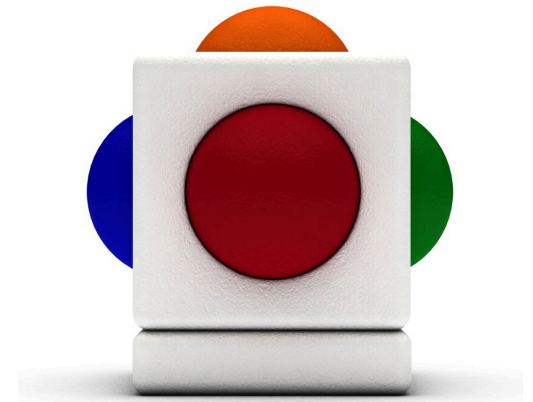


Lesson My Bonnie

Lesson time - across several 20 minute sessions



In this lesson

- Using the Skoog as a percussion instrument and play along to music
- Creating sound effects with the Skoog to express feelings and ideas
- Recording samples and backing tracks on the Skoog
- Learning and playing a tune by following notation
- Using the Skoog to accompany group singing



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

- The Skore for My Bonnie (Skoog Arrangement)
www.skoogmusic.com/sites/default/files/downloads/notes/MyBonnie.pdf
- Notes file for My Bonnie (Skoog Arrangement)
www.skoogmusic.com/sites/default/files/downloads/notes/MyBonnie
- A recording of My Bonnie Lies Over the Ocean, for example from the Nursery Rhymes collection by The Genius Baby Players:
www.amazon.co.uk/Nursery-Rhymes/dp/B001TPDCK0



Learning the song

1. Listen to the song

Get everyone to close their eyes and listen to the recording of [My Bonnie Lies Over the Ocean](#). Encourage pupils to hum along.

- How does the music make them feel? Is this a sad or happy song?
- Imagine the scene and the settings of the song - where do you think the singer is?
- Listen to the song again - this time get everyone to sway their body to the music and imagine themselves on a boat in the sea. Get everyone to do the actions of rowing a boat to the beats of the music - by swaying to the left, putting your wrists together as if holding an oar, and drawing a triangle; one stroke for each beat, then sway to the right and repeat the same actions.

2. Discuss the story

Read the lyrics of the song together. Discuss and get pupils to imagine the back story of the song.

- Does the singer sound sad? Why?
- Who is the singer singing about?
- Why do you think Bonnie is over the ocean?
- Read the lyrics again, but this time to the rhythm of the melody (chant). Get everyone to chant in a sad voice.



3. Sing the song!

Now sing the song together!

- **The First Time** Sing the song together. Like before, sway to the music as if on a boat, and every time the word **Ocean** or **Sea** comes up, get everyone to make waves with their arms.
- **The Second Time** Teacher acts as conductor and directs how loud each phrase should be. For a loud phrase, everyone sways a little more violently and makes bigger waves with the arms. Vice versa for a quiet phrase.
- **The Third Time** Pick someone from the class to be the conductor. Instead of singing with the class this time, the teacher can sing the echo part in the verse, as such:

My Bonnie is over the ocean...

Over the ocean...

My Bonnie is over the sea...

Over the sea...

and sing **Oh bring back my Bonnie to me** and the chorus in unison.

- **The Fourth Time** Split the class - one half sings the main melody, the other sings the echo. Teacher acts as conductor and controls the dynamics.



Feeling the rhythm

1. Clap along

Sing the song again, but this time get everyone to clap along. Really feel the speed and the pulse of the music. For those who might be unable to clap, you can use the Skoog as a percussion instrument:

1. Go to the [Instruments Tab](#).
2. Pick and click on an instrument. The more percussive instruments which will be useful here are [Vibes](#), [Marimba 1](#), [Marimba2](#), and [Oriental String](#).

2. Drums and Effects on Skoog

Load in the samples set [Congo](#) on one Skoog, and [Water Sounds](#) on another

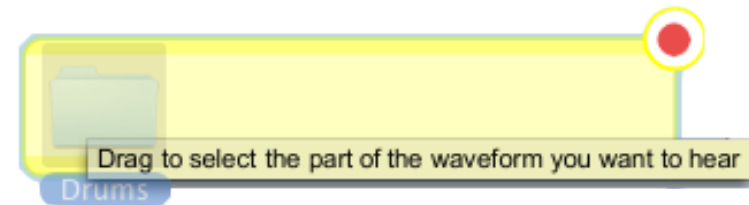
1. Go to the [Samples Tab](#).
2. Locate the [Congo](#) and [Water Sounds](#) samples sets in your file browser (they can be found on your Skoogmusic software CD):

[Resources Pack](#) > [Samples](#) > [Samples Sets](#) > [Conga](#)

and

[Resources Pack](#) > [Samples](#) > [Samples Sets](#) > [Water Sounds](#)

3. Click on the Samples Set folder 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](#).

Before letting your pupils loose on the Skoog, explore the sounds with them first:

- Let pupils touch the Congo Skoog - what kind of action would suit the sounds? Encourage pupils to hit/tap/punch do whatever they see fit on the Skoog.
- Press on each surface of the Water Sounds Skoog and ask pupils what they think the sound is.

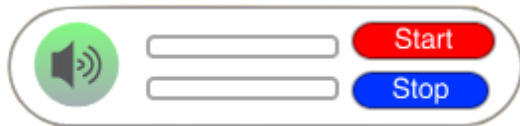
Get the pupils to hit the Skoogs while singing the song together; the Water Sounds Skoog can set the scene of the ocean. Really feel the rhythm!



