

Lesson Learning Simple

Lesson time - 20 minute sessions across a full term



In this lesson

- Using the Skoog to learn and familiarise themselves with traditional musical notation
- Playing music on the Skoog with a beat / backing track
- Creating melodies with the Skoog
- Performing on the Skoog
- Playing with others in harmony



Learning Outcomes

Reference with Music Curriculum for Excellence:

- **FIRST (EXA 1-16a)** I can sing and play music from other styles and cultures, showing growing confidence and skill whilst learning about musical notation and performance direction.
- **SECOND (EXA 2-16a)** I can sing and play music from a range of styles and cultures, showing skill and using performance directions and/or musical notation.

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.

This series of lesson was specifically developed for pupils with complex needs who had a basic understanding of simple staff notation.

Lessons with progression and/or differentiation.

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Support Materials

Before we start, you will need:

- Scores for:
 - Merrily We Roll Along
 - Barcarolle
 - Supertrooper
 - Lightly Row
 - Gaelic Lullaby
 - Oh When the Saints
 - Dvorak's Largo
 - Score Notation Pack

You can download the scores from the Skoogmusic Website

<http://skoogmusic.com/support/skoog-song-book/>

Remember the notes you need to set on the Skoog are displayed in the top right hand of the score



A 3 Note Tune

The tune *Merrily We Roll Along* only has three notes: C4, D4, and E4.

1. Assign notes to your Skoog

It is entirely up to you which colours you assign your notes to, here is just a convention we follow for all our resources, going clockwise with the lowest note on the Red and highest on the Orange:

1. Select the **Notes and Scales Menu** in the app, select the notes tab, and use the tumblers to set the notes on each side (denoted by color).
2. The first note - C4 - is going on the Red side
3. Next is D4 on the Blue side
4. Next is E4 on Yellow side
5. Now that we have assigned notes to the coloured sides on the Skoog, make sure the notes match the notes in the score.

2. Play the tune

Learn to play the tune with the colored score!

- You can use the actual coloured buttons on the Skoog, but don't forget the entire Skoog is sensitive, so you can press into the black bits too!
- Encourage pupils to use both hands if physically possible.

6. The length of a colour block indicates the duration for which you press the side; the longer the block, the longer you hold it for. Don't worry about precision and accuracy - as long as the note lengths are roughly relative to each other then you are rocking!



2 beats each



Squares: 1 beat each



Half a beat each (2 note to 1 beat)

*TOP TIP:

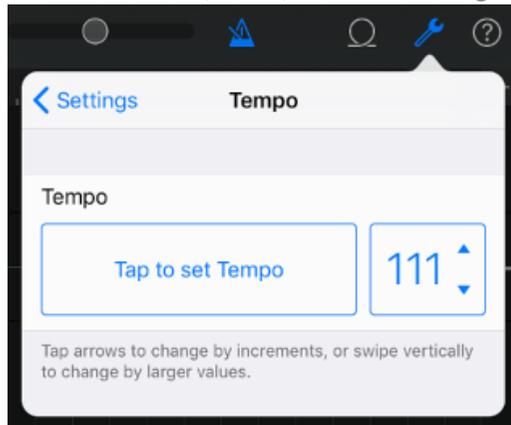
When manually setting notes on the Skoog to play melodies (i.e. when not using a pre set scale from the app) it is best to turn off the automatic key detection in the Skoog app. Simply go to the **Settings Menu** in the app, select **note settings** and then turn 'automatic key detection' **off**.



3. Play with a beat - Smart Drums in GarageBand

Add a beat in the background using the smart drums in GarageBand. Adjust the tempo in the main settings :

To set the tempo, open the settings menu



ENTER TEMPO HERE OR USE THE TAP FUNCTION

Select the smart drums



CHOOSE A KIT



TAP DICE TO CHANGE IT UP

MOVE SOUNDS AROUND TO CHANGE THE GROOVE

DRAG SOUNDS IN. TAP TO LISTEN TO IT FIRST

You are now ready to go wild on your Skoog! All the controls for the loop player are to the right of the dragging area. If you want to control the volume of you backing track, just click and drag to adjust the volume slider below the speaker icon. The bar across the top of the controls indicates the position of the playhead in relation to the length of the audio file.

And Compose!

Get each pupil to write their own 3 note tune and play it for their classmates. Then, using the Score Notation Pack, get them to create a Score (a Skoog score!), and choose a classmate to play it. Full instructions on how to use the Score Notation Pack can be found within the pack folder.

You can use this across all kinds of Skoog activities or simply use this to create beats and backing tracks.

Students can drag individual items into the smart drum grid or simply roll the dice to change the groove - great for all ability levels!



A 4 Note Tune

The second stage in the series of lessons is the 4 Note Tune. The tunes we will be playing are [Barcarolle](#) (listed under classical songs in the Skoog online songbook, by the composer Jacques Offenbach) and [Supertrooper](#) (Abba). We will be following the same structure as our lessons with the 3 Note Tune.

1. Assign notes to your Skoog

Follow the instructions for assigning notes for the 3 Note Tune, so that C4 is on Red, D4 on Blue, and E4 on Yellow. Then add F4 to the green side:

2. Play the tune

Get pupils to learn [Barcarolle](#) and [Supertrooper](#) by following its coloured score. Once they are confident, drop a beat loop in the background using the instructions from Step 3 of the 3 Note Tune to encourage playing in strict time.

And you can always bring in a beat!

3. Compose

- Get each pupil to write their own 4 note tune, and get them to play it for their classmates.
- Get pupils to create a Score for their own tune, and pick a classmate to play it using their Score.
- Pupils can write complete melodies or simply short patterns.



A 5 Note Tune

The third stage is the 5 Note Tune. The tunes we will be using are [Lightly Row](#), [Gaelic Lullaby](#), [Oh When the Saints](#), and [Dvorak's Largo](#).

1. Assign the notes to your Skoog

Follow the above instructions to assign C4 to Red, D4 to Blue, E4 on Yellow, and F4 on Green. Then add the note G4 on the Orange:

2. Play the tunes

Again, get pupils to learn the tunes ([Lightly Row](#), [Gaelic Lullaby](#), [Oh When the Saints](#), and [Dvorak's Largo](#)) with the coloured scores. Drop a beat loop in the background once they are confident - see above for instructions.

And you can always bring in a beat!

3. Compose

Again, get each pupil to compose their own tune and play it to the rest of the class. This time, ask pupils to choose a classmate to play along with them. To follow up on this, assign notes that harmonise with the pupil's tune on the second Skoog, and get the two to play together in harmony.

NOTE This is a term's work. There are virtually an unlimited amount of tunes using 5 notes.

If and/or when pupils are solid with these five notes, the Skoogs can be programmed with a different set of notes, for example the pentatonic scale.

More here: <http://skoogmusic.com/support/skoog-lesson-plans/>



For more information

For more information on assigning notes in Skoogmusic, see [Chapter 2.4](#) of the Skoogmusic User's Guide.

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