SmartMusic Student Helper for the Day

Bloom’s Taxonomy: Applying

Category: Motivation

Level: VE

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| Objective(s) | * Motivation for students to become a helper in the classroom and operate SmartMusic
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| Resources | * SmartMusic being used visually or aurally or both
* SmartMusic is located in a stationary area
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| Procedure | * Select a student based on the teacher’s criteria. (Ex: Practice grade was an A or 100.)
* Teacher asks the student to operate SmartMusic allowing the teacher to walk around the classroom and not have to go back to the computer.
* This is especially useful if you have the loop feature going and want to stop it so the entire class can be addressed.
* If the helper is not sure how to do something, get the entire class involved.
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| Follow up activities | * Change the criteria for becoming the helper
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| Teacher Notes |  |