Getting Interactive with SmartMusic

Category/Tags: Skills Development

Bloom’s Taxonomy: Applying, Understanding

Level:

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| Objective(s) | * Projecting SmartMusic repertoire allows for more student engagement, efficient use of time and control of the classroom.
* Accommodates different learning students by providing both visual and aural cues
* Regardless of what surface SmartMusic is projected on, there are benefits
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| Resources | * Computer connected to projector and powered speakers
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| Procedure | * Project a line from the method book
* Students are all looking at the same line with common elements. What instrument is chosen does not matter. Some examples are:
	+ Time signature
	+ Rhythm
	+ Directions in the music
	+ Musical terms and symbols
* Point and talk about the elements of your choice
* Glance around the classroom to make sure all eyes are looking at the object of focus.
* A natural extension of this is to have students come up to the screen and respond to your questions.
	+ The students could do such things as writing in counts, circling particular symbols, etc. if you are projecting on a dry erase board or if you are using an interactive whiteboard. If you don’t have one, please see [*Introduction to Using SmartMusic in the Classroom.*](../00%20Introduction%20to%20Using%20SmartMusic%20in%20the%20Classroom.docx)
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| Follow up activities | * Easily select another instrument for specifics such as fingerings.
* Students like seeing what other instruments are playing.
	+ Discussion of instrument transpositions can be introduced very early on!
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| Teacher Notes |  |