“Can We Play It Faster?”

Category/Tags: Skill Development

Bloom’s Taxonomy: Applying, Creating

Level:

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| Objective(s) | * Taking advantage of students’ desire to play something at faster tempi   + The normal response is to say “no” * With SmartMusic, the teacher can easily control the tempo increase incrementally while the accompaniment helps control the experience. * Students gain understanding that it is ok to perform something faster as long as musical aspects are maintained * Students are having fun while developing technique |
| Resources | * Computer connected to projector and powered speakers |
| Procedure | * Either plan this as part of a lesson or wait for the moment when students ask to play something faster. * Whatever the tempo that the line is being played, the teacher decides how much of a tempo increase there is   + Some lines from a book fit this activity very well. For example, “Mary Had a Little Lamb” or “Good King Wenceslas” are good candidates because they are easy to play but usually are played at a slower tempo even the songs are sung or played faster in the “real” world. * The students see the increase on the Tempo control |
| Follow up activities | * At a certain point, it may be the speed is actually too fast to be felt in 4/4. The teacher can introduce the idea of keeping the beat by tapping feet half as fast. Students can experience Cut time before they have learned the theory of it. * Have a contest to see who can get all Green at faster speeds. |
| Teacher Notes |  |