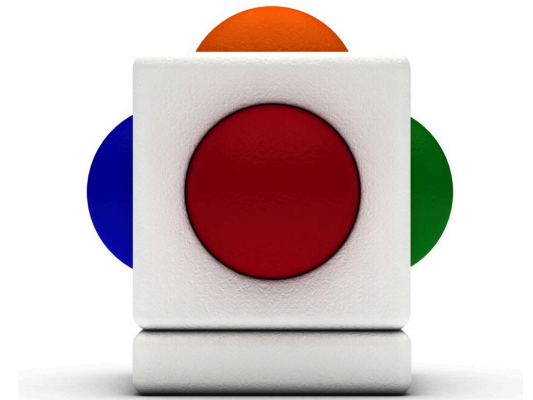


Lesson St Patrick's Day

Lesson time - 40 minutes for 2 Skoogs



In this lesson

- Taking inspiration from listening to music
- Creating a piece of music in the style of Irish folk music
- Improvising with the pentatonic scale
- Improvising with a backing track
- Working with the structure of a composition using an audio editor



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 1-17a)** I can use my voice, musical instruments and music technology to discover and enjoy playing with sound, rhythm, pitch and dynamics.
- **SECOND (EXA 2-17a)** - I can use my voice, musical instruments and music technology to experiment with sounds, pitch, melody, rhythm, timbre and dynamics.
- **THIRD (EXA 3-17a)** - I can use my voice, musical instruments, or music technology to improvise or compose with melody, rhythm, harmony, timbre, and structure.

Reference with Technological Developments in Society Curriculum for Excellence:

- **EARLY (TCH 0-01a)** I enjoy playing with and exploring technologies to discover what they can do and how they can help us.
- **SECOND (TCH 2-01a)** When exploring technologies in the world around me, I can use what I learn to help to design or improve my ideas or products.



Support Materials

These can be used as introduction songs and music:

- The song [Patrick McGinty's Goat](#) by [Val Doonican](#)
- The song [Wild Mountain Thyme](#) by [Francis McPeake](#) from the book [Jolly Herring](#) by A & C Black Publishers Ltd
- Various Irish folk bands whose performance can be found on Youtube

Lesson with progression and or differentiation.

Moira HThorburn
Music Specialist - City of Edinburgh



After listening to the introduction music, we are going to compose our very own piece of Irish style folk music to celebrate St. Patrick's Day.

1. Pick your instruments

Having been inspired by the introduction music, discuss with the pupils what instruments they would like on their Skoogs to compose their piece. In this lesson we will primarily use MIDI - two instruments that we have found particularly effective in this lesson are the [Orchestral Harp](#) and the [Bagpipe](#).

To choose a MIDI instrument for your Skoog:

1. First of all let's switch on MIDI - go to the [MIDI Tab](#) .
2. Click on the red [MIDI On/Off](#) button so that it turns green.



3. If you want MIDI sound only, check the [Mute](#) box near the bottom left corner of the Skoog Window.

4. Pick from one of 128 different MIDI sounds in the [MIDI Instrument](#) menu on the [MIDI Tab](#), just right next to the MIDI button. Make sure [MIDI Channel](#) is set to one of [MIDI 1-10](#), and not Percussion. MIDI instruments have no effects on the Percussion channel.
5. However, if it is percussion sounds that you are after, pick [Percussion](#) under the [MIDI Channel](#) menu. Here, each note will play a different percussion sound - so pick the ones you want in the [Notes Tab](#) (remember to select [User Defined](#) first).

2. Select and import a loop

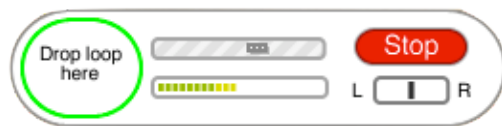
Discuss with the class and decide on a backing loop that they would like to use in their piece. This can be any sound file in [.wav](#), [.aif](#), or [.mp3](#) format.

To import it into the Skoogmusic software:

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




2. Locate your backing track of choice 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 player. You can also pan you backing track to the left and right too.
6. The player will loop the track when it ends. Click [Stop](#) to stop playing.



3. Make sure the keys are compatible

If the loop you have chosen is based on a key, make sure your Skoog is also in the same key (or one of its compatible keys). We will be using pentatonic scales in this lesson.

NOTE Pentatonic scale is a set of 5 notes that are commonly used in folk music. It is also great as a palette of notes for improvisation, as every combination of notes within the scale will sound nice; hence no risk of playing a 'wrong' note! To learn more about them have a look at our [Notes on Pentatonic Scales](#) on our website (www.skoogmusic.com/sites/default/files/downloads/PENTATONICS.pdf).

1. Go to the [Notes Tab](#) 
2. In the [Scale](#) menu underneath the keyboard, select either [Major](#) or [Minor](#) Pentatonic.
3. In the [Tonic](#) box on the [Notes Tab](#), select the name for the key that you want (have a look at the [Key Chart](#) on the next page to find the keys that are compatible with your loop)
4. Have a play with both [Major](#) and [Minor](#) keys, and experiment with putting different combinations of keys on the two Skoogs; remember they do not have to be in the same key! (Major on one, Minor on another; experiment!).



COMPATIBLE PENTATONIC SCALE

	C Major	C Minor	C# Major	C# Minor	D Major	D Minor	Eb Major	Eb Minor	E Major	E Minor	F Major	F Minor	F# Major	F# Minor	G Major	G Minor	G# Major	G# Minor	A Major	A Minor	Bb Major	Bb Minor	B Major	B Minor
C	•				•				•		•				•				•		•			
C		•				•				•						•				•		•		
C#			•				•				•					•				•			•	
C#				•				•				•					•				•			•
D					•				•						•					•				•
D						•				•						•					•			•
Eb							•				•					•					•			•
Eb								•				•					•					•		•
E									•							•						•		
E										•							•						•	
F											•											•		
F												•											•	
F#													•											•
F#														•										•
G															•									•
G																•								•
G#																	•							•
G#																		•						•
A																			•					
A																				•				
Bb																								•
Bb																								•
B																								•
B																								•

L O O P K E Y

Use this chart to work out what pentatonic scale you can use for your loop. For example: to play along to a backing loop/track in the key of F Major, the pentatonic scales that you can use are C Major, D Minor, F Major, G Minor, A Minor, and A# Major. Simply select one of these pentatonic scales on the Note Tab in the Skoogmusic software, and play away!

We reckon we have all keys - major and minor - covered. If we have missed out anything, or if you would like a particular loop in another key, then send us a request and we will get that sorted for you!

4. Adding other instruments

Your class might want to add other classroom instruments to their melody. Discuss what instruments and sounds you would like, and make sure those are in the same key as the loop/Skoog too.

5. Improvise and invent!

Improvise and have a play with the Skoog as they have been set up now. Decide how each part would flow with each other on top of the loop - you might want to stay in **Mono** mode for crisp, clear notes; or you might want to switch to **Poly** mode to play clusters of notes instead. The control for this is in the top left corner of your Skoog Window.

FOLLOW UP ACTIVITIES You might want to add another loop to your piece. For this you might find it easier with the help of an audio editor such as Audacity, Logic Pro or Protools, which would allow you more precise control over the placement of your loops and samples. Discuss with your class and decide how they want the loops to be ordered for the piece. This can be an excellent activity for using the language of musical terminology with words such as **repetition**, **structure**, **flow**, even the mention of the word **cadence** in its simplest form - being like a comma or a full stop in sentence.



For more information

For more ideas on creating music with the Skoog, see [Chapter 6](#) of the Skoogmusic User's Guide.

© 2008-2012 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.

