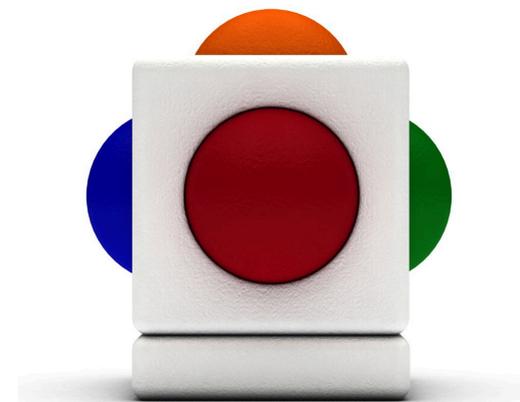


# Maths Lessons with Skoog

Lesson time - 20 minutes



# In this lesson

- Recording individual samples into the Skoog
- Using the Skoog as a buzzer for class quiz
- Using the Skoog as a teaching tool in lessons outside of music



If we record a mathematical function by name into each of the Skoog sample buffers, we can use the Skoog to add a fun multi-sensory/ICT element to basic arithmetic. You can adapt the content of this lesson for any topic - History, Science, etc., etc.....

## 1. Record samples to Skoog

**NOTE** Make sure you are on a computer with a built-in microphone, or with an external microphone plugged in for this.

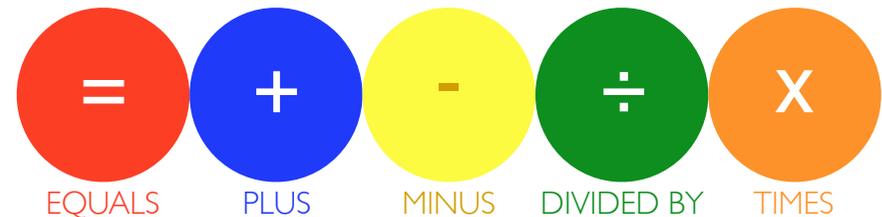
1. Make sure the **Audio Speaker** button in the Skoogmusic Window is on (green)



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. Here is what you need to record on to each side of your Skoog:



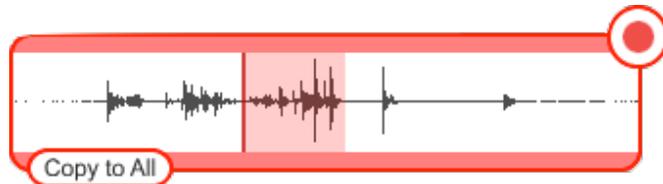
So, for instance, for the **red side** of your Skoog, click on the record button in the top right corner of the **red waveform box**. When the record button starts flickering red, say **EQUALS** into the microphone, then click the stop button in the top right corner of the waveform box to stop recording.



## 2. Trim the samples

It is important to trim out any silence at the beginning and the end of a sample - or the Skoog will sound as if it is not being responsive when in fact it is playing through the silence!

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



2. Click within the waveform box that you have just recorded onto - drag and select the portion of sound that you want (normally the biggest peak). Essentially we want everything but the flat (silent) bits.
3. Click on the pair of scissors  to the left of the waveform box to trim.
4. At the top of the [Samples Tab](#), select [Trigger](#) to start playing with your newly recorded samples.

## 3. Switch to Mono Mode

Your Skoog should be set to Mono Mode by default - so just double check on that - in the top left corner of your Skoog Window, make sure the switch is set to [Mono](#):



## 4. Adjust sensitivity

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. We want to set it to about 80% sensitivity (so up to 3 or 4 squares from the right).



## 5. Do the quiz

Now all we need are some tasks - here are just a few to get you started. Get your pupils to say out loud the following equations, and where it says **Skoog** - get them to find and play the correct side of the Skoog so that it plays out the correct answer:

- $15 - 8$  (Skoog)  $7$
- $5$  (Skoog)  $4 = 9$
- $2$  (Skoog)  $12 = 24$
- $32$  (Skoog)  $2 = 34$
- $6$  (Skoog)  $3 = 2$



**FOLLOW UP ACTIVITIES** Come up with your own set of tasks for the quiz and record your own set of samples as the answers. For example, you can record a set of numbers instead and have your pupils calculate and press the correct answer. Of course you don't have to just use this lesson plan for Maths lessons - try the same strategy for your History or Science lessons too!

Try also saving your set of samples by clicking [Save](#) at the bottom of the [Samples Tab](#), and clicking [Load](#) to load your previously saved Samples Set folder back onto your Skoog.



## For more information

For more information on the sampling functions of the Skoog, see [Chapter 7](#) of the Skoogmusic User's Guide.

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