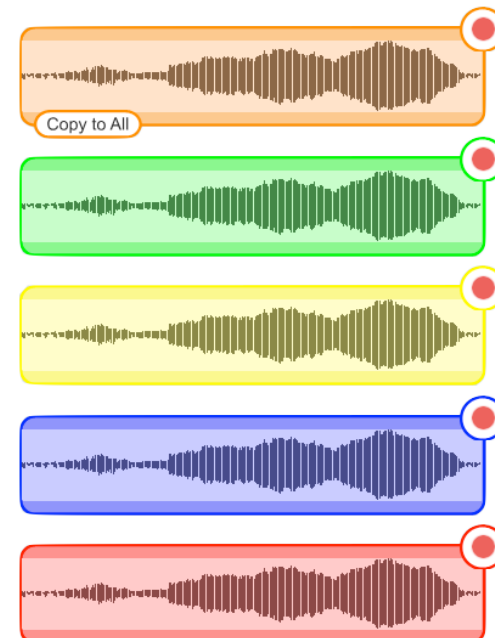
1. In the Skoogmusic software, open the [Samples Tab](#)
2. Let's record some 'OOH' sounds on one Skoog - on the orange box, click on the red record button in the top right corner to start recording - and go 'OOH'!



3. Trim out silence (the flat bits!) - select the biggest peaks in the waveform in the orange box (the 'OOH') then click on the scissors to the left to trim.



4. Click on 'Copy to All' at the bottom of the orange box to copy the 'OOH' sound to all sides.





5. Using exactly the same steps as steps 2-4, record some 'AAH' sounds on to another Skoog.
6. Click on either [Scrub](#), [Trigger](#), or [Press&Hold](#) to play

Allow pupils to improvise and explore on the Skoog - either by themselves or with vocal accompaniment from other pupils.

3. Alter the pitch

Next, the samples can be altered in pitch and played as before.

PENTATONIC SCALE Easiest way to change the pitch.

1. On the [Notes Tab](#) , select a pentatonic scale in the scale menu (underneath the keyboard).
2. On the [Samples Tab](#) , (make sure you have your samples recorded/imported from [Step 1. Recording Samples!](#)) select [Follow Keyboard Pitches](#) at the bottom of the tab so the samples are pitched according to the note selections on the [Notes Tab](#).

DISSONANCE Progression from using pentatonic scale - after discussion with the pupils they might decide that the topic of Halloween merits notes that 'clash'.

1. On the [Notes Tab](#) , select [User Defined](#) in the scale menu (underneath the keyboard).

2. Select the colour indicator of the side to which you want to assign a note. When the corresponding colour flashes on the keyboard, select your note on the keyboard.
3. Do this for all five sides.

TIP Notes that are right next to each other on the keyboard tend to clash!

4. Try different sounds

We can repeat [Steps 1 & 2](#) with different sounds on the various sides of the Skoog. After initially playing all sounds at the same pitch, we can alter the pitch as we have done in [Step 2](#).

5. Sample percussion instruments

Discuss with pupils about putting different sounds on the Skoog using percussion. Let pupils select the instruments and record onto the various panels of the Skoog (using the same steps as [Step 1. Recording Samples](#)).



The more unique the sound of each instrument, the easier it will be for pupil to hear themselves when they are improvising.



6. Invent a Halloween melody


Take one of the Skoogs and get the pupils to select a suitable instrument to invent a Halloween melody to go with the sound effects on another Skoog.

To select an instrument in the Skoogmusic software:

1. Go to the **Instruments Tab** 
2. Point and select one of the 12 instruments icons on the tab - the text in the bottom indicates which instrument is currently selected.
3. Go back to the **Skoog Tab**  and readjust sensitivity for this new instrument.

7. Accompany with xylophone

Add the xylophone accompaniment part from the song [Halloween's Coming](#) - which is basically a simple riff (a repeating musical pattern). Remember to make sure your Skoogs are in the same key as the xylophone part:

1. On the **Note Tab** , adjust the **Transpose slider** (bottom of tab) to tune the Skoog to the key of the xylophone.
2. Adjust the **Tuning slider** to fine tune the Skoog's tuning.
 - Able pupils may wish the riff put on the Skoog with a different instrument
 - Try mixing and matching everything as the pupils wish and sing the song

FOLLOW UP ACTIVITIES Second lesson on Halloween is to simply use the Skoogs with Soundbeam and/or Logic Pro to create a Halloween melody. This will take several sessions. Melody can be used to accompany any other kind of Halloween work, eg. shadow puppetry.



For more information

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

For more information on notes selection in Skoogmusic, see [Chapter 3.4](#) of the Skoogmusic User's Guide.

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