3. Record a percussion backing track

Record the Conga and Water Sounds Skoogs with the Audio Recorder:

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

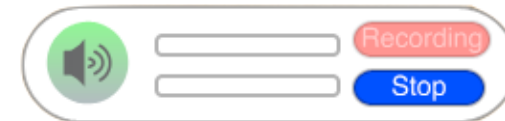


2. Check you levels with all the parts playing - a mini rehearsal if you like! Make sure the level indicator does not go into red. If it does, reduce the volume of each Skoog and that of the backing track.



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**. Get the class singing and playing now!



5. Click **Stop** to stop recording.


We will be using this backing track in a later lesson.



Playing the tune

In this lesson we will learn to play the tune to [My Bonnie](#) with the Skoog. We will begin by customising the Skoog with the appropriate settings.

1. Load in the notes file


1. On the [Notes Tab](#) , click on the [Open](#) button at the top of the tab.
2. Locate and select the [My Bonnie](#) notes file, and click [Open](#).
3. The notes on your Skoog should now change to those specified within the notes file, and you now have the set of notes that you need to play My Bonnie on your Skoog!

2. Record pupils' voices

We will use the pupils' own voices as the sound for the Skoog - it could be [AHHs](#) or [OOHs](#); anything that they fancy! Put different sounds on each Skoog so they can tell the two apart.

1. Make sure the [Audio Speaker](#) button in the Skoogmusic Window is on (green)




2. Make sure we are not on mute - underneath the [Audio Balance](#) options to the left of the tabs in the [Skoog Window](#).
3. Go to the [Samples Tab](#). 
4. 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.



5. 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.
6. Once you have recorded onto a side, its waveform box might look a bit like this; with a sound wave sitting in it:



7. Click within the waveform box that have you just recorded into - drag and select the portion of sound that you want (normally the biggest peak). Essentially we want everything but the flat (silent) bits.
8. Click on the pair of scissors  to the left of the waveform box to trim.
9. At the top of the [Samples Tab](#), pick one of the playback functions ([Scrub](#), [Trigger](#), [Press&Hold](#)) to start playing with your newly recorded samples.

3. Adjust Sensitivity

To make sure the Skoog is set up to match the pupil's abilities perfectly, [adjust its master sensitivity](#) after picking your samples playback function.

1. Go to the [Skoog Tab](#) , and locate the sensitivity bar near the bottom of the tab.

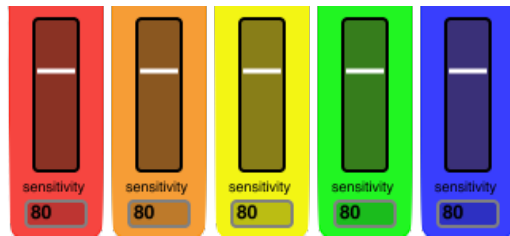


2. Click on the **+** sign if you want to increase sensitivity, or if you want to decrease it, click on the **-** sign.
3. All sides on your Skoog should now be more/less sensitive!

Depending on how you pupils are playing the Skoog, some sides might become more easily activated than others. In which case follow these steps to [adjust their individual sensitivity](#):

1. Decide which side you want to adjust, and find its sensitivity slider close to the bottom of the Settings Tab (they are all colour coded!).





2. Grab the white line on the slider with your mouse, and drag it up to increase sensitivity - or drag it down to lower sensitivity. The number in the Sensitivity Number Box should change accordingly. Let go of your mouse when you find the optimal level.
3. Press into the side that you have just changed and see if you like its sensitivity - adjust again if it is still not perfect.

4. Following the Skore

Working together, have the pupils follow the Skore - follow the colours, and the longer the box, the longer you hold down the note for. Take your time here and try singing along while playing too! In a question and answer style, each Skoog plays one phrase, alternately.

Notice that because [My Bonnie](#) is a special arrangement for the Skoog, some of the notes don't actually match with the melody (they harmonise with it!). Get pupils to spot these notes, have them play the note on the Skoog while singing the corresponding note in the melody, and discuss the idea of harmony.



Playing together

Once the pupils are quite confident on the Skoogs, drag in the previously recorded percussion track and have the group play and sing on top of that:

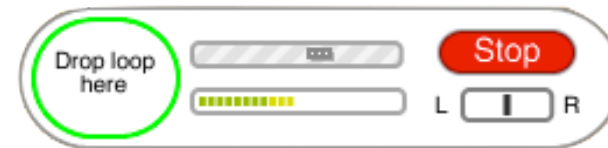
1. The [Backing Loop Player](#) is located in the Skoogmusic Window across the top of the screen.



2. Locate your backing track in your file browser.
3. Click and drag your backing track sound file across to the Skoogmusic Window, and drop it in the bubble that says [Drop Loop Here](#).
4. When the border of the bubble stops blinking and the player reads [Ready](#), the sound file has finished being imported. Click [Play](#) to start playing the backing track.



5. If you want to control the volume of you backing track, just drag and adjust the slider in the loop playing. You can also pan you backing track to the left and right too. Go wild on the Skoog!
6. The player will loop the track when it ends. Click [Stop](#) to stop playing.



FOLLOW UP ACTIVITIES Play together with the backing track again but pick the Oriental Strings for one of the Skoogs this time, and tune this Skoog 2 octaves lower by dragging the [Transpose slider](#) on the [Notes Tab](#) to -24 semtones. The Skoog with the voice sample will now play the melody and the Oriental Strings Skoog can act as accompaniment. Remember you don't have to follow the Skore exactly; encourage pupils to improvise a little.



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 using a backing track in Skoogmusic, see Chapter 6.2 of the Skoogmusic User's Guide.

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