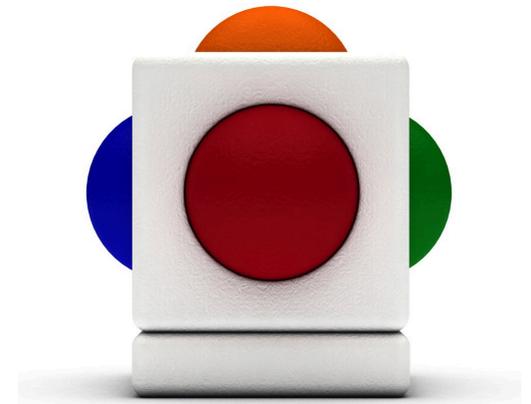


Lesson The Sea

Lesson time - across several 30 minutes sessions



In this lesson

- Creating effects and conveying ideas with MIDI and dynamic instruments on the Skoog
- Expressing feelings and thoughts by choosing and creating sounds
- Playing the Skoog with loops and background sounds
- Sampling percussion instruments to be used creatively on the Skoog
- Playing the Skoog with other 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.
- **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.

Lessons with progression and/or differentiation.

Moira HThorburn (Music Specialist - City of Edinburgh)

Support Materials

- **Echoes of Nature: Ocean Waves CD (LaserLight Digital 12)** - www.amazon.co.uk/Ocean-Waves-Echoes-Nature-Various/dp/B000001V38
- **Nature Samples Pack**
www.skoogmusic.com/support/downloads
- Large picture of the sea either on wall or large video screen.
- Many different images can be found on the internet and discussed as can the CD as both various facets of the sea.



Calm Sea

1. Set up backing track

Use the [Echoes of Nature: Ocean Waves](#) CD as a backing track. We also have a [Nature Samples Pack](#) on our website which includes soundscapes and samples.

2. Set up MIDI instrument on Skoog 1

Turn on MIDI on the Skoog:

1. On the [MIDI Tab](#) , click on the red [MIDI On/Off](#) button so that it turns green.
2. If you want MIDI sound only, check the [Mute](#) button in the audio panel to your left.
3. Our group of pupils decided to use trumpet as it sounded to them like a sailing ship out on the horizon. To pick your instrument, select from the list under the [MIDI Instrument](#) menu.

3. Set up dynamic instrument on Skoog 2

Have another group on the Skoog pick one of the 12 dynamic instruments. Our group picked the vibes as they thought it sounded like shoals of fish drifting through the water:

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.

4. Loop a sound in the background

Our group chose a Gull wave file from Audiocity:

1. Locate your sound file in your file browser
2. Simply click and drag it to the Loop Player in the Skoogmusic window (where it says [Drag loop here](#)).
3. Once imported (when the border stops blinking and the player reads [Ready!](#)), click on [Play](#) to start looping your sound.



5. Improvise with the Skoogs!

Have the pupils improvising melodies on the Skoogs. You could also include other instruments with a lower pitch to provide a bass line and to give the idea of chords. Skoog as the sailing ship working on the idea of continued melody and the vibes as the fish being played intermittently to give the idea of the fish darting out of sight.

6. Stormy Sea

Apply the same basic structure as [Calm Sea](#), but using instrument settings that suggest the scene of a [stormy sea](#).



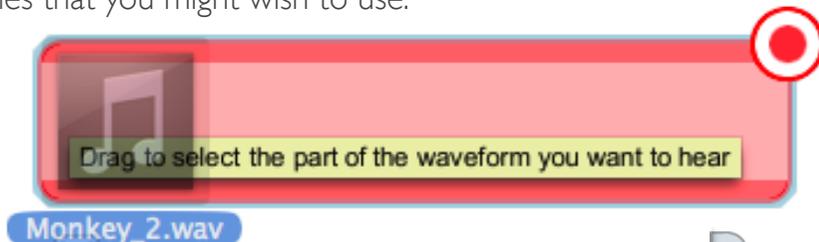
Life in the Sea

Again, follow the same basic structure as [Calm Sea](#) and [Stormy Sea](#). Our group chose a different loop to run with the Skoog. You might want to include other instruments as accompaniment in this lesson.

1. Sample percussion instruments

This time instead of using MIDI, we will choose several percussion instruments to record into Skoog 1:

N.B. Make sure you have a built-in microphone or a microphone plugged in for this. If you do not have one, drag in any sound files that you might wish to use:



1. In the Skoogmusic software, open the [Samples Tab](#)
2. Let's record some sound - 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 - and go wild on your percussion instrument of choice!

3. Trim out any silence (the flat bits!) - select the biggest peaks in the waveform in the orange box (the actual sample that we want) then click on the scissors to the left to trim.



4. Click on either [Scrub](#), [Trigger](#), or [Press&Hold](#) to play.

2. Pick an instrument!

Follow Step 3 in [Calm Sea](#) to pick an instrument on the other Skoog (either a MIDI one or a dynamic one using the steps described previously) to compliment other accompanying instruments, such as a Soundbeam.

N.B. Make sure the Skoog and the accompanying instruments are in the same key (major or minor - your choice!)



FOLLOW UP ACTIVITIES Making a large sea scene in art work and recording our music on CD and playing it when viewing the large picture. We also used the music for a movement session. Later, using 'Over the View' by Richard Burmer, we learned our own structured dance of mermaids and seaweed.

NOTE You might find that a Soundbeam would work well with this lesson. To help you with setting up your Soundbeam, here are some tips from us:

Setting Up Soundbeam

1. Ask pupils to select a MIDI set up on the Soundbeam - 'Outer Isles Tintagel' or 'Synthetic Dream' are all possibilities. (Our pupils chose 'Synthetic Dream')
2. Set the switches at three different pitches - set the picture of the depth of the water.
3. Make sure the melody on the Soundbeam is played in the same key as the Skoog. Choose major / minor and, for ease of melodic harmony, set as pentatonic.



For more information

For more information on using MIDI on the Skoog, see [Chapter 4.2](#) of the Skoogmusic User's Guide.

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