Getting Interactive with SmartMusic

Category/Tags: Skills Development

Bloom’s Taxonomy: Applying, Understanding

Level:

|  |  |
| --- | --- |
| 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 |
| Resources | * Computer connected to projector and powered speakers |
| 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) |
| 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! |
| Teacher Notes |  |